



TRAVELLER®

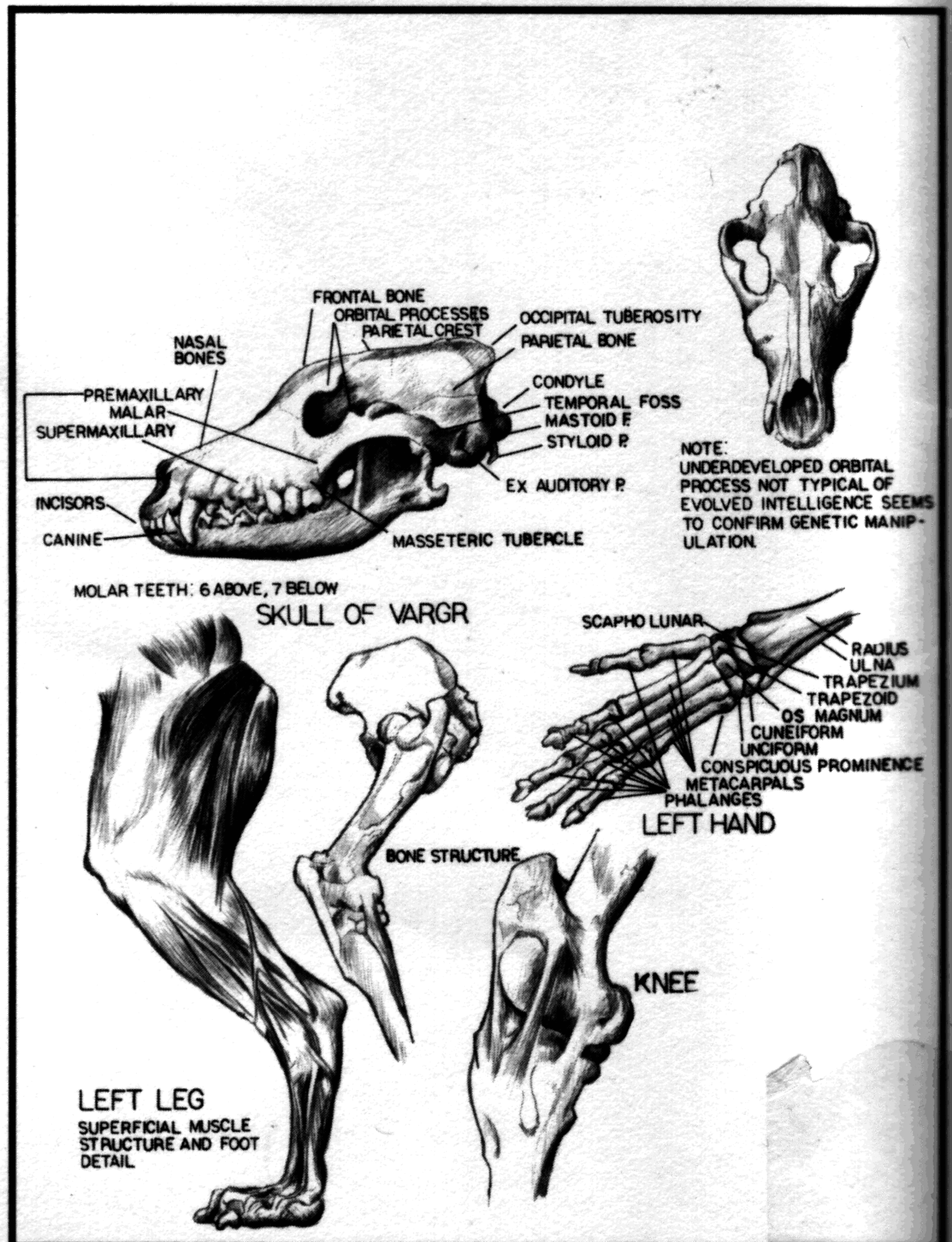
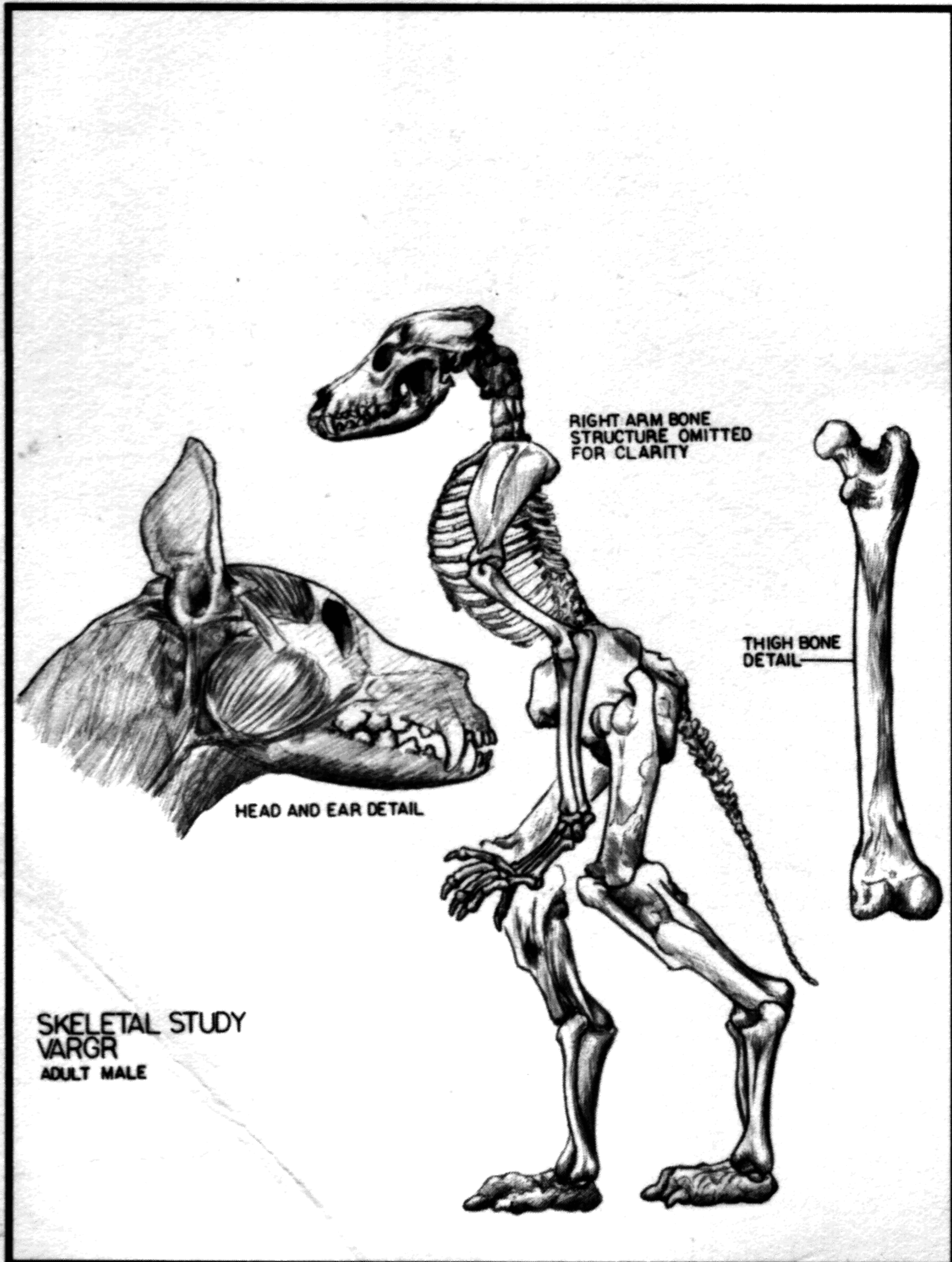
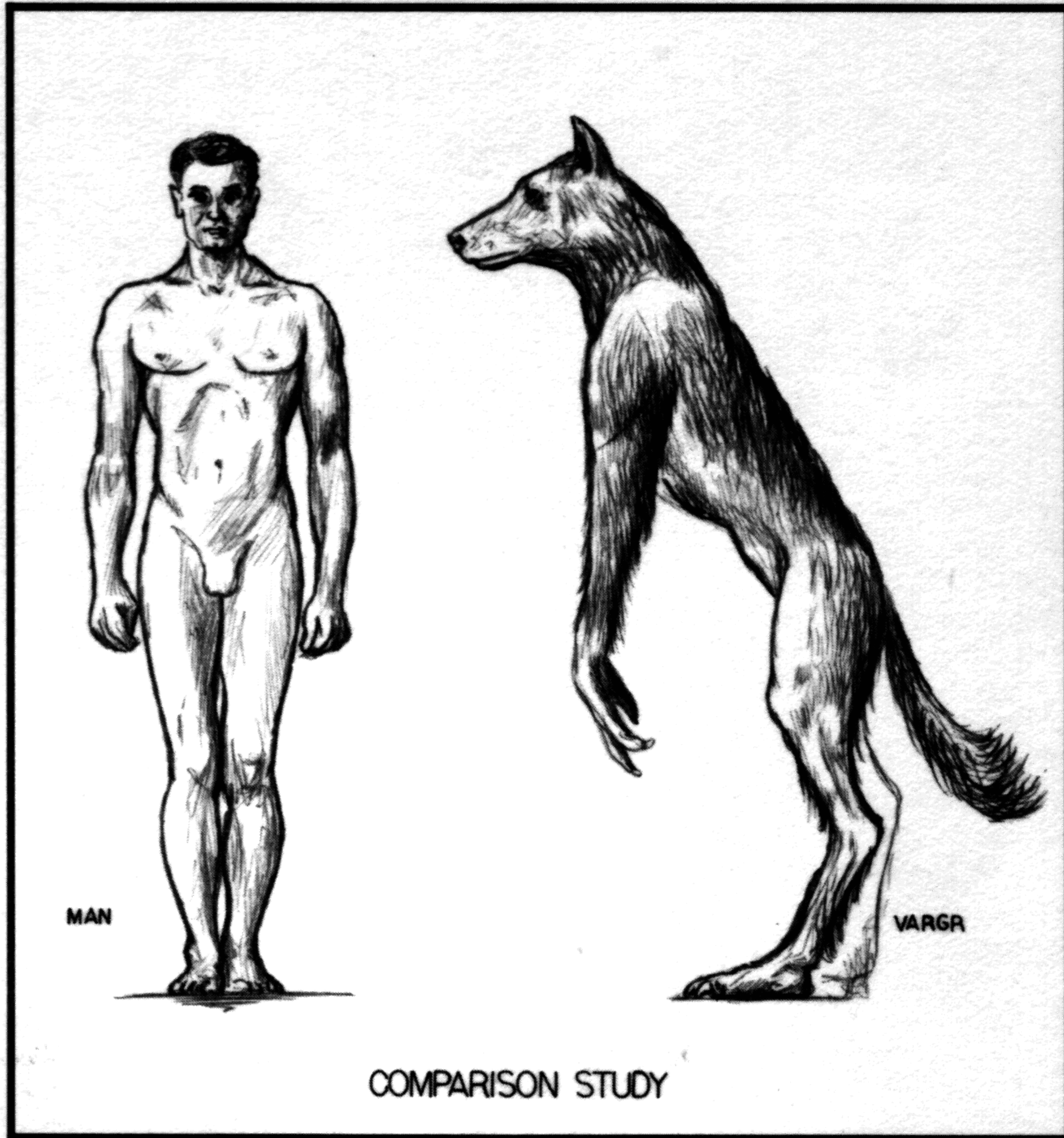
Alien Module 3



Freebooting Encounter with the Wolves of Space

Vargr

Game Designers' Workshop



Six races are generally held to have independently invented the jump drive technology which allowed them to reach the stars. These races, known to Imperial scientists and historians as the Six Major Races, are thus accorded a higher status (at least among one another) than are the so-called minor races which, if they have the capability for interstellar travel at all, have acquired the jump drive from some other race which invented or acquired it previously. The Six Major Races are usually said to include the Aslan, the K'kree, the Hivers, the Droyne, the Vargr, and Humaniti (specifically the Vilani, Solomani, and Zhodani branches thereof). In addition, of course, the mysterious Ancients are known to have had interstellar travel, but, as they are no longer present within the sphere of explored space, they are not classified as one of the six contemporary major races.

This module for **Traveller** deals with one of these major races, the Vargr. It is designed to allow the incorporation of this race into any and all aspects of **Traveller**. Whether Vargr are to be used as player characters, non-player characters, patrons, opponents, or just as a backdrop against which adventures may take place, this module provides the referee and the players with sufficient information to deal with the Vargr both as individuals and as a fully viable society.

Aliens in Traveller: The **Traveller** rules make no distinction concerning the races of various characters generated or encountered in the game. They presented standard rules which work very well when dealing with beings of a generally similar physiology and cultural background. Basic **Traveller** is perfectly sufficient to serve as a source for character generation of almost any life form, provided there is no great concern with the individual being's specific ethnic or cultural heritage.

THIS MODULE

The adventures that are possible with **Traveller** are virtually infinite. This module is merely one of them.

This module describes everything which is needed to utilize the Vargr race in **Traveller**. After the adventure in this module has been run, there remains the basic material describing the Vargr, which can be used to create and administer a variety of other adventure situations involving this alien race.

Usability: This module requires a **Traveller** rules set in order to be played. There are several rules sets available, any one of which will serve. It is specifically designed as a companion to *Starter Traveller*, and is thus oriented to the material presented in that rules set. Other rules sets, however, are consistent, and this module may be used in conjunction with any of these—*The Traveller Book*, *Basic Traveller*, or *Deluxe Traveller*.

Compatability: This module deals with the Vargr, who occupy a large area of space to coreward of the Imperium. Some emphasis is placed on the Gvurrdon sector, a predominantly Vargr sector lying just coreward of the Spinward Marches, but this module can be equally easily used with any Vargr sectors.

Because some Vargr live within the Imperium as well, this material

can also be used with almost any campaign which is set in the Imperium. The material in this module can be applied to a variety of game situations even if adventures are set away from the generally accepted Vargr territories.

Contents: This module consists of four parts—the cover, the rules, the charts and the adventure.

The inside of the *cover* has a sector map showing the extent of Vargr settlement.

The *rules* provide the changes and alterations to the **Traveller** rules which are necessary for Vargr characters and situations.

The *charts* reiterate the material in the rules, and present it in a format designed for quick reference.

The *adventure* provides the players and referee an opportunity to delve deeper into Vargr culture and properly acquaint themselves with the information in this module. For this module, an unusually extensive adventure allows continued inquiry into Vargr history and psychology.

BASIC FACTS

The following basic facts are assumed to be in force for the purposes of this module.

The Imperium: The Third Imperium, established over eleven hundred years ago, is a human-dominated interstellar empire which represents the norm around which all **Traveller** rules have been built. It is the third in a line of major interstellar human empires.

The Vargr Extents: The Vargr Extents are those regions of space settled by and under the control of various Vargr governments and factions. As a rule, Vargr governments fragment rapidly, and nothing like a unified government has ever been established over the Extents. Even many Vargr worlds are still highly balkanized as a result.

The Zhodani Consulate: A region to spinward of the Imperium and the Vargr Extents, dominated by the Zhodani, a human major race similar in most respects to other human races. Their primary difference is in their attitude towards psionics, which makes up the major base of their government and society.

The Gvurrdon Sector: The Gvurrdon sector is located immediately to coreward of the Spinward Marches of the Imperium, and also contains a portion of the frontier between the Vargr Extents and the Zhodani Consulate. As a result, Vargr states in this region continually interact with adjoining human societies and are frequently aligned with one or the other of them.

Vargr

Traveller Alien Module Three

An alien race for use with **Traveller**.

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TIMEKEEPING AND OTHER STANDARDS

In any *Traveller* adventure, there is a need to keep track of time and its passage. The generally accepted *Traveller* method is that of the Imperium, and indeed this method is used when dealing with the Vargr as well.

Clocks: Timekeeping in the Imperium is based on the standard day, composed of 24 standard hours. Clocks and watches count time using standard hours, minutes, and seconds.

Vargr timekeeping, like many other elements of Vargr society and cultural make-up, tends to vary from place to place. Individual worlds generally base local timekeeping on the length of the local day. There are certain basic scientific standards, adopted on the Vargr homeworld many centuries ago, but these standard time units (which correspond approximately to standard seconds and minutes) are not generally used outside of specific scientific and technical applications, and there are even variations in these "standards" introduced by rival scientific researchers in the interest of streamlining or modifying previous accepted basics.

For game purposes, normal, human timekeeping standards can be applied to the Vargr as needed. If the referee so desires, individual timekeeping standards can be developed for use by specific Vargr planets or other social groupings, as desired.

The Calendar: The Imperial calendar is a standard one in common use throughout much of human space. It is 365 standard (24 hour) days in length, with days numbered from 1 to 365. It is divided into 52 seven-day weeks, with the first day of each year a holiday not part of any week. The Imperial calendar started with the year 0, in which the Imperium was founded; the current year is 1111.

As in other things, Vargr acknowledge no universal calendar. Individual planets impose years based on planetary movements around individual stars; sometimes standards are imposed across larger areas of space, but there is no true Vargr "standard year." For this reason the Imperial standard year is used for game purposes, to regulate the passage of time for specific game-related purposes.

Vargr calendars date from whatever event the local populace cares to choose as a starting point; frequently this is the settlement of a specific world, the founding of a new government, and so forth. Imperial historians tend to assign dates in one of two forms, either according to the corresponding year of the Imperial calendar, or based upon the *Diaspora* (Vargr/Gvagh: *gzokdae*), the invention of interstellar travel by the Vargr in the Imperial year -3810. This dating is frequently used in giving dates to events in Vargr history; the current year under this system of dating is thus 4921.

Money: For simplicity's sake, Vargr currency is not considered in this module. All prices are given in standard Imperial credits. Prices may vary somewhat from those given in the basic *Traveller* rules, as noted throughout this module. These differences may reflect cultural variations, and unfavorable exchange rates, and so forth. The details of economics, however, are not considered in this module, being essentially unnecessary to the enjoyment of the game.

REFeree'S NOTES

This module is intended to be as complete as possible. The materials in it supplement the basic *Traveller* rules, and no other rules or published materials are necessary in order to use this module.

Other Necessary Material: In addition to *Traveller* and this module, players and referee will require ordinary accessories such as paper, pens, pencils, dice, graph paper, and (optionally) a calculator.

Other Desirable Materials: The entire line of *Traveller* products elaborates and expands on the universe of the future. Almost any can be used in conjunction with this module. Especially useful items include:

Supplement 8, *Library Data (A-M)*: Gives encyclopedic entries on a variety of topics which round out the universe of *Traveller*.

Supplement 11, *Library Data (N-Z)*: Completes the encyclopedic

presentation of *Traveller* background material.

The *Traveller* Adventure: Involves characters in interaction with Vargr in the Aramis subsector of the Spinward Marches.

Adventure 7, *Broadsword*: Presents a typical mercenary unit in the Imperium, including a platoon of Vargr troops.

Book 4, *Mercenary* and Book 5, *High Guard*: These products expand upon the military and the navy, providing advanced character generation systems, and other material of interest. The advanced character generation tables provided in this module make it possible to apply some of this material to Vargr characters.

Administering this Module: Most of this module is background on the Vargr and their cultures. Individual adventures are provided to illustrate how the rules and background work with a Vargr setting. They should be run as any *Traveller* adventure is run, with the referee administering events and guiding the adventurers (without actually making decisions for them) along a course that will lead to the most enjoyable game possible. This may require improvisation, interpolation, or unplanned interaction using the *Traveller* rules and material in this module as a basis, but requiring creative input from the referee as well.

Player Materials: Players and referees alike can use this module as a reference on Vargr. The rules material in this module is as much a part of the *Traveller* rules as anything in the basic set. The adventure is secret, however, until its all over.

The Vargr Race

The Vargr are a race of intelligent beings, generally classed as a Major Race. For many years the Vargr were a puzzle to Imperial xenologists. Their biochemistry and genetic make-up is almost identical with a number of terrestrial animals, but differs radically from most flora and fauna indigenous to Lair, the purported Vargr homeworld. Researchers during the early years of the Third Imperium concluded them to be the result of genetic manipulation of a transplanted species, undoubtedly of Terran origin, and most closely related to Terran canines. A tremendous body of data indicates that the race known as the Ancients were probably responsible. This background makes the Vargr unique among the major races, and indeed among the majority of sophont races of all kinds, in that they are not the product of natural selection, but rather represent, seemingly, an "experiment" in artificial evolution for purposes unknown to contemporary science.

PHYSIOLOGY

The Vargr are descended from carnivore/chaser stock transplanted from Terra to Lair/Grnouf in the Provence Sector during the heyday of the Ancients, approximately 300,000 years ago. These transplanted carnivores were of the family *Canidae*, and almost certainly of the genus *Canis*. The development of intelligence and of manipulation was thus artificially introduced, and not the result of natural mutations or other environmental factors. Considerable adaptation took place (although exact knowledge of the nature of this manipulation is scant, and thus the evidence for this information is somewhat unreliable). Certainly the Vargr were never fully fitted for the environment of Lair. This has produced rigorous conditions which have made the natural selection and adaptation essential to the survival of the race, and may have resulted in developments not introduced by the Ancients in their original genetic experimentation on Vargr ancestral stock.

Physically, contemporary Vargr are not very impressive. The typical Vargr is about 1.6 meters in height and weighs approximately 60 kilograms. They are upright bipedal carnivores, rear limbs digitigrade, and still bear a considerable resemblance to their ancestral canine stock externally, though internally there are many important differences.

Vargr hands are very similar in size and appearance to human hands, though with significant internal dissimilarities. They have approximately the same physical parameters as humans, and are

able to use the same equipment without modification or additional instruction. The hands tend to be somewhat more slender and dextrous than human hands (on the average; there is still considerable variation among individual Vargr). Their fingers retain sharp pointed, non-retractable nails which can function as claws in some close combat situations.

The Vargr retain many of the characteristics of their canine ancestors, far more so than humans and their primate forefathers. They are covered with a short fur, generally brown, black, or rust colored, though frequently combining shadings of these and other colors. Their tails are fairly long and generally end in a flaring brush. The muzzle is much shorter and less pronounced than in Terran canines, but still is quite evident.

On the average, Vargr reactions are somewhat faster than those of the typical human, but there are still wide variations between individuals. Vargr eyesight is much sharper than human sight, but responds somewhat differently to colors; by human standards, Vargr color patterns frequently seem extremely unusual, sometimes rather muddy, at other times garish and clashing. Hearing is excellent, but again slightly out of phase with human standards. Sounds which are generally too high-pitched for human ears can be detected, but the lower ranges are often inaudible or only vaguely sensed, rather than heard. The Vargr also possess keen noses, as befits their ancestry, but their sense of smell cannot in any respect be considered the equal of the K'kree, the acknowledged masters of olfactory stimuli.

PSYCHOLOGY

Just as they physically continue to exhibit many of the features which are derived from their ancestral stock, so, too, do Vargr show a number of mental and behavioral traits which bear a fairly obvious relationship to the instinctive behavior of the social carnivores of Earth. Although sentient, the Vargr are still very much like the pack-oriented canines who are their Terrestrial cousins.

Vargr are frequently characterized as "inconsistent" by outsiders, who see many of their behavior patterns as contradictory and strange. In actual fact, this seeming inconsistency is no more pervasive than in human cultures, but because these "contradictory" actions and ways of thought crop up in areas where humans are accustomed to a greater degree of uniformity of thought and behavior, the label has stuck. In many parts of the Imperium, humor based on the perceived Vargr traits of inconsistency, confusion, mercurial temperament, and disloyalty is common, and has often led to bad feelings on both sides when this humor becomes a symptom of prejudice (as is all too often the case).

These contradictions are, in fact, based upon the most basic instincts of the Vargr race. For example, the Vargr are a rather gregarious people, taking joy in the company of one another and seeking the security and comfort of fellowship with others of their own kind. This is a natural offshoot of the instincts which kept the hunting packs of pre-sentient Vargr canines together. Yet at the same time Vargr within a group are engaged in nearly constant struggles to achieve prestige and dominance, which frequently gives the appearance of a quarrelsome, sometimes even treacherous nature. Indeed, Vargr move from one group or association to another with great regularity, and seemingly have no loyalty to any specific institution or purpose.

This, too, is a function of the pack mentality. Dominance and prestige play important parts in Vargr society, and a Vargr is rarely content with the status quo for long. His chief, driving motivation is generally to achieve a higher place in the structure of the social group, or to find a group in which such a higher position can be achieved. Much of this is tied in with the concept of *charisma*, a general, human-applied term often used to characterize the individual Vargr's ability to dominate others of his kind. The social group is generally united in respect for a single individual whose charisma is higher than theirs. Such an individual means much, much more to Vargr than does a distant, impersonal government or similar insti-

tution. Thus, though gregarious, Vargr tend to be united on a low level, in bands or small groups (the equivalent of packs in the society of sentient Vargr).

For the same reasons, these groups tend to be unstable. Though a Vargr may give his loyalty to a charismatic leader, and be willing to follow that leader over the dictates of higher authority if necessary, each Vargr in the group will seek to improve his own position within the group, or will be susceptible to the attractions of some other group where advancement looks faster or the charisma of the leader is superior. It is this aspect of Vargr psychology which has given rise to the notion of disloyalty and indecision as characteristics of the race. To a Vargr, loyalties are temporary, but no less strong for all of that. A Vargr will do his best for the group for as long as he remains with that group, but does not expect to remain in that group forever... nor do others expect him to do so. In time, that Vargr may move on to join another group, possibly with diametrically opposed objectives and ideals; or the Vargr might become a loner for a time. Always, however, he is seeking to improve his own lot by moving on to a position which enhances his own charisma and dominance.

HISTORY

There is little in the way of accurately established history known on the development of the Vargr from the time of their original transplantation to the point when they first began to make their presence known to other spacefaring cultures. As with so many elements of Vargr society and background, the truth is frequently obscured in a welter of contradictory claims and historical interpretations among Vargr writers; few human scholars have ever been able to sift through the contradictory material of rival Vargr historians to arrive at any concrete determination of what actually happened. Nor have the Vargr been particularly cooperative in permitting first-hand research by non-Vargr groups. Their normally touchy racial pride has been compounded by a vested interest in keeping information obscure, for many Vargr governments and organizations have founded major portions of their ideology or philosophy on various "accepted" interpretations of history and archeology which they are reluctant to see examined by outsiders.

It is known that the development of civilization among the Vargr was turbulent and chaotic. Their foster homeworld (generally called "Lair" by Imperials, in preference to any of the four most widely accepted names used by the Vargr for the planet, all of which, according to one humorist, can only be pronounced "by an asthmatic dog with severe bronchitis"), the third planet of a G5 star in the Provence sector, was and is a cool world with broad, shallow seas and a number of small continents. No one is sure which continent marked the original home of the first Vargr transplantees (evidence has been advanced for all of them, and some theories have even held that settlements were made on more than one).

It is certain that the first Vargr bore only distant resemblance to the contemporary Vargr—possibly even less so than the ancestral human stock of the same era (300,000 years ago) does to any of the modern branches of Humaniti. The manipulation performed by the Ancients would appear to have been directed at developing the potential of the race, as opposed to directly producing a desired result. This has convinced several scholars who specialize in Ancients' studies to speculate that the enigmatic race took an incredibly long view of things. They could actually contemplate watching the evolution of a species like the Vargr over countless millenia, as early Terran geneticists could experiment with generations of fruit-flies. It is not known with any degree of certainty whether the ancients meddled only once with the proto-Vargr stock, or made return visits to guide the continuing evolution of the developing race in the direction they most desired to see taken. Most evidence suggests that only a single intervention was made, though the Church of the Chosen Ones (a rather influential Vargr movement of two centuries ago) postulated—and proceeded to prove, albeit not very convincingly—that the Vargr were carefully brought

along a particular course, as they were "intended" to take their place as the leaders of all sophont societies in the Ancient's sphere of influence. The Church of the Chosen Ones has enjoyed periodic revivals and declines, but is currently not a particularly viable movement, and its findings are now usually discredited.

Vargr society seems to have evolved fairly readily from the social groupings of the pre-civilized Vargr hunting packs. The pack or group seems always to have remained the central focus of Vargr society; the Vargr as a rule seem incapable of accepting authority more remote than the number of people a single charismatic individual can personally sway and command. As the Vargr came to dominate Lair, governments rose and fell, but on the whole, Vargr governments were even smaller in scope than even the most divisive periods of Terran history could give rise to. Much of early Vargr history has been likened to the Classical Greek period on Earth—numerous small enclaves, each fiercely independent, rarely unified for more than the most urgent of common causes, were the rule rather than the exception. Periodically a charismatic and talented leader would unite a number of these mutually hostile groups by persuasiveness or by force, but such a union would last no longer than the individual's own lifetime (and usually not that long) before disintegrating again.

As technology and civilization advanced, the number of individuals who could be directly exposed to a leader's dominion increased, and thus larger states could form. Even these states, however, were far from the human concept of a "nation," for groups supposedly within the sphere of that "nation's" territory could and did act completely without the sanction of the "established government." To a human, most of Vargr history tends to look like uninterrupted anarchy, though of course to the Vargr these problems were accepted as perfectly normal and reasonable.

The period following the discovery of the jump drive in -3810 has also been likened by human historians to certain events in terrestrial history—specifically, to the barbarian migrations which destroyed the Roman Empire and to the heyday of the viking raiders. These similarities are apt. Jump drive was first discovered (by Vargr researchers looking for a method of winning an edge in the Colonial Rebellion of -3815 to -3790). The colonies set up on two of Lair's sister worlds declared independence from the nation which had originally established them, leading to a three-way struggle (as other nations stepped in) for dominance in the system). Jump drive was quickly acquired by every major government on the planet and Vargr began spreading to the stars.

The Diaspora of the Vargr race was incredibly swift; the natural Vargr tendency to move on when things weren't to their liking (if a fight were impractical, that is) led them to spread quickly, though in the early days colonies were small and spread thin. On most colony worlds, the history of Lair tended to replay itself time after time. In all their time in space, the Vargr never have (and perhaps never will) come to terms with the concept of a true interstellar state. Time and distance reinforce the basic lack of acceptance accorded to remote authority. Interstellar states have been established, some of them quite large, but the degree of control exercised by the central government is far more tenuous even than that of the Imperium (which exercises minimal control in local affairs, anyway). Then, too, half or more of the worlds which may be within the "boundaries" of a given interstellar state may in fact be not only independent, but actively hostile to that state, while, as always, bands functioning quite independently of any government operate in complete autonomy even on planets nominally answerable to that government. It has always been a confusing state of affairs, to say the least.

Vargr expansion was stopped in the trailing direction by the Windhorn Rift, a region where stellar density is insufficient to permit easy travel. This was probably a lucky thing for the Vargr, for, beyond the Windhorn, the Vilani Imperium held sway at this time. Dedicated to maintaining the status quo of the Pax Vilanica, the Vilani emperors would most likely have attempted to subdue the Vargr had they

been aware of their existence, for it was accepted Imperial policy at that time that no race possessing the secret of the jump drive should be allowed to exist independently.

As the First Imperium declined, various provincial governors with ambitions of personal advancement took to arming and outfitting "barbarian" mercenaries from beyond the boundaries. One such governor, who controlled the area now comprising portions of Deneb, Corridor, and Provence sectors, is believed to have been the first human to have had dealings with the Vargr, probably after Vargr corsairs raided a world at the edge of his province. This governor supplied arms and equipment to a large corsair group who were employed in his bid for power. Though he was defeated, he had set a precedent; the Vargr knew about the First Imperium and were interested in the wealth of that decadent civilization; by this point in time, Vilani troubles were such that there was no question of imposing the Pax Vilanica over these "barbarians" from beyond the Windhorn.

It will never be known just how much impact the Vargr had on the decline and fall of the First Imperium; the more obvious military victories of the Terran Confederation are generally considered to be the main force in bringing down the Vilani empire, but inroads by the Vargr surely accounted for much of the collapse. It was during this period, in the era of -2400 through -1700, when Vargr migrations around either end of the Windhorn became common. Bands following some charismatic leader would set off to raid and plunder, settle on some inviting world, and found a new colony. Dissidents would inevitably spin-off new groups and travel onward. When the Second Imperium, that outgrowth of the victorious Terran Confederation which filled the vacuum left by the Vilani collapse, tottered to its own end with the fall of the Long Night (-1776), much of human space was no better organized than the Vargr had ever been, and Vargr raids and colonization around the Windhorn became even more common.

It was at this time that Vargr corsairs became a byword for pillage and violence, as the Sack of Gashikan (-1658) demonstrated. Those Vargr who reached into the human-dominated reaches of Gashikan and Mendan moved onward, and ultimately settled in areas to trailing of these human worlds—in the Vargr Enclaves near K'kree space. These enclaves have continued to exist in isolation to this day, though few Vargr are left in the Second Empire of Gashikan, after the fierce wars which accompanied the unification of the region several hundred years ago.

Unfortunately, few specifics can be given on Vargr history, even comparatively recent history, since in fact, it is impossible to talk of "Vargr" history and speak of any single group or body. For instance, Imperials often speak of the Vargr who joined in the Outworld Coalitions against the Imperium, and think of "the Vargr" as Zhodani allies or clients. In actual fact, of course, some Vargr have done just that. Other Vargr states and groups have worked with the Imperium... and still others are completely neutral, or opposed to both states, or hostile to one without necessarily feeling any friendship for the other. In discussing Vargr history, it is evident that no generalizations can be characterized as true... a statement which, in fact, sums up the Vargr as a race rather well.

SOCIETY

As with other facets of the Vargr, it is very difficult to characterize any one social order as "typical". Knowledge of Vargr social institutions is limited, based solely on intercourse with the Vargr states and groups found along the Imperial frontiers, but it can generally be said that the Vargr have a society, or more properly a group of societies, characterized by endemic and rapid social change.

The key elements in shaping Vargr societies are very strong centrifugal forces resulting from an emphasis on consensus and informal lines of authority, and an equally strong centripetal force resulting from ingrained family-clan-tribe-nation loyalty.

Centralized authority is extremely limited at the upper levels of Vargr society, and actions are based on broad coalitional concerns,

with a constant splitting and rejoining of dissident factions. Traditionally, this has made it very difficult for more centralized and organized societies (such as the Imperium) to deal on a meaningful basis with what passes for Vargr states.

The Vargr have little respect for formal authority, decreasing as that authority becomes more remote. Vargr generally have more respect for more informal authority figures, and are more likely to obey superiors who are better known to them.

Although they are gregarious, the group behavior of Vargr is characterized by a constant struggle for dominance within the group. The ability to exert personal authority over others derives from an individual's prestige and force of personality. The Vargr have various words to describe this important personal characteristic, but humans call it charisma. Individuals with high charisma are likely to become leaders in groups, even if they do not have the talent or skill to lead properly. The result is often a charismatic leader who is not truly suited to lead, and a constant splintering of groups as rivals exert their influence over parts of the group and draw them away from the larger whole.

Charisma and the struggle for dominance play an important, indeed a crucial, role in Vargr society. Although charisma is in part an integral characteristic of individual Vargr—some have it, some don't—this native talent for exerting dominance over others does fluctuate. Success and failure in various endeavors will add or subtract from an individual's charisma, not only as a leader's reputation waxes or wanes, but also in that leader's whole bearing. A successful Vargr radiates confidence and ability, and naturally attracts others. Failure has a profound negative impact on the individual's bearing and conduct, and so tells others that he has failed.

Because of this, the Vargr are never content to rest upon their laurels. Much of Vargr behavior is based on a need to continually reaffirm one's abilities, to win the approval and support of others, to prove, over and over, that one is indeed the dominant member of the group. Those with lower abilities, aware of their own lack of the qualities they see in charismatic leaders, attach themselves to such a leader in the hopes that a little bit of his or her reflected glory will help them. By extension from the basic struggle to prove that he is better than everyone around him, the Vargr follower tends to transfer his attention to proving that his group is better than other groups. This is one of the strongest forces in Vargr society; it has allowed what little social cooperation that exists among Vargr.

But the transference of individual- to group-dominance is inherently unstable of course. Individuals within the group are each seeking their own niche, and will always be striving to achieve more and better things to improve their own charisma. As leaders make mistakes or go off in a direction others disagree with, factions emerge and cause considerable upheaval as members of the original group are drawn in different directions. Often *factions* are just individuals who want to go a different way; without enough charisma to sway others of the group, they end up on their own, either by deserting their erstwhile comrades, or by being driven out for refusing to recognize the group's accepted leader's authority.

Social interactions are understandably complex as a result of these many factors. In fact, the problems of obtaining a consensus of opinion between disparate groups has given rise to a vast body of Vargr—known as *Emissaries*—whose whole function is to mediate between various parties and help groups come to terms enough to permit mutual action for mutual benefit. Emissaries bear a resemblance not only to the diplomatic services of other races, but also, most vividly, to the Heralds of medieval Earth; they are go-betweens who arrange all manner of agreements, in politics, business, and other areas of life, thus enabling the society to function despite the inherent instability of the system.

Another important characteristic which binds the Vargr together is a fierce racial pride. Vargr are easily insulted, and are prone to enter into fights without regard for possible consequences. This strong feeling of pride finds many outlets; for many Vargr, there is an outspoken attitude that they alone, of the sophont races in

known space, have been chosen for a special place in the scheme of things. They see the genetic manipulation of the Ancients as being an essentially selective attempt to develop a special, superior breed—the Vargr.

Some xenologists, however, tend to discount this feeling as stemming from a massive racial inferiority complex—an apologia aimed at disarming those who might say that they are somewhat less worthy of their sentience and their civilization because of their unique origins. Like so many aspects of Vargr culture, this question is one which evokes no consensus of opinion whatsoever; attitudes and opinions vary widely among individual Vargr.

Vargr social organization is not easily comprehended by human minds. Analogies from Terrestrial history are prone to be easily misinterpreted. Perhaps the closest Earth culture which might provide a good model for Vargr social structures is that of the Dakota Sioux of North America in the 19th century, but it is unwise to press the comparison too far.

GOVERNMENT

There is no central Vargr government; indeed, there is no governmental type that can be said to be "typically Vargr." Every conceivable form of governmental organization can be found somewhere in the Vargr Extents; oftentimes several radically different governments can be found on the same world. The only cohesive force in the Extents is the fierce feeling of racial pride, which, on occasion, does bring about a slight tendency towards racial cooperation. Such tendencies, however, usually break down quickly in the wake of struggles for dominance among the cooperating groups.

The higher the level of government, the more unstable it usually becomes, because of the impossibility of gaining consent from all Vargr involved. Since there is little respect given to formal authority figures who do not derive their authority from a high charisma, respect decreases rapidly as authority becomes more remote. It can basically be said that Vargr attach little importance to a title, office, or position, and a great deal of importance to the essential character of the individual occupying that position. A distant leader, no matter how personally able or charismatic, cannot exercise his charisma to win others to his standard, and thus is considered less worthy of respect than someone on the spot who has the charisma to influence his neighbors directly.

Of course, some governments and institutions are more stable than others, within the overall limits of what Vargr consider to be governments. Governments, to the Vargr, are institutions which provide services and protection to a large number of people who accept that government's assistance, and follow, to some degree, the leaders appointed by that government—when those leaders have the necessary charisma to retain government support. Those governments which are capable of appointing individuals who can retain the confidence of the governed are successful; those which cannot forfeit that confidence and are unstable in the subsequent struggles for dominance. Yet governments can be somewhat unlikely from the human standpoint; there are numerous cases of several governments co-existing in the same physical territory. Land has little meaning to Vargr—only group consensus and personal prestige.

Even the most stable Vargr governments exercise little effective control over the common citizen. Laws are followed only in proportion to the government's ability to enforce them. A highly charismatic leader can attract followers for almost anything—"legal" or "illegal". The neighbors of the Vargr are constantly the subject of impromptu raids and scattered piracy by bands of Vargr (totally without government sanction, of course) who have been talked into a raid, battle, or war by a charismatic leader. The inability of Vargr governments to deal with these situations (or even to comprehend the concept of dealing with them) led to many frequent misunderstandings with neighboring human cultures throughout the history of Vargr-human contact.

Lair: The Vargr "homeworld" and "capital" is a planet called

Lair (Grnoug 0802 A8859B9-F). The world has never been accorded any particular status in the hearts and minds of the Vargr race, unlike such worlds as Terra, Vland, Zhodani, Kuzu, or Kirur. Of 12 empires which have included Lair (or parts thereof) over the last eight hundred years, seven of them have been ruled from a different world entirely, and Lair was given no special privileges because of its place in the history of the race. Indeed, Lair was only recently united; several sections of the planet boasted independence until only a few years ago (this is another unique and noteworthy distinction, for most worlds are united long before their citizens spread out to the stars).

The planet is currently capital of a large interstellar empire, having been united and placed at the head of a coalition of worlds by a popular and charismatic Vargr leader. That individual's death has left a series of successors of considerably less popularity; these individuals have attempted to maintain power through the military and through the enactment of stringent laws. Inevitably, the instability of this government has increased rapidly, and most observers predict a break-up of the empire, and possibly of the planetary government, within a decade at most.

The name Lair is a human one, applied in the absence of any single recognized Vargr name for the world. Use of the name, or any other word indicative of the relationship of the Vargr to non-sentient Terrestrial carnivores, is an insult which frequently provokes Vargr to violence. (A human who wishes to avoid an incident is wise to learn proper terminology in the language or dialect of whatever Vargr he happens to be speaking with, and use such terms in preference to the often sarcastic human labels most frequently applied.)

MILITARY

Once again, it is extraordinarily difficult to discuss Vargr military institutions in any but the broadest terms, since there is so much room for variation from one Vargr organization to another. Few, if any, "standard" conventions exist governing the composition, use, or organization of Vargr military units; even among the Gvegh cultures of the Imperial frontiers (which are generally the standard upon which Imperial discussions of typical Vargr groups are based) there is a wide variation in the military aspects of Vargr culture.

Most Vargr governments maintain planetary armies in one form or another. There is a certain degree of instability in the structure of most armies; since the characteristic Vargr emphasis on charisma over formal authority causes individuals to rise to officer positions based more on their ability to sway a crowd than on their ability to plan a battle. Vargr officers tend to rise and fall in the ranks according to their success or failure in the field, with new officers coming up from the ranks often completely unprepared for the needs of military leadership.

The result is a general tendency among the Vargr to have a higher but rather more brittle morale than comparable human units. A unit may go into battle with enormous confidence and determination, inspired by a charismatic leader, but, if that leader proves less capable in battle than he appeared off the field (or if the leader is killed), morale tends to fall apart quickly. Some groups of soldiers may fight quite tenaciously in defeat, should they include among them another charismatic individual capable of swaying the soldiers to fight on. Others will break quickly in the absence of direct inspiration.

Vargr military units are, like any Vargr institution, prone to divisive and disruptive influences at even the best of times. There is a disturbing tendency for individual, charismatic soldiers to become the centers of movements that resist higher authority for one reason or another, giving rise to conditions that humans would describe as *mutinies*, and on occasion to outright treachery on or off the battlefield.

Actually, Vargr mutinies are frequently more in the nature of strikes or protest meetings. Good parallels in Terran history would include such incidents as the various army mutinies in the late Republic/early Empire period of Rome, or the Great Mutiny of the

British Navy in 1798 A. D. In both cases, these mutinies were characterized by a refusal to continue duty until certain demands were met (often including requests for the replacement of unpopular officers), but no real change in the basic loyalties of the personnel involved. This is generally the case with Vargr army units, as well... though incidents in which leaders have acted entirely on their own initiative in mounting a raid or starting a battle, contrary to the plans and instructions of higher military authority, are also quite common. And, on occasions, desertions (even in the midst of a major battle) have been organized by charismatic individuals who sense an opportunity to gain status by joining the opposition. The worst of these offenses are generally discouraged by severe penalties exacted against such traitors, though application is of course somewhat uneven.

Military organization varies enormously from one group of Vargr to the next. Imperial observers tend to "humanize" Vargr military organizations by applying familiar names to ranks and units, though often the correspondence is stretched rather thin in the process.

Vargr space navies are generally equivalent to the armies as described above. Again, they are generally organized on a strictly local level, led by popular rather than trained officers, and subject to frequent disciplinary problems. There are no specific Marine units in most Vargr states (though a few do maintain them); units of the army are often assigned to shipboard duty directly, with little distinction made for special training or organization.

In addition to the government-employed armed forces, corsair bands continue to flourish throughout the Vargr Extents. Corsairs can grow to wield considerable power (sometimes more than the government), depending on the charisma and prestige of their leadership. By and large, Vargr corsair bands contain integral space transport and skilled combat forces, with experience in all aspects of fighting. They carry out piratical raids on neighbors (both governments and one another), and can also be found hiring out as mercenaries either in whole or in part to raise additional money. Corsair mercenaries frequently hire out at much more reasonable prices than an equivalent human unit would establish, with the stipulation that they be permitted to loot, and retain a certain percentage of the booty thus gained, in the course of the campaign. Vargr mercenary bands sometimes operate within the Imperium, but under rather close scrutiny by Imperial authorities, who prefer not to encourage the kinds of major economic dislocations that result from a policy of widespread, indiscriminant pillage of this sort.

Corsair bands are somewhat less unstable than comparable governmental military forces, since the loyalty of such bands is given to the leader, instead of to a more abstract authority. This is not to say that the corsairs do not have their share of divisive influences; but a corsair band's leader must necessarily begin enjoying a wide degree of popularity among his followers, and is in a better position to maintain the level of his charisma than are government-sanctioned forces. Of course, the unlucky or unskilled corsair leaders are quickly lost in the tide of shifting dominance, and replaced by those who can command greater respect and loyalty.

Language and Naming

There are hundreds of Vargr languages and as many forms for names. The most commonly encountered language in the Spinward Marches and adjacent regions is *Gvegh*. Counting the related languages *Gvegh-Aek*, *Knithnour*, *Uedhu*, and *Taeksu*, the *Gvegh* language family is spoken by about 60% of the Vargr encountered in the Marches and neighboring *Gvurrdon* sector.

Among *Gvegh* speakers, each individual usually chooses his or her own name upon reaching majority. Names have various significances; some have meaning and some don't. A Vargr may name himself or herself after a personal hero, a significant event in his or her life, a personal accomplishment, or just about anything else.

Since it would be impossible to go very deep into the syntax and vocabulary of the *Gvegh* language, words and names should be randomly generated to sound like actual *Gvegh* words. Players should assemble an appropriate word, and may assign any desired meaning or significance (including none at all!) to it.

Words are constructed syllable by syllable. There are four types: those consisting of just a vowel (V), those beginning with a consonant (CV), those ending with a consonant (VC), and those which both begin and end with a consonant (CVC). The ratio of these four syllable types in *Gvegh* is about 1:3:3:3 (V:CV:VC:CVC).

VARGR SOUND FREQUENCY TABLE

Initial Consonants (115)		
Sound	Freq	Pronunciation
D	5	<i>dog</i>
DH	5	<i>this</i>
DZ	3	<i>sudz</i>
F	4	<i>fang</i>
G	10	<i>gang</i>
GH	6	<i>ach</i> voiced
GN	2	<i>hag</i> night
GV	4	<i>hag</i> view
GZ	4	<i>hag</i> zebra
K	10	<i>kite</i>
KF	3	<i>lock</i> fist
KH	6	<i>ach</i> German
KN	3	<i>lock</i> night
KS	3	<i>locks</i>
L	4	<i>lock</i>
LL	4	<i>mill</i> er
N	2	<i>name</i>
NG	2	<i>thing</i>
R	5	<i>run</i>
RR	4	<i>perro</i> Spanish
S	5	<i>sun</i>
T	4	<i>toy</i>
TH	4	<i>think</i>
TS	2	<i>its</i>
V	5	<i>vine</i>
Z	6	<i>zebra</i>

Vowels (26)		
Sound	Freq	Pronunciation
A	5	<i>lock</i>
AE	4	<i>kite</i>
E	2	<i>men</i>
I	1	<i>kitten</i>
O	4	<i>on</i>
OE	2	<i>doe</i>
OU	2	<i>loud</i>
U	3	<i>fun</i>
UE	3	<i>fued</i>

Final Consonants (43)		
Sound	Freq	Pronunciation
DH	1	<i>this</i>
DZ	1	<i>sudz</i>
G	3	<i>goat</i>
GH	2	<i>ach</i> voiced
GHZ	1	<i>ach</i> zebra
GZ	1	<i>hog</i> zebra
K	2	<i>kit</i>
KH	2	<i>ach</i> German
KHS	1	<i>ach</i> so
KS	1	<i>locks</i>
L	2	<i>lock</i>
LL	1	<i>mill</i> er
N	5	<i>name</i>
NG	5	<i>thing</i>
R	3	<i>run</i>
RR	3	<i>perro</i> Spanish
RRG	1	RR + G
RRGH	1	RR + GH
RS	1	<i>cars</i>
RZ	1	<i>car</i> zebra
S	1	<i>sun</i>
TH	1	<i>think</i>
TS	1	<i>its</i>
Z	2	<i>zebra</i>

*Gvae*k syllables ending in a vowel cannot be followed by a syllable which begins with a vowel. In part, this contributes to the high consonant density in the language and makes it hard to pronounce without sounding like you have a hacking cough. Try anyway during an adventure— it can be fun.

Word Generation Table: A simple computer program could use this information to produce Vargr words; for those in a hurry, or without benefit of a computer, the Vargr word generation table allows ordinary dice to determine Vargr words. Sound frequencies in the table are approximate (dictated by the dice used), but the words are acceptably Vargr.

The table uses two dice, and it is suggested that one be red and one be white; actually any two colors will do, and if necessary, they can simply be taken as first die and second die instead.

Word generation involves three steps: determining word length, determining syllable types, and determining syllable components.

Word Length: Vargr words may be of almost any length, although words more than six syllables are less frequently encountered. Word length can be produced by 1D and indicates the number of syllables. Or, the player or referee may specify word length instead.

Syllable Type: For each syllable in a word, the type of syllable must be determined from two basic tables using two dice; these tables are selected based on where the syllable appears in the word. The *basic* table is used for initial syllables, and for those occurring after a syllable of type VC or CVC; the *alternate* table is used for syllables which occur after syllables of type V or CV.

Syllable Components: The component consonants and vowels for a syllable are determined from the remaining tables on the page. By inspection of the syllable type, the correct column is determined (initial consonant, vowel, or final consonant). One die is thrown to determine which table in the column is used, followed by two dice to determine the specific vowel or consonant to be used.

Word Generation Example: The referee has determined a need for a name for a Vargr character. He throws one die (rolling 2) to determine that the name length is two syllables. He then rolls 2D (rolling 6, 4) on the basic table to find the initial syllable type: CVC. Since the first syllable is type CVC, he must roll 2D (3, 4) on the basic table again for the second syllable type: VC.

For the syllable CVC, each component must be determined. Rolling 1D (4) followed by 2D (1, 5) for initial consonant produces *kn*. Rolling 1D (2) followed by 2D (6, 3) for the vowel produces *ae*. Rolling 1D (3) followed by 2D (2, 5) produces *l*. The initial syllable is *knael*.

Next, each component must be determined for the syllable VC. Rolling 1D (3) followed by 2D (6, 5) for the vowel produces *e*. Rolling 1D (4) followed by 2D (3, 1) for the final consonant produces *ng*. The second syllable is *eng*.

The Vargr word, then, is *knaeleng*.

Vargr words can add a great deal to any role-playing situation which makes use of Vargr culture and technology. Using the Vargr word generation table to quickly produce appropriate words can speed the game and increase player interest.

Blank Language Table: Because there is more than one Vargr language, a blank language table is included in this module. The actual sound values are blank, waiting only for a referee to fill them in with sounds from yet another Vargr language. Using this spare table, there is no reason to be restricted to *Gvegh* as the only Vargr language.

To use the blank table, select a group of letters or symbols which represent the sounds of the language being simulated. Then determine the frequency each symbol or letter group has within the language. Finally, calculate the number of each symbol or letter group required (the number required is the frequency times the total number times 216). Then make your entries in the table.

For the greatest utility, photocopy the blank table and use only copies when filling in data; keep the original blank table clean and unused and thus always available for photocopying. Permission is granted to photocopy for personal use only.

Vargr Character Generation

Vargr characters are created in much the same manner as humans, and are perhaps closest to human characters of all the Major Races. Still, despite the similarities, a number of differences are imposed on the character creation process by the nature of Vargr psychology and society.

Thus, the Vargr character creation process stresses the workings of *charisma* and the individual's struggle to achieve greater dominance among his peers. This aspect of Vargr culture adds several new concepts to the basic **Traveller** character creation process.

Generation Systems: This module covers the use of character generation systems from basic **Traveller**, *Mercenary*, and *High Guard*. Information applicable to basic **Traveller** character generation systems are given first. Special notes on the use of *Mercenary* and *High Guard* systems are appended at the end of this chapter.

Charts: Character generation charts and tables govern the process. Once the rules are known and understood, there should be little necessity to refer to them again while the charts are available.

INITIAL CHARACTER GENERATION

All Vargr characters begin the game much as their human counterparts do: untrained, inexperienced, and about 18 years of age. A series of die rolls is made to generate the character's various attributes, whereupon he or she embarks upon an abstract career in order to gain skills and experience.

Six characteristics are generated randomly for Vargr characters. Five of these—strength, dexterity, endurance, intelligence, and education—are exactly the same as in human characters. Vargr, however, have nothing akin to human social standing; instead, they have a parallel attribute, charisma.

Vargr strength and endurance are slightly less than those of humans; for these two characteristics, roll 2D-1. They have a slightly higher dexterity; this is generated by rolling 2D+1. Intelligence and education are equal to an unmodified 2D roll, as for humans. Charisma is initially determined with a 1D roll.

Values for the six generated characteristics may range initially from 1 to 13 (from 1 to 6 for charisma). As a result of various modifications earned in the career process, characteristic values may ultimately range from 1 to 15 (except dexterity, which may reach 16, and charisma, which may go higher). For player characters, the value of other characteristics may not exceed 15; they do not go below 1 except as a result of calamitous injury or aging.

Characteristics should be recorded in modified hexadecimal notation (where digits above 9 are written as letters) in the same manner as basic **Traveller**. Hexadecimal notation is modified because normally hexadecimal reaches only to F (15). It is modified to allow inclusion of G (16). In the rare event that charisma reaches levels above 16, addition alphabetic letters can be used to represent those numbers.

Gender: Vargr may be either male or female. Males and females occur in approximately equal numbers, and both genders participate actively in society.

A player may select the gender of a character, or may depend on chance. Throw 1D: 3- indicates a male Vargr; 4+ indicates a female Vargr.

Naming: Once generated, the character should be named. This may be given as the individual player sees fit, however. See the section on language and naming in the previous chapter for some guidelines.

Titles: Vargr characters do not receive titles of nobility in the same fashion as with humans of high social standing. There is no consistent system for the assignment of such titles. However, any Vargr character with a charisma of A or greater has enough dominance

within a group of Vargr to allow selection (or assignment to anyone else) of an appropriate title, and the ability to make that title stick. Acceptance of such a title depends entirely on the charisma of the individual using it.

ACQUIRING SKILLS AND EXPERTISE

Any newly-generated Vargr character may choose one of six services (Navy, Corsairs, Army, Emissaries, Merchants, and Loner) and attempt to enlist.

Only one initial enlistment attempt is permitted per character. If rejected for enlistment, he must submit to the draft. Draft is not allowed after age 18. Any character who is discharged from a service may attempt to enlist in any service not previously served in (unlike human characters, who may not move from one career to another).

The Draft: A character who is drafted enters a randomly chosen service. Note that it is possible for a character to be drafted into the very service which had just previously rejected an enlistment attempt. Draftees are not eligible for commissions during their first term of service; they do become eligible during the second and subsequent terms of service if they reenlist.

Terms of Service: Each term of service represents a period of four years.

Survival: During each term, a character must successfully throw his service's survival throw; failure results in death.

Optional Rule: If the referee or player so chooses prior to character generation, a failure of the survival roll can be converted to injury instead. The character is not dead; instead he or she is injured, and leaves the service (after recovery) having served only two years of the four year term. The short term is not counted for mustering-out benefits.

Commissions: Each service (except emissaries and loners) has a commission number; in order to be commissioned as an officer, the character must throw the stated number or greater. Die modifications may apply to the throw. If the commission is achieved, the character receives rank 1 in the service. A character may attempt to acquire a commission once per term of service until successful, but a draftee may not attempt to acquire a commission in the first term of service.

Success: Each term, a character may attempt success; that is, to succeed in some endeavor within the service. Success can provide increase in rank and charisma, but failure can result in demotion, discharge, and loss of charisma. To attempt success, roll 2D on the success table. On a high throw, the character advances in rank and charisma. On a low throw, the character suffers demotion, discharge, or loss of charisma. A character is eligible for one success per term of service.

In the emissaries and loners, the non-rank aspects of success (charisma gain or loss, gain of skills, and discharge) still apply.

Skills and Training: During each term of service, a character has the opportunity to acquire personal skills and expertise. Allowances are made for the acquisition of new skills based on service, duty, commission, and success.

Skills are acquired by rolling on the acquired skills table once for each skill allowed, using one die. There are four tables, each containing different general types of skill. One table is chosen before the die is rolled, and the die roll determines the specific skill acquired.

Of the four acquired skills tables, the first three may always be used by any character. The fourth is available only to characters who have a charisma of at least 8. Characters receive two skills for completing the first term of service; they receive one skill upon completion of each subsequent term of service. Each character receives one skill upon being commissioned, and one skill each time success is achieved; success is defined as a throw of 8+ on the success table.

Some skills are automatically acquired by a character (without using up eligibility) by virtue of rank and service. These automatic skills are listed on the rank and service skills table.

Reenlistment: Each character must roll for reenlistment at the end of each term of service. If the roll is successful, the character may reenlist. If the result is 12, exactly, the character must reenlist. However, if the character has been discharged by failing his success throw, the reenlistment throw is ignored.

Retirement: A character may serve up to seven terms of service voluntarily, and may leave after any term, provided mandatory reenlistment (a reenlistment throw of 12 exactly) does not occur. A person may retire any time after the end of the fifth term. Retirement grants the individual an annual retirement pay (in addition to any mustering-out benefits); rates of retirement pay are shown on the retirement pay table. Retirement is mandatory for an individual who has completed a seventh term of service. However, persons who throw mandatory reenlistment must instead serve that additional term of service.

MUSTERING-OUT

When a character leaves the service (for any reason), he or she is eligible for mustering-out benefits. The two mustering-out tables indicate the nature of these benefits: one provides travel, education, and material benefits, while the other provides cash severance pay. Each table is matrixed by service and a single die roll. When mustering-out of the service, a character is allowed to consult these tables based on total terms of service and on final rank.

One benefit roll is allowed for each full term served (if, under the optional survival rule, a character serves only half a term, that term is not counted towards mustering-out). Additionally, a character who has received rank 1 or 2 receives one extra roll. A character who has received rank 3 or 4 receives two extra rolls, while a character who has attained rank 5 or 6 receives three extra rolls, and, in addition, may apply a DM + 1 to die rolls on the Skills and Benefits Table. Any character who has acquired gambling skill, or who is retiring after five or more terms of service, or who is a loner who has prospecting skill may add + 1 to the die roll on the cash table.

A character is free to choose between the benefits table and the cash table, but no one may consult the cash table more than three times during the mustering-out process.

Discharge: An individual who is discharged because of failure of the success throw is eligible for a lowered level of mustering-out benefits. Reduce the total number of rolls by one. An individual is eligible for muster-out benefits each time he or she is discharged.

AGING

When a character reaches 34 years of age (the end of the fourth term of service), aging begins to take its toll. The aging table must be consulted then, and thereafter at four-year intervals. This table shows each of the characteristics affected, and the throws necessary to avoid the effects of aging. If a specific throw is failed, then the reduction indicated is applied to the characteristic.

Aging Crisis: If, as a result of aging, a characteristic is reduced to zero, the character is considered to have had an aging crisis and becomes quite ill. A basic saving throw of 8+ applies to avoid death (subject to a DM for the expertise of any attending medical skill). If the character survives, recovery is made immediately (under slow drug, which speeds up the body chemistry). The character ages (one die equals the number of months in added age under slow drug) immediately, but also returns to play without delay. The characteristic which was reduced to zero automatically becomes 1. This process occurs each time (and for each characteristic) any characteristic is reduced to zero. In the event that slow drug is not available, the individual is incapacitated for the number of months indicated if the basic throw of 8+ is successful.

Disability: Characters may quit adventuring when they reach the age of 66, if any one physical characteristic permanently equals 1, or if the sum of all three physical characteristics equals 10 or less. When a character quits adventuring, he or she leaves the game, taking along all money and possessions. The player is then free to

generate a new character. Quitting due to disability is available to allow players to maintain reasonably competent characters.

CAREER TYPES

The six career types generated here are general careers which exist in Vargr society.

The services shown are intended for Vargr; humans may not undertake them.

Navy: Members of the interstellar space navy which patrols the space between the stars. The navy has responsibility for the protection of society from lawless elements in the interstellar trade channels and from foreign powers.

Corsairs: Members of an armed fighting force which includes integral space transport and ground troops. Corsair bands operate as pirates and mercenaries. They may find temporary employment with a government, but usually do not possess permanent homes.

Army: Members of the planetary armed fighting forces. Soldiers deal with planetary surface actions, battles, and campaigns. They may also serve as mercenaries for hire.

Emissaries: Individual bargainers or arbitrators employed by Vargr governments and other powers. The fragmentation of Vargr society has resulted in a strong need for intermediaries who can assist in resolving disputes.

Merchants: Members of the commercial enterprises. Merchants may crew the ships of large trading corporations, or they may work for independent free traders which carry chance cargos and passengers between worlds.

Loners: Individual Vargr who operate alone. Two typical career paths are included in this category: prospector and criminal.

SKILLS

The skills presented here are, for the most part, identical to those available for human character generation in the basic rules. Three new skills are introduced; one skill is eliminated entirely, and some other skills are not acquired in precisely the same manner as presented in basic *Traveller*.

Brawling skill is the skill which is eliminated completely; it is replaced for Vargr characters by a new skill, *Infighting*, which functions in exactly the same fashion but only for Vargr characters. Air/raft and ATV skills have also been eliminated; these may now only be acquired as the more generalized Wheeled and Grav Vehicle skills which are cascade skills from the basic result of Vehicle. Since all other skills are identical to their human counterparts, the section on skill descriptions below is limited to the newly introduced Vargr skills for this module.

Infighting: The individual is skilled in the aspects of close combat peculiar to Vargr. It is similar to the human brawling skill.

Infighting allows the use of teeth at close range or claws at short range, with a DM + 2 to hit. In addition, a Vargr receives a DM of + 1 if his charisma is higher than his opponent's; Vargr always have a higher charisma than non-Vargr for this purpose.

Infighting skill also allows surrender by an individual losing a fight if both individuals have infighting skill. The surrender is given by simply quitting the fight and going limp; the winner automatically accepts the surrender. If the winner is of lower charisma than the loser, the two exchange charisma values (but a rise in charisma may not exceed 3 points).

Liaison: The individual is trained in the art of dealing with others; this skill is usable in relations with members of military units, citizens in a community, and with alien or foreign cultures.

This individual is trained to subordinate his or her own views and prejudices where they may conflict with those held by the individuals being dealt with. As a result, greater cooperation may be achieved, and substantial progress in mutual projects made. Liaison is primarily used as a positive DM on the reaction process.

Referee: Liaison is similar to both streetwise and administration. Streetwise tends to deal with unsavory aspects of society, while admin deals with the formal bureaucratic structure. Liaison is a

formal training that spans both, but also extends to contact with alien (i.e. non-Vargr) cultures. Liaison may be used as the equivalent of the next lower level of either streetwise or admin where necessary; thus liaison-2 is the equivalent of streetwise-1.

Prospecting: The individual is experienced in searching out mineral deposits on world surfaces, and in deep space.

This skill allows an individual greater likelihood of discovering mineral deposits. In any situation calling for such a search, this skill allows a favorable DM for success.

This skill is not sufficient for the discovery of vast mineral wealth; but it does provide greater probability of an individual's discovering what is there.

OTHER SKILLS AND CONSIDERATIONS

A NOTE ON GENDER, RACE, AND ALLEGIANCE

All characters generated according to these rules are considered to be of the Vargr race, but any character may be of either sex and belong to any of the myriad governments and bands found within the Extents. Gender and allegiance are strictly up to the whim of the players.

MERCENARY, HIGH GUARD, AND CORSAIRS

Character generation systems are provided for *Mercenary* and *High Guard*.

Mercenary: Vargr *Mercenary* characters enlist in the Military service and follow procedures prescribed in *Mercenary*. The Vargr *Mercenary* character generation checklist serves as a guide to the

VARGR IN THE IMPERIUM

While only a few planets populated entirely by Vargr exist within the Imperium, there are millions of Vargr considered to be citizens of loyal subject planets. Vargr can and do mingle reasonably well with humans and other Imperial races, although they usually prefer to concentrate in a given section of a town or city, being of a gregarious nature. The Vargr Quarter of a city is a colorful and rather exotic locale, filled with bright colors and the sounds of hacking Vargr voices raised in haggling or argument. Vargr districts carry a reputation for violence and danger rivalling that of Startown.

Vargr within the Imperium retain much of their basic cultural pattern, in as much as their culture derives from their basic physiological makeup. Respect for authority is generally low, though Vargr citizens have been known to follow charismatic human leaders on occasion. They treat the Imperial government much as they would treat any Vargr government, enjoying all the benefits offered, and following the laws and dictates of the government when these suit them, or when they are enforced. Characters may be generated using this system, but the Imperium discourages the formation of corsair bands (DM -4 for enlistment in corsairs by an Imperial Vargr).

Vargr may also be generated using the *Traveller* career types, reflecting service in an Imperial unit (Vargr can serve without difficulty with humans, and they frequently do). Imperial Vargr treat their charisma as human social standing in Imperial space, and never receive titles solely on the basis of high charisma.

When using the basic *Traveller* character creation system, Vargr receive a DM -2 when entering the merchant service. (Vargr merchant practices are less polished than human ones, and Vargr make poor stewards and brokers in human space.) Skills may be received without modification, but Brawling is replaced by Infighting.

Although Vargr citizens are considered part of the Imperial body politic, they will still act and react more on the basis of the material outlined in this booklet.

Aside from Imperial citizens, other Vargr—adventurers, criminals, mercenaries, corsairs, and (rarely) traders—can be found throughout the coreward reaches of the Imperium. Generally their presence is confined to sectors right along the frontier (the Spinward Marches, Deneb, Corridor, and Vland), but both citizens and even a few non-citizens can be found as far rimward as The Old Expanses and the Solomani Rim.

HUMANS IN THE VARGR EXTENTS

Humans are occasionally encountered within the various states of the Vargr Extents, particularly those which border on Imperial territory in the Deneb, Corridor, and Vland sectors (to rimward of the Windhorn Rift). These regions were once part of the First Imperium, and were overrun by Vargr during the Vargr incursions into these regions.

The status and treatment of these humans varies considerably from place to place. In some cases, human worlds have been left completely alone, to function as they wish; others have integrated populations in which Vargr and humans share equal status (with a peculiar mixing of various aspects of Vilani-descended culture and elements of Vargr behavior common to all inhabitants, regardless of race). A few worlds hold humans in distinctly inferior circumstances, as second class citizens, helots, or even slaves. As with all things Vargr, variety is the keynote; virtually any situation or condition which can be envisioned will be found somewhere.

Imperial citizens do visit the Vargr Extents. There are many states along the frontier which are trading partners, allies, or even Imperial client states (just as there are many others who are actively hostile or at least unfriendly). But diplomats, scientists, adventurers, merchants, and even mercenaries can be found in Vargr territory. Because of the welter of conflicting loyalties and the nature of Vargr society, the *Traveller's Aid Society* considers even the friendliest Vargr worlds to be amber zones, but this has not stopped continued intercourse across the Imperial frontier.

Personal Combat

The basic procedures for personal combat involving Vargr characters are unchanged from the original *Traveller* rules, but certain specific details are altered to reflect differences in physiology and psychology. These changes (only) are noted in this section.

Movement: Vargr are capable of short bursts of speed greater than is normally achievable by humans. However, their endurance is less and Vargr are actually slower than their human counterparts over the long haul.

A walking Vargr moves 1 range band per round, just as a human does. A Vargr may run at 2 bands per round without penalty. Greater running speed—3, 4, or 5 bands per round—are possible at any time, but count against the character's allotment of combat blows for the fight. Endurance expenditure is one blow for 3 band movement, two blows for 4 band movement, and 3 blows for 5 band movement. Once the number of combat blows has been used up, the character cannot expend the basic 2-band running speed for the remainder of the battle.

Combat: A Vargr character may use hands, teeth, claws, or a weapon to attack in any combat round. Only one type of attack may be made in any given round.

Vargr claws are nowhere nearly as effective as animal claws. Treat them as claws-2 on the regular *Traveller* combat table.

Infighting skill increases attacks made with hands, teeth, claws, and normal "brawling" weapons. Their physiology makes it impossible for them to kick while engaging in close combat.

Weapons and Weapons Usage: The wide variety of cultures and technologies found within Vargr space makes it impossible to list any particular set of weapons as being "favored" by the Vargr. Any and every weapon known in human space has its equivalent in Vargr space as well.

Because of the variety of weaponry available, and the basic similarity between Vargr and human hands, weapons usage is not restricted across racial lines. Humans may use Vargr-made weapons, and Vargr may similarly use human weapons.

Morale: The morale of Vargr parties is handled somewhat differently than for human parties. For a Vargr party to stand in combat once casualties are taken, the basic throw to stand is a 2D roll less than the charisma of the party's leader (always the individual in the group with the highest charisma). "Casualties" generally refers to individual casualties for small groups (10 or fewer individuals). For larger groups, the loss of 10% of the group causes a morale check. Additional casualties (or blocks of 10% of the original group) cause positive DMs on the morale throw (making it less likely they will stand); certain other factors may cause other modifiers either for or against the party. These are listed on the morale chart. It should be remembered that modifiers work in reverse from the method applied to human parties—positive modifiers are bad, negative modifiers are good, for Vargr.

Mixed parties should have morale determined separately for Vargr characters and for human characters. Casualty percentages are for the entire group, however.

Leadership always goes to the individual with the highest charisma where Vargr are concerned, regardless of that character's actual abilities. The death of a leader has a great impact on Vargr morale. The leader will be replaced by the individual of the next highest charisma in the party... but, as will be noted elsewhere (see reactions), two characters of the same charisma will not work well together, and such a situation is almost certain to give rise to a dangerous situation, under combat conditions.

Darkness and Night: Although Vargr eyesight is generally better than humans, their eyes are not quite as well adapted to darkness. Vision is the same as for humans, but DM -1 for Vargr making attacks with guns in full or partial darkness. Electronic sights and other light enhancement equipment offsets this disadvantage.

Starships and Space Travel

For the most part, there are no changes in the rules and procedures for space travel involving Vargr characters. A few specific modifications and special considerations are, however, discussed below.

INTERSTELLAR TRAVEL

Commercial passages equivalent to the High, Middle, Low, and Working passages common to the Imperium are all available from Vargr merchant ships. Characters may be "bumped" from a berth, not by a superior class of ticket, but by a character with higher charisma. They may, in turn, "bump" other passengers of lower charisma.

The Low Lottery: Some Vargr captains practice this custom, others do not. Throw 8+ for a particular ship to make use of the low lottery.

The Traveller's Aid Society: No organization comparable to the *Traveller's Aid Society* exists in the Extents as a whole, but various institutions of a similar nature may exist on a local level. The referee is free to determine whether or not characters have access to an organization similar to the *Traveller's Aid Society*, and may set any standards and benefits desired for membership.

Hijacking: This and other crimes are somewhat more frequent in Vargr space than in the Imperium. Roll 3D for a 15+ (DMs as desired by the referee) once each trip.

Skipping: Skipping is not commonly a problem, because ships are rarely purchased on credit in the Vargr Extents (Vargr society is too unstable to have made credit a viable economic tool in most areas). Impose skipping situations only by discretion, rather than on a regular, random basis.

STARSHIP ECONOMICS

Within Vargr space, the following variations on economics apply.

Starship Purchase: Because of the instability of Vargr economics, bank financing is rarely attainable. Characters seeking to acquire a starship require either cash, or a wealthy patron (a business, government, or organization) willing to provide a ship in payment for services rendered.

Because the former approach is out of reach of most individuals, it is the latter route which is most frequently taken by small groups wishing to acquire a starship. Agreements relating to obtaining the necessary backing to acquire a ship may be simple (the ship as "payment" for a specific task), or complex (involving service for a particular period of time or under particular conditions); the more complex the arrangement, the less likely it is to work out, because of changes in the conditions surrounding the agreement over the course of time.

It is up to the referee to determine appropriate conditions; it should not be too easy to get a ship, but neither should it be completely impossible. In general, individuals employed with the promise of taking a ship in payment will take possession of the ship only upon completion of the terms of the agreement, with a 10+ chance that the deal will fall through after the group has completed their end of the bargain. Where the mission or task directly involves the use of the ship, agents of the employer will accompany the party, a situation which can create further difficulties.

Of course, characters may always decide to hijack or pirate a ship, but may have to deal with the disgruntled owners at a later date. Characters of sufficient charisma might also "acquire" a ship by persuading the captain to follow their leadership!

Ships obtained as a result of mustering out benefits are free and clear, though optionally characters or the referee may specify a background which will involve further complication—a task still to be performed, or the ship as the product of a hijacking or raid, etc.

Starship Expenses: All fixed expenses are subject to considerable fluctuations. Fuel, life support, maintenance, and berthing costs will

vary from planet to planet according to the same procedure as given for ticket costs—by $\pm 25\%$ ($2D - 7 \times 5\%$ added to the basic cost as given in the rules). Crew salaries are negotiated on an individual basis. The basic salaries are reduced by 5% per level of difference between the crewmember's charisma and the ship captain's charisma, where the crewmember is a player character hired out to an NPC captain. (For obvious reasons, characters cannot work for a captain of lower charisma). When player characters are hiring NPCs, salaries can be set as desired, using the reaction process.

Revenue: When characters are running a ship, they may set any price desired within the $\pm 25\%$ variance which is customary for all sources of income. In so doing, they add a DM + 1 per 5% lower price level when rolling to obtain cargo and passengers, and a DM - 1 per 5% higher level.

There are no established mail contracts within the Vargr Extents.

Trade Customs are generally unchanged, though charter rates may vary as with other prices.

Ship Design and Construction: The ship design and construction rules from basic *Traveller* remain unchanged. The final price of a starship may be randomly varied by up to 10% either higher or lower, at the referee's discretion. The change in price may cause the price to fall anywhere within that range; changes in price are not set according to any specific rate, and are completely up to the referee. Vargr starships are rarely constructed without installed armament, due to the likelihood of piracy within the Extents.

STANDARD SHIP DESIGNS

Small craft are virtually indistinguishable in their performance from their human counterparts (though appearance may be quite different). Certain standard starship designs are common in the regions adjacent to the Spinward Marches. The referee may make use of other ships custom-designed for specific purposes but designated as "standard" designs (with the usual benefits); these would be ships commonly available elsewhere in the Extents. Considerable latitude should be allowed in the types and designs of starships available, and there should be variation even between "identical" designs, as desired (and, because of the price variations, minor alterations can be made without the need for changing the price).

Vargr Seeker (Type VJ): Using a 200-ton hull, the Vargr seeker is a wide-ranging prospecting and mining vessel. It mounts jump drive-A, maneuver drive-A, and power plant-A, providing a performance of jump-1 and 1G acceleration. Fuel tankage for 50 tons supports the power plant and one jump-1. Adjacent to the bridge is a model/1 computer. There are four staterooms and one emergency low berth. The ship has two hardpoints and two tons allocated to fire control. Installed on the hardpoints are two single turrets: each mounts one pulse laser. The weaponry is primarily used for mining operations. There is one ship's vehicle: a ship's boat. Cargo capacity (primarily for ore) is 65 tons. The hull is not streamlined.

The Vargr seeker requires a crew of four: pilot, navigator, engineer, and medic. Additional crewmembers may be added as workers. The pilot operates the ship's boat. The ship does not normally carry passengers. The ship costs MCr42.4503 (including architect's fees, but not standard discount; exact price may vary) and takes 9 months to build.

Vargr Trader (Type VA): Using a 200-ton hull, the Vargr trader is an interstellar trading vessel typically in use within the Vargr Extents. It mounts jump drive-B, maneuver drive-B, and power plant-B, giving a performance of jump-2 and 2G acceleration. Fuel tankage for 60 tons supports the power plant and one jump-2. Adjacent to the bridge is a model 1/bis computer. There are 5 staterooms and no low berths. The ship has two hardpoints and two single turrets: each carries one beam laser. There are no ship's vehicles. Cargo capacity is 72 tons. The ship is streamlined.

The Vargr trader requires a crew of five: pilot, navigator, engineer, medic, and gunner. The ship does not normally carry passengers. The ship costs MCr69.1749 (including architect's fees and discounts for this standard ship type), and takes 12 months to build.

Vargr Corsair (Type VP): Using a 400-ton hull, the Vargr Corsair is an interstellar raiding vessel used by bands of Vargr brigands. It mounts jump drive-D, maneuver drive-K, and power plant-K, giving a performance of jump-2 and 5G acceleration. Fuel tankage for 130 tons supports the power plant and one jump-2. Adjacent to the bridge is a model/2 computer. There are 12 staterooms and five emergency low berths. The ship has four hardpoints and four tons allocated to fire control. Installed on the hardpoints are four triple turrets: two carry triple beam lasers and two carry triple missile racks. There are three ship's vehicles: two GCarriers, and one modular cutter. The modular cutter has two open modules, and space in the hold is provided for the spare. Cargo capacity is 20 tons. The ship is streamlined.

The Vargr corsair requires a crew of 10: pilot, navigator, 3 engineers, medic, and four gunners. The ship can easily carry a crew of 24, which would include raiders or boarding party members. Ship's vehicles are operated by available skilled personnel. This ship does not normally carry passengers. The ship costs MCr213.0696 (including architect's fees and discounts for this standard ship type, but prices may vary) and takes 16 months to build.

Vargr Packet (Type VM): Using a 600-ton hull, the Vargr packet is a large merchant vessel intended to carry passengers and freight to ports of convenience. It has jump drive-J, maneuver drive-D, and power plant-J, giving a performance of jump-3 and 1G acceleration. Fuel tankage of 210 tons supports the power plant and allows one jump-3. Adjacent to the bridge is a computer model/2bis. There are 36 staterooms and 10 low berths. The ship has six hardpoints and six tons allocated to fire control. Installed on the hardpoints are six single turrets: two single beam lasers, two single missile racks, and two single sandcasters. There is one ship's vehicle: a 95-ton shuttle. Cargo capacity is 33 tons (supplemented by 49 tons capacity in the shuttle, which generally travels loaded). The ship is unstreamlined.

The Vargr packet requires a crew of nine: pilot, navigator, three engineers, medic, and three stewards. Provision is made for three additional crew—gunners—with the stewards trained to fill the other gunnery positions. The ship can carry 24 high or middle passengers and 10 low passengers. The pilot and a steward/gunner crew the shuttle. The shuttle can carry 44 passengers and 49 tons of cargo. The Vargr packet costs MCr275.2452 (including architect's fees and 10% discount for standard ship design, but the price may vary) and takes 22 months to build.

Vargr Courier (Type VX): Using a custom 200-ton hull, the Vargr courier is intended for transportation of messages and envoys rapidly over interstellar distances. It mounts jump drive-C, maneuver drive-C, and power plant-C, giving performance of jump-3 and 3G acceleration. Fuel tankage for 90 tons supports the power plant and one jump-3. Adjacent to the bridge is a model/2bis computer. There are four staterooms and no low berths. The ship has two hardpoints and two tons allocated to fire control. Installed on the hardpoints are two single turrets: each mounts one beam laser. There is one ship's vehicle: a ship's boat. Cargo capacity is five tons. The hull is streamlined.

The Vargr courier requires a crew of four: pilot, navigator, engineer, and medic. Double occupancy permits the addition of up to four others, such as gunners, emissaries, or other passengers. The ship is not intended for commercial passenger carriage. The Vargr courier costs MCr128.872 (including architect's fees, but not standard discount; prices may vary), and takes 12 months to build.

Vargr Scout (Type VS): Using a 100-ton hull, the Vargr scout is primarily a military and paramilitary ship used by naval units and corsair bands for reconnaissance and ground support duties. It mounts jump drive-A, maneuver drive-A, and power plant-A, giving performance of jump-2 and 2G acceleration. Fuel tankage for 40 tons supports the power plant and allows one jump-2. Adjacent to the bridge is a model/2 computer. There are two staterooms and no low berths. There is one hardpoint and one ton allocated to fire control. Installed on the hardpoint is a triple turret mounting a

heterogenous mix of weaponry: one beam laser, one missile rack, and one sandcaster. There is one ship's vehicle, a 6-ton gravitic speeder. Cargo capacity is 8 tons. The hull is streamlined.

The Vargr scout requires a crew of one: the pilot; a gunner is generally carried as well. Two additional personnel (scouts or relief crew) may be carried with double occupancy. It is not intended for commercial passenger transport. The ship costs MCr35.9964 (including architect's fees and discount for standard designs; exact price may vary) and takes nine months to build.

Vargr Frigate (Type VF): Using an 800-ton hull, the Vargr frigate is a typical small warship used on patrol, military, and anti-corsair missions. It mounts jump drive-R, maneuver drive-R, and power plant-R, giving performance of jump-4 and 4G acceleration. Fuel tankage for 375 tons supports the power plant, allows one jump-4, and provides 15 tons for support of ship's vehicles. Adjacent to the bridge is a model/4 computer. There are 32 staterooms and three emergency low berths. There are eight hardpoints and eight tons allocated to fire control. Installed on the hardpoints are eight triple turrets: six triple beam lasers and two triple missile racks. There are three ship's vehicles: two 40-ton pinnaces, and a GCarrier. Cargo capacity is 10 tons. The ship is streamlined.

The Vargr frigate requires a crew of eight: pilot, navigator, medic and five engineers. Eight gunners, two pinnacle pilots, and two pinnacle gunners are normally carried, as well. Frigates on patrol duty generally carry 12 combat troops for boarding parties; with double occupancy, up to 32 additional troops can be carried when ground fighting or prolonged operations are expected. The ship is not intended for the transport of paying passengers. The ship costs MCr511.4034 (including architect's fees and standard design discount, but prices can vary) and takes 25 months to build.

STARSHIP ENCOUNTERS

The standard ship encounter table is used for encounters within the Vargr Extents, and all procedures are identical. Substitute appropriate Vargr vessels for the Imperial vessels in the standard table: VA for A, VS for S, VP for TP, VM for M, and VF for T. DM + 1 if a corsair base is in the system.

World Generation

Vargr worlds are closest to human worlds of all the major alien races known to the Imperium in terms of *Traveller* planetary generation procedures. Nonetheless, there are certain special considerations. These are discussed below.

PLANETARY GOVERNMENT

The mix of government types possible among the Vargr parallels the standard system, with one exception. To establish government of a Vargr world, roll 2D+ population level. On a result of 16+, the government is automatically Type 7, Balkanized. If not, determine government type normally (which may still yield balkanization).

LAW LEVEL

The law level of a Vargr world indicates not only local police enforcer activity, but also local government stability. The lower the law level, the less chance of police harrassment, and also the more stable the local government is.

Police Activity: Throw law level or greater daily to avoid police enforcer harrassment or contact. Police may be any official law enforcement authorities.

Local Disorder: Throw law level or less weekly for local civil disorder to take place. Civil disorder may be any number of events, ranging from political demonstrations to riots, and from active civil war to a military coup.

Once civil disorder has been determined to occur, the referee must implement the situation. Generally, shops and stores will be closed for at least the day. Local services such as transportation and

Red **Basic** _____ White Die _____
Die 1 2 3 4 5 6

1	V	V	V	V	VC	VC
2	VC	VC	VC	VC	VC	VC
3	VC	VC	VC	VC	VC	VC
4	CV	CV	CV	CV	CVC	CVC
5	CVC	CVC	CVC	CVC	CVC	CVC
6	CVC	CVC	CVC	CVC	CVC	CVC

For initial syllables, or after VC or CVC.

VARGR WORD GENERATION

- Determine word length (1D syllables).
- Determine syllable structure. Use the **Basic** syllable type table if first syllable in word, or if previous syllable ended in a consonant. Otherwise, use the **Alternate** syllable type table.
- Determine initial consonants from column 1; vowels from column 2; final consonants from column 3.

Red **Alternate** _____ White Die _____
Die 1 2 3 4 5 6

1	CV	CV	CV	CV	CV	CV
2	CV	CV	CV	CV	CV	CV
3	CV	CV	CV	CV	CV	CV
4	CVC	CVC	CVC	CVC	CVC	CVC
5	CVC	CVC	CVC	CVC	CVC	CVC
6	CVC	CVC	CVC	CVC	CVC	CVC

For syllables after V or CV.

INITIAL CONSONANT

Red **1** _____ White Die _____
Die 1 2 3 4 5 6

1	D	D	D	D	D	D
2	D	D	D	DH	DH	DH
3	DH	DH	DH	DH	DH	DH
4	DZ	DZ	DZ	DZ	DZ	F
5	F	F	F	F	F	F
6	G	G	G	G	G	G

VOWEL

Red **1** _____ White Die _____
Die 1 2 3 4 5 6

1	A	A	A	A	A	A
2	A	A	A	A	A	A
3	A	A	A	A	A	A
4	A	A	A	A	A	A
5	A	A	A	A	A	A
6	A	A	A	A	A	A

FINAL CONSONANT

Red **1** _____ White Die _____
Die 1 2 3 4 5 6

1	DH	DH	DH	DH	DH	DZ
2	DZ	DZ	DZ	DZ	G	G
3	G	G	G	G	G	G
4	G	G	G	G	G	G
5	G	GH	GH	GH	GH	GH
6	GH	GH	GH	GH	GH	GHZ

Red **2** _____ White Die _____
Die 1 2 3 4 5 6

1	G	G	G	G	G	G
2	G	G	G	G	G	G
3	GH	GH	GH	GH	GH	GH
4	GH	GH	GH	GH	GH	GN
5	GN	GN	GV	GV	GV	GV
6	GV	GV	GV	GZ	GZ	GZ

Red **2** _____ White Die _____
Die 1 2 3 4 5 6

1	A	A	A	A	A	A
2	AE	AE	AE	AE	AE	AE
3	AE	AE	AE	AE	AE	AE
4	AE	AE	AE	AE	AE	AE
5	AE	AE	AE	AE	AE	AE
6	AE	AE	AE	AE	AE	AE

Red **2** _____ White Die _____
Die 1 2 3 4 5 6

1	GHZ	GHZ	GHZ	GHZ	GZ	GZ
2	GZ	GZ	GZ	K	K	K
3	K	K	K	K	K	K
4	K	KH	KH	KH	KH	KH
5	KH	KH	KH	KH	KH	KHS
6	KHS	KHS	KHS	KHS	KS	KS

Red **3** _____ White Die _____
Die 1 2 3 4 5 6

1	GZ	K	K	K	K	K
2	K	K	K	K	K	K
3	K	K	K	K	K	K
4	K	KF	KF	KF	KF	KF
5	KH	KH	KH	KH	KH	KH
6	KH	KH	KH	KH	KH	KN

Red **3** _____ White Die _____
Die 1 2 3 4 5 6

1	AE	AE	AE	AE	E	E
2	E	E	E	E	E	E
3	E	E	E	E	E	E
4	E	E	I	I	I	I
5	I	I	I	I	I	I
6	O	O	O	O	O	O

Red **3** _____ White Die _____
Die 1 2 3 4 5 6

1	KS	KS	KS	KS	L	L
2	L	L	L	L	L	L
3	L	L	LL	LL	LL	LL
4	LL	N	N	N	N	N
5	N	N	N	N	N	N
6	N	N	N	N	N	N

Red **4** _____ White Die _____
Die 1 2 3 4 5 6

1	KN	KN	KN	KN	KN	KS
2	KS	KS	KS	KS	KS	KS
3	L	L	L	L	LL	LL
4	LL	LL	LL	LL	LL	LL
5	N	N	N	N	N	N
6	N	NG	NG	NG	NG	NG

Red **4** _____ White Die _____
Die 1 2 3 4 5 6

1	O	O	O	O	O	O
2	O	O	O	O	O	O
3	O	O	O	O	O	O
4	O	O	O	O	O	O
5	O	O	O	O	OE	OE
6	OE	OE	OE	OE	OE	OE

Red **4** _____ White Die _____
Die 1 2 3 4 5 6

1	N	N	N	N	N	N
2	N	N	NG	NG	NG	NG
3	NG	NG	NG	NG	NG	NG
4	NG	NG	NG	NG	NG	NG
5	NG	NG	NG	NG	NG	NG
6	NG	NG	NG	R	R	R

Red **5** _____ White Die _____
Die 1 2 3 4 5 6

1	R	R	R	R	R	R
2	R	R	R	R	R	RR
3	RR	RR	RR	RR	RR	RR
4	RR	S	S	S	S	S
5	S	S	S	S	S	S
6	T	T	T	T	T	T

Red **5** _____ White Die _____
Die 1 2 3 4 5 6

1	OE	OE	OE	OE	OE	OE
2	OE	OE	OU	OU	OU	OU
3	OU	OU	OU	OU	OU	OU
4	OU	OU	OU	OU	OU	OU
5	U	U	U	U	U	U
6	U	U	U	U	U	U

Red **5** _____ White Die _____
Die 1 2 3 4 5 6

1	R	R	R	R	R	R
2	R	R	R	R	R	R
3	RR	RR	RR	RR	RR	RR
4	RR	RR	RR	RR	RR	RR
5	RR	RR	RR	RRG	RRG	RRG
6	RRG	RRG	RRGH	RRGH	RRGH	RRGH

Red **6** _____ White Die _____
Die 1 2 3 4 5 6

1	T	TH	TH	TH	TH	TH
2	TH	TH	TH	TS	TS	TS
3	TS	TS	V	V	V	V
4	V	V	V	V	V	V
5	Z	Z	Z	Z	Z	Z
6	Z	Z	Z	Z	Z	Z

Red **6** _____ White Die _____
Die 1 2 3 4 5 6

1	U	U	U	U	U	U
2	U	U	U	U	U	U
3	UE	UE	UE	UE	UE	UE
4	UE	UE	UE	UE	UE	UE
5	UE	UE	UE	UE	UE	UE
6	UE	UE	UE	UE	UE	UE

Red **6** _____ White Die _____
Die 1 2 3 4 5 6

1	RRGH	RS	RS	RS	RS	RS
2	RZ	RZ	RZ	RZ	RZ	S
3	S	S	S	S	TH	TH
4	TH	TH	TH	TS	TS	TS
5	TS	TS	Z	Z	Z	Z
6	Z	Z	Z	Z	Z	Z

Red **Basic** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

For initial syllables, or after VC or CVC.

VARGR WORD GENERATION

1. Determine word length (1D syllables).
2. Determine syllable structure. Use the **Basic** syllable type table if first syllable in word, or if previous syllable ended in a consonant. Otherwise, use the **Alternate** syllable type table.
3. Determine initial consonants from column 1; vowels from column 2; final consonants from column 3.

Red **Alternate** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

For syllables after V or CV.

INITIAL CONSONANT

Red **1** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

VOWEL

Red **1** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

FINAL CONSONANT

Red **1** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

Red **2** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

Red **2** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

Red **2** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

Red **3** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

Red **3** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

Red **3** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

Red **4** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

Red **4** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

Red **4** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

Red **5** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

Red **5** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

Red **5** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

Red **6** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

Red **6** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

Red **6** _____ White Die _____
 Die 1 2 3 4 5 6

1						
2						
3						
4						
5						
6						

CHARACTER GENERATION CHECKLIST

1. Roll personal characteristics: strength (2D - 1), dexterity (2D + 1), endurance (2D - 1), intelligence (2D), education (2D), and charisma (2D).
2. Select service and roll for enlistment using all applicable DMs.
 - A. If rejected, try draft.
 - B. Roll for survival.
 - C. If not commissioned, attempt commission.
 - D. If commissioned (or loner or emissary), attempt success and consult success table.
 - E. Determine skills allowed.
 - 1) Automatic skills.
 - 2) Acquired skills.
 - 3) Specify cascade skills.
 - F. At age 34+, check aging.
 - G. Roll for reenlistment and return to 2B if successful.
3. Discharge and Muster-out.
 - A. Determine benefits.
 - B. If discharged, consider enlistment in new service.
 - C. Record characteristics and skills for later use.

BASIC SKILL ELIGIBILITY

- For initial term of service.....2
 Per subsequent term of service...1
 Upon receiving commission.....1
 Upon receiving success.....1
- Note:* Loners and emissaries receive skills per term of service.

MUSTER-OUT BENEFITS

- Per term of service.....1
 If rank 1 or 2.....1
 If rank 3 or 4.....2
 If rank 5 or 6.....3
- Benefits Table:* DM + 1 if rank 5+ or prospecting skill.
Cash Table: DM + 1 if gambling or prospecting skill, or if retired.

HEXADECIMAL NOTATION

Base-10	Base-16	Base-10	Base-16
0	0	8	8
1	1	9	9
2	2	10	A
3	3	11	B
4	4	12	C
5	5	13	D
6	6	14	E
7	7	15	F

Use hexadecimal (base-16) numbers for the six characteristics of the UPP (use G for 16).

VARGR PRIOR SERVICE TABLE

	<i>Navy</i>	<i>Corsairs</i>	<i>Army</i>	<i>Emissaries</i>	<i>Merchants</i>	<i>Loner</i>
Enlistment	7+	6+	5+	8+	5+	7+
DM + 1 if	Intel 8+	Endur 9+	Stren 10+	Educ 7+	Dext 8+	Stren 6+
DM + 2 if	Char 6+	Dext 7+	Endur 6+	Char 6+	Intel 8+	Dext 8+
Draft	1	2	3	4	5	6
Survival	5+	6+	5+	4+	3+	6+
DM + 2 if	Educ 7+	Endur 9+	Stren 5+	Char 8+	Intel 9+	Dext 9+
Commission	9+	8+	7+	—	7+	—
DM + 1 if	Intel 7+	Char 7+	Endur 6+	—	Intel 8+	—
Success	see Success Table					
DM + 1 if	Educ 7+	Intel 8+	Educ 9+	Intel 10+	Intel 8+	Intel 9+
DM + 1 if	Char 6+	Char 5+	Char 6+	Char 8+	Char 7+	Char 4+
Reenlist	5+	6+	6+	5+	4+	5+

Characters cycle through this table during each term of service. The reenlistment die throw is required even if the character does not intend to reenlist (a roll of 12 exactly calls for mandatory reenlistment). All rolls except draft are 2D.

TABLE OF RANKS

	<i>Navy</i>	<i>Corsairs</i>	<i>Army</i>	<i>Emissaries</i>	<i>Merchants</i>	<i>Loner</i>
Rank 1	Ensign	Lieutenant	Lieutenant	---	4th Officer	---
Rank 2	Lieutenant	Force Leader	Captain	---	3rd Officer	---
Rank 3	Lt Cmdr	Staff Major	Major	---	2nd Officer	---
Rank 4	Commander	Group Leader	Lt Colonel	---	1st Officer	---
Rank 5	Captain	Commodore	Colonel	---	Captain	---
Rank 6	Admiral	Leader	General	---	---	---

Loners and emissaries do not have commissions or rank, although non-rank aspects of success (the success table and charisma increases therefrom) are allowed.

MUSTERING OUT TABLES

Die Roll	Benefits Table					
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	+ 2 Intel	+ 1 Intel	+ 1 Intel	+ 2 Intel	+ 1 Intel	+ 1 Intel
3	+ 2 Educ	+ 2 Educ	+ 1 Educ	+ 1 Educ	+ 1 Educ	Gun
4	Gun	Gun	Gun	Blade	Blade	Blade
5	High Psg	Gun	High Psg	Blade	Gun	Mid Psg
6	High Psg	Gun	High Psg	High Psg	High Psg	Mid Psg
7	+ 2 Char	Corsair	+ 1 Char	—	Trader	Seeker

Characters with rank 5 or 6 may add + 1 to their rolls on this table. Loners with prospecting skill may add + 1 to their rolls. Gun and blade benefits must be declared by type immediately; additional benefits of gun or blade may be declared as skill. Additional occurrences of corsair, trader, or seeker are treated as no benefit.

Die Roll	Cash Table (in Credits)						
1	1,000	1,000	5,000	10,000	1,000	0	0
2	5,000	1,000	5,000	20,000	1,000	0	0
3	10,000	10,000	10,000	30,000	1,000	10,000	10,000
4	10,000	10,000	10,000	40,000	20,000	10,000	10,000
5	20,000	30,000	20,000	40,000	20,000	30,000	30,000
6	30,000	30,000	20,000	50,000	20,000	40,000	40,000
7	40,000	50,000	20,000	50,000	20,000	100,000	100,000

Amounts shown are in credits (Cr). No more than three rolls may be made on this table. Retired individuals are allowed DM + 1 on the cash table. Loners with gambling or prospecting skill are allowed DM + 1.

VARGR ACQUIRED SKILLS TABLES

1. Personal Development Table

	<i>Navy</i>	<i>Corsairs</i>	<i>Army</i>	<i>Emissaries</i>	<i>Merchants</i>	<i>Loner</i>
1	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
2	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext
3	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur
4	+1 Intel	Bribery	+1 Intel	+1 Intel	+1 Stren	Infighting
5	Gambling	Infighting	Infighting	+1 Educ	Bribery	Gambling
6	+1 Char	+1 Char	+1 Char	+1 Char	Gun Cbt	-1 Char

2. Service Skills Table

	<i>Navy</i>	<i>Corsairs</i>	<i>Army</i>	<i>Emissaries</i>	<i>Merchants</i>	<i>Loner</i>
1	Ship's Boat	Vehicle	Vehicle	Vehicle	Vehicle	Vehicle
2	Vacc Suit	Vacc Suit	Vacc Suit	Ship's Boat	Vacc Suit	Vacc Suit
3	Electronics	Infighting	Infighting	Vacc Suit	Steward	Electronic
4	Mechanical	Medical	Blade Cbt	Infighting	Medical	Jack-o-T
5	Gunnery	Gun Cbt	Gun Cbt	Gun Cbt	Gunnery	Prospecting
6	Gunnery	Gun Cbt	Gun Cbt	Blade Cbt	Gun Cbt	Prospecting

3. Education Table

	<i>Navy</i>	<i>Corsairs</i>	<i>Army</i>	<i>Emissaries</i>	<i>Merchants</i>	<i>Loner</i>
1	Pilot	Ship's Boat	Vehicle	Streetwise	Electronic	Streetwise
2	Gun Cbt	Vacc Suit	Tactics	Admin	Mechanical	Forgery
3	Navigation	Electronic	Electronic	Liaison	Navigation	Bribery
4	Engineering	Medical	Mechanical	Navigation	Engineering	Jack-o-T
5	Computer	Computer	Computer	Computer	Computer	Computer
6	Medical	Gunnery	Medical	Medical	Medical	Medical

4. High Charisma Table (allowed only for characters with charisma 8+)

	<i>Navy</i>	<i>Corsairs</i>	<i>Army</i>	<i>Emissaries</i>	<i>Merchants</i>	<i>Loner</i>
1	Medical	Medical	Medical	Medical	Medical	Medical
2	Tactics	+1 Char	Tactics	Liaison	Admin	Jack-o-T
3	Leader	Leader	Leader	Liaison	+1 Char	Computer
4	Pilot	Fwd Obsvr	Fwd Obsvr	Leader	Admin	Computer
5	Pilot	Pilot	+1 Char	+1 Char	Pilot	Pilot
6	Jack-o-T	Streetwise	Tactics	+1 Char	Navigation	Streetwise

AGING TABLE

Term of Service	4	5	6	7	8	9	10	11	12	13	14+
Age	34	38	42	46	50	54	58	62	66	70	74+
Strength1(7+)..... -1(8+)..... -2(9+).....										
Dexterity-1(6+)..... -1(7+)..... -2(8+).....										
Endurance-1(7+)..... -1(8+)..... -2(9+).....										
Intelligenceno effect before age 66..... -1(9+).....										
Educationunaffected by aging.....										
Social Standingunaffected by aging.....										

The negative number is the potential reduction in characteristic if the saving throw (shown in parentheses) is not made. Term of service refers to the end of that numbered term; age is the first day of the physical (not chronological) year.

CASCADE SKILLS

Aircraft: Character must immediately select from Prop-driven Fixed Wing, Jet-driven Fixed Wing, or Helicopter.

Blade Combat: Character must select a skill from the blades list.

Gun Combat: Character must immediately select a gun from the guns list above.

Vehicle: Character must immediately select a vehicle type from Aircraft*, Grav Vehicle, Tracked Vehicle, Watercraft*, or Wheeled Vehicle. *Aircraft and Watercraft each require further selection by the character.

Watercraft: Character must immediately select from Large Watercraft, Small Watercraft, Hovercraft, or Submersible.

RANK AND SERVICE SKILLS

Navy Captain.....	+1 Charisma
Corsair Lieutenant....	Ship's Boat-1
Army	Rifle-1
Army Lieutenant.....	SMG-1
Emissary.....	Liaison-1
Merchant First Officer.....	Pilot-1

BLADES

Weapon	+DM	-DM	Wnds	Wt
Dagger	8+	3-	2D	.25
Blade	9+	4-	2D	.35
Sword	10+	5-	2D	1.00
Broadsword	12+	7-	4D	2.50
Bayonet	9+	4-	3D	.25

GUNS

Weapon	+DM	-DM	Wnds	Wt
Body Pistol	11+	7-	2D	.30
Auto Pistol	10+	6-	3D	1.00
Revolver	9+	6-	3D	1.00
Carbine	9+	4-	3D	3.13
Rifle	8+	5-	3D	4.50
Auto Rifle	10+	6-	3D	5.50
Shotgun	9+	3-	4D	4.50
SMG	9+	5-	3D	3.00
Laser Carbine	10+	5-	4D	8.00
Laser Rifle	11+	6-	5D	10.00

RETIREMENT PAY

Service of at least five terms in the same service merits a pension.

5 terms	Cr 4,000
6 terms	Cr 6,000
7 terms	Cr 8,000
8 terms	Cr10,000
per additional term	+Cr 2,000

Throw 10+ each year to lose the pension in future years.

SUCCESS

Throw	Result
2-	Discharge with -2 charisma.
3	Discharge with -1 charisma.
4	Demoted one rank.
5	No effect.
6	No effect.
7	No effect.
8	Promoted one rank.
9	Promoted one rank.
10	Promoted one rank; +1 charisma.
11	Promoted two ranks; +1 charisma
12	Promoted two ranks; +2 charisma.

INITIAL CHARACTERISTICS

Generate the six personal characteristics (2D unless otherwise stated): strength (2D-1), dexterity (2D+1), endurance (2D-1), intelligence, education, and social standing. Determine tech level of armed forces involved.

ENLISTMENT

Army Enlistment: Throw 5+; DM +1 if stren 10+, +2 if endur 6+.

Reenlistment: Army enlisted and NCOs receive DM +2 on the reenlistment throw of 7+.

COMBAT ARMS

Upon enlisting, a Vargr must select a combat arm. They include: Artillery, Cavalry, Infantry, Support, and Police. Commando may not be selected initially.

Enlisted and non-commissioned officers cannot change arms except through cross training or commando school; officers may do so freely, except they cannot become commandos until after attending Commando School.

BASIC/ADVANCED TRAINING

Roll two skills on the MOS table; DM +1 if homeworld tech level C+. Training replaces first year of service.

SURVIVAL

Making the survival throw exactly produces an injury; less indicates death. An injury in *police action*, *counter insurgency*, or *raid* results in the award of a Purple Heart.

SUCCESS

Throw for success each year. If the throw is equal to or greater than the success number, throw 2D on the success column of the success table. If the throw is less than the success number, throw on the failure column of the table.

PROMOTIONS AND DEMOTIONS

Promotions increase rank, but cannot elevate an NCO to officer (only officer status may do that).

Demotions decrease rank; a demotion below O1 reduces the individual to the enlisted rank last held by the individual. Demotions below E1 result in discharge.

GENERAL ASSIGNMENT

All characters automatically receive a unit assignment. That may be changed by throwing charisma or less.

If the throw is successful, the individual may select:

1. Choice of any unit assignment.
1. Choice of any special assignment.
3. Choice of any new service arm.
4. Choice of a command assignment (officers only). Officers who do not choose command receive staff automatically.

SUCCESS TABLE

Die	Success	Failure
2	+2 Char + SEH	-2 Char, discharge
3	+1 Char + MCG	-1 Char, discharge
4	+1 Char + MCFU	-1 Char
5	+1 Char	no effect
6	no effect	no effect
7	no effect	no effect
8	no effect	no effect
9	+1 Char	-1 Char, transfer
10	+1 Char, promo-1	-2 Char, transfer
11	+2 Char, promo-1	-1 Char, demo-1
12	+2 Char, promo 2	-2 Char, demo-2

Maximum 1 officer promotion per term. Transfer is to the Infantry.

UNIT ASSIGNMENT

Die Roll	Artillery	Cavalry	Infantry	Support	Police	Commando
2	Raid	Raid	Raid	Raid	Ctr Insurg	Raid
3	Training	Training	Raid	Internl Sec	Training	Raid
4	Ctr Insurg	Ctr Insurg	Ctr Insurg	Ctr Insurg	Internl Sec	Ctr Insurg
5	Police Act	Police Act	Ctr Insurg	Garrison	Internl Sec	Ctr Insurg
6	Garrison	Garrison	Garrison	Garrison	Garrison	Internl Sec
7	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison
8	Garrison	Garrison	Garrison	Garrison	Garrison	Training
9	Training	Training	Training	Training	Training	Training
1	Police Act	Police Act	Police Act	Police Act	Internl Sec	Ctr Insurg
11	Ctr Insurg	Internl Sec	Internl Sec	Internl Sec	Internl Sec	Raid
12	Training	Police Act	Internl Sec	Police Act	Ctr Insurg	Raid

Unit assignment is the default assignment unless altered by the character under the provisions of general assignment.

ASSIGNMENT RESOLUTION

	Police	Training	Internal Security	Counter Insurgency	Garrison
Survival	auto	4+	5+	5+	auto
Success	10+	8+	9+	11+	11+
Skills	7+	7+	8+	9+	9+

For survival, DM +1 if Liaison-2+. For success, DM +1 if education 8+.

	Infantry, Cavalry	Internal Security	Police Action	Counter Insurgency	Raid	Garrison
Survival	auto	4+	5+	6+	6+	auto
Success	12+	9+	8+	9+	6+	13+
Skills	7+	none	7+	8+	5+	none

For survival, DM +1 if any MOS skill level 2+. For success, DM +1 if intel 8+.

	Support	Internal Security	Police Action	Counter Insurgency	Raid	Garrison
Survival	auto	4+	4+	5+	6+	auto
Success	13+	11+	9+	10+	7+	13+
Skills	8+	none	7+	7+	7+	none

For success, DM +1 if education 9+.

	Commando Training	Internal Security	Police Action	Counter Insurgency	Raid	Garrison
Survival	3+	4+	5+	6+	7+	auto
Success	12+	11+	9+	10+	7+	13+
Skills	6+	none	7+	6+	5+	13+

For survival, DM +1 if any MOS skill level 2+. For success, DM +1 if endur 8+.

SERVICE SKILLS

<i>Die</i>	<i>Army</i>	<i>Police</i>	<i>NCO</i>	<i>Command</i>	<i>Staff</i>
<i>Roll</i>	<i>Life</i>	<i>Life</i>	<i>Skills</i>	<i>Skills</i>	<i>Skills</i>
1	Infighting	Infighting	Hvy Wpns	+1 Endur	Mechanical
2	+1 Stren	Gambling	Mechanical	Gun Cbt	Fwd Obsvr
3	Gambling	+1 Stren	Tactics	Vehicle	Computer
4	+1 Dext	+1 Dext	Hvy Wpns	Hvy Wpns	Electronics
5	+1 Endur	+1 Endur	Mechanical	+1 Char	Medical
6	+1 Endur	Liaison	Tactics	Tactics	Instruction
7	Pistol	+1 Educ	+1 Char	Tactics	Admin
8	+1 Char	+1 Intel	Leader	Leader	Admin
9	+1 Char	+1 Char	Admin	—	—
10	—	—	Instruction	—	—
11	—	—	Admin	—	—
DMs:	+1 if O3-	+1 if O3-	+1 if E5	+1 if O4+	+1 if O4+
	+2 if O4+	+2 if O4+	+2 if E6	+2 if O7+	+2 if O7+
	+3 if O7+	+3 if O7+	+3 if E7		
			+4 if E8		
			+5 if E9		

MILITARY OCCUPATIONAL SPECIALTY (MOS) TABLE

<i>Die</i>	<i>Artillery</i>	<i>Cavalry</i>	<i>Infantry</i>	<i>Police</i>	<i>Support</i>	<i>Commando</i>
1	FA Gunner	Vehicle	Gun Cbt	Gun Cbt	Vehicle	Gun Cbt
2	FA Gunner	Vehicle	Gun Cbt	Gun Cbt	Cbt Engr	Gun Cbt
3	Vehicle	Vehicle	Hvy Wpns	Vehicle	Vehicle	Hvy Wpns
4	Mechanical	Hvy Wpns	Hvy Wpns	Vehicle	Mechanical	Demolition
5	Fwd Obsvr	Hvy Wpns	Vehicle	Liaison	Electronic	Survival
6	Computer	Mechanical	Recon	Medic	Medic	Recon
7	Electronics	Computer	Vacc Suit	Computer	Computer	Battle Dress
DM	+1 if armed forces tech level C+.					

TABLE OF RANKS

<i>Rank</i>	<i>Enlisted Rank</i>	<i>Rank</i>	<i>Commissioned</i>
<i>Abbreviation</i>	<i>Title or Description</i>	<i>Abbreviation</i>	<i>Title or Description</i>
E1	Private	O1	Second Lieutenant
E2	Lance Corporal	O2	First Lieutenant
E3	Corporal	O3	Captain
E4	Lance Sergeant	O4	Major
E5	Sergeant	O5	Lieutenant Colonel
E6	Gunnery Sergeant	O6	Colonel
E7	Leading Sergeant	O7	Brigadier General
E8	First Sergeant	O8	Major General
E9	Sergeant Major	O9	Lieutenant General
		O10	General

Notes: Individuals holding commissions (ranks O1 through O10) are officers; all other ranks (E1 to E9) are enlisted personnel. Non-commissioned officers (rank E3 to E9 should be confused with commissioned officers.

The number after commissioned rank title is the equivalent basic **Traveller** rank.

SPECIALIST SCHOOL

<i>Die</i>	<i>Skill Received</i>
1	Administration
2	Medical
3	Communications
4	Computer
5	Mechanical
6	Electronics
Throw 1D; character receives one level of skill shown.	

SPECIAL ASSIGNMENTS

<i>Enlisted</i>	<i>Officer</i>
Specialist	Command College
Commando School	Commando School
Officer Status	Attache/Aide
Protected Forces	Intelligence School
	Staff College
	Recruiting Duty
Individuals select their special assignments (no die rolls), but may not repeat Intelligence School, Command College, Staff College.	

SERVICE SCHOOLS

Enlisted Characters

Specialist: Throw 1D on specialist school table.

Commando School: Throw 5+ (1D) for Infighting, Gun Combat, Demolitions, Survival, Recon, Vacc Suit, Blade Combat, and Instruction.

Protected Forces: Throw 3+ (1D) for Vacc Suit, Zero-G Combat.

Officer Status: Receive rank O1 in original or cross trained branch. Roll once each for officer command skill, officer staff skill, MOS skill. (Former officers may select this option and again become officers, but do not receive any additional skills when doing so.

Officer Characters

Intelligence School: Roll 4+ (1D) for Forgery, Bribery, Streetwise, and Interrogation.

Recruiting: Receive Recruiting-1.

Attache: Receive Liaison-1 and +1 Charisma.

Aide: Receive +1 Charisma and choice of next unit assignment (in addition to choices available for next general assignment.

Command College: Roll 4+ (1D) each for Tactics, Leader, Recon.

Staff College: Roll 4+ (1D) each for Admin, Combat Engineering, Computer.

Commando School: Throw 5+ (1D) each for Infighting, Gun Combat, Demolitions, Survival, Recon, Vacc Suit, Blade Combat, Instruction.

TRANSFERS

Voluntary transfers to a new Arm are received through the general assignment process; the new arm is permanent (until another change is mandated).

Failure of a success roll can force an involuntary transfer to the Infantry.

RANK CATEGORIES

Enlisted Ranks: E1, E2.

Non-Commissioned Officers: E3 to E9.

Junior Commissioned Officers: O1 to O3.

Field Grade Commissioned Officers: O4 to O6.

General Officers: O7 to O10.

VARGR MERCENARY INCLUDED SKILLS

Battle Dress: May be used as the equivalent level of Vacc Suit.

Combat Rifleman: Includes Rifle, Carbine, Assault Rifle, Advanced Combat Rifle (ACR), and Gauss Rifle.

Pistol: Includes skill in Automatic Pistol and Revolver.

Laser Weapons: Includes skill in Laser Carbine and Laser Rifle.

Zero-G Weapons: Includes skill in Accelerator Rifles, and Snub Pistols. Zero-G Combat is prerequisite skill and must be held before Zero-G Weapons may be held as a skill.

Snub Pistols: Includes skill in Snub Pistol and Snub Revolver.

High Energy Weapons: Includes skill in all man-portable fusion and plasma guns (PGMP-12, PGMP-13, PGMP-14, FGMP-14, and FGMP-15). Battle Dress is a prerequisite for PGMP-13 and FGMP-14.

Grav Vehicle: Includes Air/Raft.

Automatic Weapons: Includes skill in Auto Rifle, Light Machine Gun, and Heavy Machinegun.

Grenade Launcher: Includes skill in Hand Grenade, Grenade Launcher, Auto Grenade Launcher, RAM Grenade Launcher, AT Grenade Launcher, AT Rocket Launcher, RAM Auto Grenade Launcher.

VARGR MERCENARY CASCADE SKILLS

Gun Combat: Character must immediately select a skill from the following: Combat Rifleman, Pistol, Submachinegun, Laser Weapons, Zero-G Weapons, High Energy Weapons, Automatic Weapons.

Field Artillery Gunnery: Character must immediately select skill in one of the following: Laser Cannon, Mortar, Howitzer, Mass Driver, Multiple Rocket Launcher, Plasma Gun, Fusion Gun, Meson Accelerator, Tac Missile.

Heavy Weapons: Character must immediately select skill in one of the following: Light Assault Gun, Automatic Weapons, AutoCannon, VRF Gauss Gun, Mortar, Plasma Gun, Fusion Gun, Tac Missile, Recoilless Rifle, Grenadier*.

Vehicle: Character must immediately select from Grav Vehicle (includes Air/Raft), Tracked Vehicle, Wheeled Vehicle.

VARGR MERCENARY CHARACTER GENERATION CHECKLIST

1. Generate Character.

A. Generate the six personal characteristics.

B. Determine tech level of armed forces to be joined.

2. **Enlistment in Army:** Throw 5+ to enlist; DM +1 if dext 6+, DM +2 if endure 5+.

3. Select Arm of Service.

A. Artillery, Cavalry, Infantry, Support, or Police.

B. Commando not available until after taking Commando School.

4. **Resolve Term of Service.** Undertake four consecutive years of service.

A. Resolve Year of Service.

1) Determine Assignment.

a) General Assignment. Automatic unit assignment unless character throws charisma or less. If successful then select choice of unit assignment, special assignment, new service arm, or command (officers only).

b) Unit Assignment.

c) Special Assignment. Schools.

2) Assignment Resolution.

a) Survival.

b) Success.

c) Skills. Take skills if received. Plus other eligibility.

5. **Reenlistment.** Throw 7+ to reenlist; DM +2 if rank E1 to E9.

6. **Mustering Out.**

7. **Resume Writing.**

MORALE

Mercenary characters who have received decorations are also given better morale—partially because they are experienced and have been through combat with honor.

For each Purple Heart received, allow +1 on morale (to a limit of +3).

For each MCFU, allow +2.

For each MCG, allow +3.

For SEH, allow +4.

The total morale allowance for one individual is +6.

Vargr Mercenary Character Generation

PERSONAL WEAPONS

Weapon	+DM	-DM	Wnds	Wt
Dagger	8+	3-	2D	.25
Blade	9+	4-	2D	.35
Sword	10+	5-	2D	1.00
Broadsword	12+	7-	4D	2.50
Bayonet	9+	4-	3D	.25

GUNS

Weapon	+DM	-DM	Wnds	Wt
Body Pistol	11+	7-	2D	.30
Auto Pistol	10+	6-	3D	1.00
Revolver	9+	6-	3D	1.00
Carbine	9+	4-	3D	3.13
Rifle	8+	5-	3D	4.50
Auto Rifle	10+	6-	3D	5.50
Shotgun	9+	3-	4D	4.50
SMG	9+	5-	3D	3.00
Laser Carbine	10+	5-	4D	8.00
Laser Rifle	11+	6-	5D	10.00

MERCENARY WEAPONS

Weapon	+DM	-DM	Wnds	Wt
Assault Rifle	8+	4-	3D	3.33
Lt Assault Gun	10+	6-	4D	4.50
ACR	8+	5-	4D	4.00
Gauss Rifle	10+	6-	4D	3.90
Accelerator Rifle	9+	5-	3D	3.00
Snub Pistol	10+	6-	4D	.38
Hand Grenade	11+	6-	8D	1.00
Grenade Launcher	11+	7-	8D	4.00
Auto Gren Lnchr	11+	7-	8D	9.20
RAM Gren Lnchr	11+	7-	8D	5.40
AT Gren Lnchr	11+	6-	spl	6.00
AT Rocket Lnchr	11+	6-	spl	6.00
RAM Auto GL	11+	7-	8D	15.50
LMG	10+	6-	3D	7.00
Heavy MG	11+	6-	4D	20.00
AutoCannon	10+	6-	8D	-
PGMP-12	11+	7-	10D	9.00
PGMP-13	10+	6-	12D	7.90
PGMP-14	11+	7-	12D	0.14
FGMP-14	10+	7-	16D	10.00
Recoilless Rifle	11+	6-	8D	12.00

Gvurrdon's Story

TRAVELLER[®]

*Science-Fiction Adventure
in the Far Future*

Game Designers' Workshop

Arrghoun Vocabulary: A basic Arrghoun-Anglic vocabulary is presented below.

ae: how; or.
ae tsa: however.
aedz: end.
aefoeze: them.
aegh: through.
aeghz: many.
aegzva: being.
aenrra: brother.
aenrrag: line.
aenrraz: to kill an animal.
aeroukh: prince.
aerraevulldzong: to understand alien thought.
aerrgh: stay.
aers: although.
aerzraegh: to please a superior.
aestou: journey.
aethagzkgang: together.
aezhokveng: slowly.
agedz: to return.
agedzllae: to return home.
agedzllaesirrg: to return home to die.
agud: jewel.
akkaezhing: to be filled.
akrrou: region.
alluenton: to break.
anaegh: creature.
ang: feet.
angrourraegh: to overrule.
anis: so.
anuthdoto: to decide.
arrghouk: different.
arroeso: to valiantly create.
arrtaso: today.
artoekfevu: to depart.
artoevukha: to send.
asode: use.
atao: smooth.
azsaesu: watch, eight hours.
azsu: until.
dak: of.
degh: home.
desuethaveng: generally.
dha: six.
dhathoudz: quest, search.
dhavengknuel: eventually.
dhe: as.
dhoerrgh: just.
dou: now.
dzaekunu: to welcome.
dzaerr: travel.
dzall: to discover, to find.
dzeka: that.
dzourrg: boat, vessel.
dzuero: bridge.
dzukfekoul: to enjoy.
edza: to enjoy leaving.
ekh: I.
ekhu: entire.
ekhnoz: to journey.
ekhvoth: jump.
en: all.
engnigharr: to succeed.

engnikharr: to conceal.
enkhou: face.
errgh: out.
errghvenglloe: outermost.
errgta: suite, group of rooms.
errgthou: helper, minion.
evae: in.
evaekso: to make a gift.
evaeksozduekhng: to give beyond expectation.
fa: in; possessive article (denotes possession).
fae: my.
faek: from.
faek zaeknue: once upon a time.
faengaeng: to reply.
faknoukh: constant.
faverzakhang: to believe.
fe: me; own.
fezlae: goods, merchandise.
fikhaerrg zougz: radioactives.
foeloe: friend.
foelvou: friendship.
fourrg: brave.
fue: on.
fuedhue: great.
fuedhuetso: greater.
fuennrag: to steal, to take for better use.
fuezour: to make to sit.
furrong: largest.
furrodh: use.
gaek: onto.
gang: raid.
gangfouz: raiding.
ganguae: party.
ghae: our.
ghaekh: sleek.
ghaguen: ability.
ghangars: to tell.
ghedzatang: to notice.
ghoerrg: flat.
ghoerrg: hero.
ghoz: also, too.
girkhaen: to desire to take.
gnaerrg: native.
gnaithloellarrgh: interstellar empire.
gnakh: again; to know; work.
gnata: with.
gnateknosoull: to leave.
gnatoull: within.
gnell: this.
gnoegh: no.
gnoerrgh: not.
gnoull: those.
gnugh: travels, voyages.
gnuvuellotho: to have a great advantage.
goersghe: to begin, to start.
goersghekfe: to begin anew.
goersghengig: to begin to die, to give up, to retire.
goerzshosokh: truth.
goukazhu: streamlined.
gozou: ship.
gozouve: shipping, traffic,

transportation.
hvae: agreement, contract, pact, treaty, understanding.
i: for.
ikhkhuko: to be planned.
ikoth: still.
ilksang: strange.
ilksangargh: stranger.
islae: soon.
ith: like.
ka: him.
kae: he.
kaedzo: strong.
kakhe: rule.
kanrrae: mind.
karz: left.
kasa: himself.
ke: and.
kerrae: animal.
kfaegh: once.
kfaenz: turrets.
kfakfoelki: to endure.
kfe: one.
kfe toeng: only.
kfe uerrz: boarding party.
kfellaevouk: forebears.
kfetaegh: some.
kfetaegh ourrg: sometimes.
kfetanaegh: cooperation.
kfeulluen: to be able to, can.
kfoerrgh: adventure, exploit.
kfoufurr: equipment.
kfu: about.
kfue: each.
kungengo: another.
khae: more.
khae: to go.
khaekh: hospitality.
khaekh kfoe: host.
khaerrarg: change.
khaerza: plant.
khaggharrg: to proceed.
khall: capital.
khator: shell.
kheterz: price.
khoer: location.
khoghueluz: to question.
khok: their.
khokhe: future.
khollerrgh: to learn.
khourzkhoug: to train.
khu: ten.
khudz: special.
khuengngig: to be murderous.
khurzkninae: to survive.
khurzvokh: decade.
khutsu: site.
kith: his.
knadh: ship.
knaenurr: to rule.
knaers: four.
knaersveng: fourth.
knaersa: territory.
knedhuzogz: to recruit.
kniterrgh: to resist vigorously.
knitaersa: to be amazed.
knoegno: to appreciate.
knoghaek: to discover.

knokan: to say.
knoknae: to approach.
knongoun: favor.
knothognough: to help.
knotin: week.
knousogho: to sit down.
knukagurr: traffic.
knukhourghdarzloer: drive.
knungeko: usefulness.
knutoel: new.
knutoel oegno: new-found.
knutoelvang: nearly.
koers: food.
koseng: interval.
koudhoe: good.
ksaenarsku: to extort, to protect for a price.
ksaengungghaerrg: entertainment.
ksoesueng: secret.
ksoesuengvang: secretly.
ksou: we.
ksugh: perhaps.
kuengrorarr: to orbit.
kukh: to claim citizenship, to claim pack membership.
kuruen: base.
kurznigh: manual.
laekhroes: place.
lekungagh: to grow up.
llae: house.
llaegz: fleet.
llaerz: after.
llaeth: mere.
llagnaeveng: regularly.
llanan: to devour, to eat.
llarrghotsaeng: to operate.
llereae: specimen.
llirrg: fortune.
lloell: world.
lloelldegh: homework.
lloelle: asteroid, planetoid.
llokhoengi: to introduce.
lloughorro: to name.
llourzarz: several.
llufoers: to deal.
llurghang: to leave a false trail.
llurghngoez: to leave one's pack.
lluthtivars: to be surprised.
naedharrksi: to control all of space.
naelengva: to reject loudly.
naerros: to reject.
naerroenaerz: to reject softly.
nakhae: beast.
nga: at.
ngaers: design.
ngaerz: race.
ngargugu: to trade.
ngeddues: merchant, trader.
ngekvoll: trading.
ngerrg zlu: belief.
ngезде: to escape.
ngiteng: capable.
ngoerrgh: thousand.
nounzaeveng: occasionally.
nu: to.

- nuezhaenullan:** to abandon.
oekh: month.
oekhnouil: commerce.
oekning: to treat.
oellrurveng: probably.
oengasnga: to cunningly trap.
oerrgh: life.
oetou: eight.
oehong: system.
orrg: away.
orzcurrghatz: to conceal, to keep secret.
otoun: beyond.
oudz: room.
ouludz: interaction.
oun: by.
oun: five.
oungngudoe: to rush.
oungrrouzo: to be pleased.
ounotoun: between.
outh: back.
ozarrz: yard.
ozhuen: supply.
raelu: decent.
rakh: very.
reghz: throne.
rellighaerz: to disbelieve.
resketo: tape, recording, memory disk.
rillokh: possible.
roetounuedz: to tend, to take care of.
roetounuedz: to allow.
rothleto: model.
roukh: emperor.
roukhous: to found an empire; to find an empire.
roukhous: empire.
roukht: leader.
rouvoeveng: clearly.
rraenlirrg: to find unexpectedly.
rravo: to damage, to hurt.
redzeta: authorization.
rrergr: to demand.
rreturu: to insist on keeping.
roaella: to end battle when outnumbered, to surrender.
roers: piracy.
rrou: among.
rrough: flow.
rroullough: ly, one light year.
rruetzollo: to dream of.
rrurz: to prepare.
rukhin: exploring.
runag: adviser.
sadeng: except.
saefozhe: to arrive.
saerrghou: to tell stories.
sarrgh: guard.
satetoe: crew.
sathoell: to end need of, to no longer need.
sedhuerz: powerful.
senghik: to travel.
seul: other.
sourz: hand, paw.
- sourztourrh:** corsairs, pirates; individual pirate or corsair.
suefae: to encroach.
suelta: craft, science, technology.
sueltavargr: craftsman, scientist, technician; also craftsmen.
sueroermae: to regret.
sueth: during.
ta: it.
tadafa: to age, to grow old.
tadafokfe: to be bored, to grow tired of routine.
taek: to pounce.
taengakh: source.
tagoukh: to tolerate a potential rival.
tange: to identify.
taso: day.
tha: full.
thaeghz: pack.
thael: time; there.
thaenu: to ask politely.
tharous: loner.
tharru: adversary.
thekoe: bluff.
thith: but.
tho: yes.
thoen: to be.
thoerz: seven.
thoesokhou: to fascinate.
thoeshou: gate.
thoghae: to grow.
thoki: under.
thollraeng: to speak.
thollraengangu: to speak softly, to whisper.
thorknou: story; to be a storyteller.
thorknourz saerrgh: storyteller.
thorrgtsusa: opportunity.
thoughz: to create.
thurrgh: next.
tillarzo: surprise.
toekfuesa: to join.
toeklae: court.
toenge: to live; you.
toerz: sector.
toerz ruegz: rimward.
togu: key.
togzekhz: members.
totaengzhok: particular.
toute: expedition.
tovulldzong: alien.
tsaeng: because.
tsaeroe: to ask.
tsan: last.
tsarrgh: to end.
tsavooung: hearty, lavish.
tsekh: small.
tsiztholl: to think.
tsodhong: to be a child, to be like a child.
tsoe: command.
tsogen: to be born.
- tsoungaveng:** recently.
tsu: honor.
tsudhou: to promise.
tsukho: palace.
tsung: money.
tue: nine.
tuerz: skin.
tuerzuekh: origins.
uedz: these.
uenan: least.
uenfa: which.
ueng: a few, some.
uenus: to jump.
uenvagurs: to show oneself.
uerrghgaegh: to be named for.
uerrghra: to intervene, to interrupt.
uerrzdezlurz: to overcome a great force, to vanquish, to conquer.
ugz: us.
ugzing: to race.
urgh: third.
urr: three.
urs: ear; than.
urz: battle.
urzvargrvloe: enemy.
uth: they.
uzlatsizurtou: to be certain.
vae: who, whom.
vaegarrgh: The Long Night.
vaegha: what.
vaeghatz: when.
vaeghou: where.
vaegz: belt.
vaezdue: to assure.
vakaerrgh: to cruise.
var: child.
vargr: vargr.
veukh nga: sergeant, minor officer.
voghvaeng: to welcome.
vokh: year.
vongigaer: to be impressed.
vonutoe: star.
vonutoe dzourrh: starship.
vonutoevargr: starfarer.
voudzeur: challenge.
vough: way.
voukae: grand.
vue: to have.
vuegzhollue: to fake.
vukha: to teach.
vunkne: to come.
vurrgegerrg: to become subservient.
zaeknue: before.
zaeto: to build.
zak: two.
zakith: even.
zakkarz: instead.
zalirrh: to raid.
zaluvoezdetz: to repay a kindness.
zatangogz: to accompany.
zathutz: position.
zdarr: fragments.
- zdeath:** plot.
zdifoul: fraud.
zdiveng: certainly.
zdoun: over.
zduekhngae: exotic.
zdughz: to lose.
zeknung: to be cruel.
zernkoudh: to feel.
zernkoudhvur: to be happy, to feel pleased.
zhae: monster.
zhaerrgtakh: to be rival.
zhaezhi: storage.
zhaezhi zluen: storehouse.
zhaezhith: stores.
zhatanoe: to seize after a long battle.
zhatu: rarity.
zhatuga: rare.
zhek: such.
zhekhu: ever.
zhoegae: to lead with honor.
zhoeti: vaults.
zhosokh: well-respected.
zhouderr: wanderer; to wander.
zhoudh zhat: long before.
zhukitho: various.
zigho: to explain.
zirz: here.
zlae: half; hour.
zlaenz: samples.
zlanveng: carefully.
zlarrg: part.
zloedz: to learn.
zoe: meal.
zothae: to move on.
zoton: feeling.

The Text

The text below is in a Vargr language.

GVURRDON

faek zaeknue zhoudh zhat vaegarrgh zhoudh zhat gvurrdon
hvaek satoengetes fa voukae tsukho aeroukh rrou vargr kfe
vae fa kfellaevouk saknaenurrghdes aeghz roukhous ke
sazhoegaedes aeghz urzz
gnell totaengzhok aeroukh sathoentes kasa ghoerrg rrou vargr
kaedzo ke fourrg ke zhosokh oun en
nu kith tsukho kfe taso savunknetes zhouderr tsaeroe kfe
toeng i laekhroes ke kfetaegh zoe llanan
veukh nga nga thoezhou saartoevukhates zhouderr orrg
vaeghatz aeroukh sagedzatangtes ke sauerrghrates
thoentas toenge vonutoe vargr kae satsaeroetes fa
gnoull tazor vonutoe vargr sathoendes ikoth zhatu
tho safaengangtes ilksangargh
ekh thoente gnaerrg nu gnell rakh lloell thith ekh
saartoekfevute zhoudh zhat ke dhoerrgh tsoungaveng
satsarrghte artoekfevute
aeroukh saangrourraeghtes sarrgh veukh nga ke
savoghvaengtes zhouderr saoeckingtes ka nu tsavooung zoerz
ke kheterrgh errgta dak oudzz
haerz knotin dak khaekh ilksangargh sauenvagurstes nga
toeklae dak aeroukh ke satsaeroetes ae kae sazaluvoezdetztes
kith khaekh kfoe
kfe dak aeroukh fa runagz sathollraenggangutes fa kith urs
rrerrge tsoe ka i kith gozou rouvoeveng kae
saagedzllaesirrgtes
kae sathoelltes ta
thith aeroukh sanaerroatertzes dzeka dhe ghodz fuedhue
kheterrz tsaeroe
rrerrge tsoe ghangharsgnakhvar toenge
sathollraenggangutes kfungengo runag
gnoerrgh tagoukh tsoe fue gnell lloell ke zdiveng gnoerrgh
tagoukh tsoe fa gnell lae
thith aeroukh sanaerroatertzes sazighotes dzeka tharous
gnoerrgh satagoughtes ka
gnoerrgh rrerrge tsoe dak gnell vargr
sathollraenggangutes urgh runag
ksou gnoerrgh aeraevulldzongde ke kae oengasngates ugz
thith aeroukh sanaelengvates
zakkarz aeroukh sathaenutes ilksangargh knousogho ke
thorknou dak kith dzaerrz i ksaengungghaerrg dak toeklae
zhouderr sazerknaudhvurtes ke dhe kae sathoentes koudhoo
thorknourz saerrgh dhe thollraenggangou thorknou dzeka
sathoesokhoutes en
vaeghaetz ekh satsodhongte ekh sarruetzollote arroeso
gnaithlloellarrgh naedharrksi dhe ekh salekungaghte ekh
savurrngengerrg gnoerrgh engnigharr
azsu kfe taso sueth kakhe dak Serratogz kfe dak fae aenrrarz
sadzalldes zhatuga thorrgrtsusa ke safuenragdes knadh
aethagzkfang ksou sasenghikde nu vonutoerz ke
sagoersghekfede oerrgh dak rroers
ksou sazalirrhgde Khouktae vonutoe dzourrghz ke knukagurr
ounoutou Ggughgi ke Aengvoug
ksou saksaenarskude nu Khaeknae ke zakith sazalirrhgde
aefoeze kfetaegh ourrgh dhoerrgh vaezdue tsung rrough
thith ekh zhouderrte
fue kfe oekghnoull gang evae Tsukifi oezhong llaeth dha

rroullough faek zirz ksou sataekde ilksang vonutoe dzourrgh
gnata ghaekh aenrragz ke aeghz goukazhu kfaenz
uth sakniterrghdes vaeghatz ksou sataekde saalluentondes kfe
dak ghae sourztourrgh ke sarravodes ueng seulz
ta sathoendes kfe toeng llaerz kfe uerrz sazhatanoedes khok
dzuero dzeka uth sarroaellades
dou ekh salluthivarste tsaeng ghae tharrurz sathoendes
gnoerrgh vargr zakkarz uth sathoendes ataeto tuerz ngaerz
gnata ghoerrg enkhourz
haerz ueng azsaesurz dak ouludz ksou sakfeulluende
thollraeng nu kfue seul nga uenan fa dzarr ke ksou
sakhoghueluzde aefoeze kfu khok tuerzuekh ke lloelldegh
ghae roukht sarellighaerztes khok thorknourz dhe thekoe ke
zdfoull
vae sakfeulluentes faverzakhang kae saknokantes dzeka uedz
ataeto tuerz anaeghz sakukh dak roukhous dak ngoerrgh dak
oezhongz en thoki kfe roukh ke dzeka roukhous
sakhurzknaaetes i ngoerrgh dak vokhz uth sasaerrghoutes
ekh ae tsa satsiztholte thaell uzlatsizurtou goerzzhosokh fa
khok thorknou ekh sauzlatsizurtoute gnakh dzeka roukht
sazeknungdes ke sakhuegngigdes ke oellrruveng aenrraz uedz
tovulldzongz kfaegh kae sakhollerrghates llarrghotsaeng khok
suelta anis ekh ksoesuegngveng satoekfuesate gnata
tovulldzongz ke saknothognougete aefoeze rruz ngezde
ekh sagirskhaente kfe dak ghae gozourz thith tovulldzongz
sarreturtes khok fe
nga azsaesu khaerrarrg kfe taso ekh sathoente fue dzuero dak
tovulldzongz dzourrgh ke ekh sarotounuedzte tovulldzongz
gaek dzuero vaeghou ksou aethagzkfang sauerrzdezilurzde
sarrghz
gnatoull zlae uth saenusdes knadh ke ksou sagoersghede
aestou dzeka sakfakfoellkites i kurzvokhz
ekh saghangarste toenge ekh sadzuekfekoulte gnateknosoull fae
aenrrarz
khok gangfouz ke rroers satadafades nu fe ke thaell dhe
tsudhoutes gnoegh khokhe fa ta
gnata fae knutoel oegno foeloz ekh sadzuekfekoulte faknoukh
voudzeur thith ghodz faknoukh kfetanaegh
uth savukhades fe sakhourzkhougdes fe savoghvaengdes fe
evae khok gozou
ekh islae kollerrghte vaegha uth saorzurrghghatzdes faek ghae
roukht dzeka khok gozou sathoentes zlae gnakh dhe sedhuerz
dhe ghae fe
vaeghou ksou sakfeulluende uenus ekhvoth ksugh thoerz
rroullough uth sakfeulluendes uenus khu rroullough
uth sathoendes rukhin knadh fa dhathoudz i fezlaz ke llirrhg
aerzraegh vae uth loughorodes Makarin
khok zhoeti saakkaezhingdes gnata fikhaerrg zougz agudz
khaerza lleraeerrz kfetaegh dak uenfa uth sallanandes ke
resketorz dak zduekhnge kerraerz ke lloell
ekh saoungrrouzote knothognough aefoeze tange aeghz dak
khok zlaenz saerrghou kfu tuerzuekh ae taengakh ae asodez
ekh sadzuekfekoulte zoton dak knungeko ekh savuete fue gnell
tovulldzongz toute
ksou saugzingde orrg nu tovulldzongz ksoesueg kuren
ksou saenusde oetou thaell en thith kfe aegzva khu
rroullough ghae knaersveng ekhvoth sathoentes dha rroullough
zaeknue ksou sasaefozhede nga kuruen

thael ekh saknitaersate dzall tha ngekvoll kuruen
 saorkurrghatdzes fa lloelle khator kuengrorarttes fa
 errghvenglloe dak zak lloelle vaegzz fa oezhong■
 dzeka kuruen sathoentes zhaezhi zluen otoun ngerrg zlu
 saakkaezhingdes gnata tsekh suelta ke zhaezhith ke fezlae ke
 ozhuenz ke zlargz ke kurznightz ke resketorz ke kfoufurrng■
 nu fae tillarzo■ ekh saknoghakte dzeka ngekdiesz
 sanuezhauullandes ta■
 ngekdiesz dzeka sallarrghotsaengdes ta tsarrghdes khok gnakh
 ke saagedzllaedes nu khok tovulldzong roukhous■
 ekh sakhaete gnata aefoeze■
 ksou sasenghikde i knutoelveng vokh■ aers ksou sasuefaede
 tovulldzongz knaersa gnatoull kfu zlae dzeka thael■
 once ksou sasaefozhede nga khall dak khok roukhous■ ekh
 salluthivarste kholerrgh dzeka satetorz dak gozourz
 sallurghngoezdes llaerz gnugh■ ke aeghz dak fae foeloelz
 sallurghngoezdes fue knutoel gnugh gnata arrghouk gozourz■
 kfetaegh dak fae foeloelz■ ae tsa■ sallokhongides fe nu khok
 foeloelz■ ke sadazlides fe gnakh■ laekhroesz nu aerrgh■ ke
 dhavengknuel koudhoe zathutz llufuers gnata vargr vae
 sangarrgugudes gnata Makarin■
 ekh satoengete i khu vokhz nga khall dak gnell tovulldzong
 roukhous■ thith dhavengknuel ekh satadafokfete■ ke
 saanuthdhotote agedzllae■
 aezhokveng■ zdeth saikhkhukotes fa fae kanrae fuenrag■ kfe
 dak fuedhue ghaekh gozourz ke agedzllae■
 vaeghtaz thorrtsusa sasaefozhetes■ ekh saknedhuzogzte
 llourzarz vargr dzeka ekh sallufoerste gnata llagnaeveng■ ke
 aethagzkfang ksou savuegzholluede rredzetar i knadh uenfa
 sathoentes llourzarz rroullough orrg■ fa zhaezhi ozarrz■
 zdeth sakhaggharrgtes■ ke ekh zakith sallurghangte dzeka ekh
 sakhaete toerz ruegz■
 ghaeaestou errgh sakfakfoellkites khae urs vokh■ aers ksou
 sagnateknosoullde tovulldzong roukhous dhe islae dhe rillok■
 vakaerrghde aegh zhukitho vargr roukhousz■ ksou zalirrhgde
 gozouve■ nounzaeveng zdughzde satetoe togzekhz ke
 knedhuzogzde knutoel kferzake desuethaveng senghikde ghae
 vough zirz■
 dou ekh sasaefozhetes■ fue lloell vaeghou ekh satsogente■
 ekh saagedzte llaerz tha oerrgh ke aeghz dzaerrz■
 ekh gnoerrgh suerroernaetes■ sadeng ksugh dzeka ekh gnoerrgh
 saroukhoute ekh sarruetzollote dhe var■
 gnata aedz dak zhouderr fa thorknou■ aeroukh■ savongigaertes
 oun kfoerrghz ke oun thorknourzsaerrgh fa
 ghaguenz■ saknoknaetes faek kith reghz ke savoghvaengtes
 vargr fa sourz■
 sazhoegae ka outh nu kith reghz■ kae safuezourtes nga kith
 ang■
 i zhek fuedhue aeroukh evaekso knonngoun ith gnell nu
 zhouderr sathoentes fuedhue tsu■ ke zhouderr sagnakhtes ta■
 thurrgh taso■ zhouderr sasaeerrghoutes gnakh i toeklae■ ke
 sasaeerrghoutes iillourzarz oekhz dhefoelvou sathoghaetes
 ounotoun zak vargr■
 thith kfe taso■ zhouderr gnakh sazorknoudhtes zothae■ outh nu
 kith degh■
 aeroukh sagnakhtes dzeka kith zhouderr sagoersghengigtes■ anis
 kae saartoevukhates thaeghz dak errgthourz zatangogz ka degh
 ke roetounuedz ka fa kith tsan tasorz■
 thith dhoerrgh zaeknue zhouderr sagnateknosoulltes■ kae
 saknoegnotes kith aeroukh■ ke zlanveng sathollraenggangutes
 nu ka khoer dak kith fuedhue knadh■
 kae saevaeksoduekhngetes nu kith foeloel■
 aeroukh■ llaerz raelu koseng■ saoungngudoetes nu khutsu■ errgh
 evae lloelle vaegz■ dzall ghaekh knadh gnata goukazhu kfaenz
 ke knukhourrghdarziloerz ngiteng dak khu rroullough ekhvothz■
 gnata dzeka knadh dhe rothleto■ kith sueltavargr sakfeulluendes
 zaeto khae■ ke gnata fuedhuetso ekhvoth■ kae sagnuvuellothotes

zdoun seul vargr fa toerz■
 aeroukhfa llaegz dak gozourz fa gnell knutoel ngaers
 sathoendes togu thoughz knutoel roukhous■
 dzekaroukhous zakith arrtasou loughorrottes ekhu toerz ke
 thoentes furrong roukhous zhekhu fa gnell toerz Gvurrdon
 Hvae■
 thith ta sauerrghgaeghtes zhouderr vae evaeksotes aeroukh kith
 gozou■
 zhouderr Gvurrdon■

Arrghoun Grammar

In order to translate from Arrghoun to Anglic, it is essential to have an Arrghoun/Anglic vocabulary and to know the basic rules of Arrghoun grammar. Translation is a relatively simple process: words in Arrghoun are checked against the vocabulary list and their Anglic counterpart words are selected. Clues as to verb tense and conjugation can be taken from prefixes and suffixes to the words; punctuation provides information about sentence structure. Once the crude translation has been performed, a smoother, more flowing translation can be made by rewriting the material.

Arrghoun is a relatively simple Vargr language which early in its development lost such complications as noun declensions, gender differences, or elaborate endings or prefixes. Basic Arrghoun grammar consists of four parts: *verb conjugations and tenses*, *possessives*, *punctuation*, and *plurals*.

VERBS

Verbs are action words which indicate activities. They are conjugated to show who the actor is, and to show past, present, or future action.

The basic unconjugated verb is the *infinitive*. In Anglic, the infinitive is the verb preceded by *to*. For example, the Arrghoun verb *vue* is translated in Anglic as *to have*.

When the verb is conjugated to show the actor, a noun or pronoun acts as its subject, and an appropriate ending is added to the verb to agree with the subject. Nouns which include the speaker are *first person* (such as *I*, *we*, *our club*; if *I* or *we* can be substituted for the noun subject, it is first person). Nouns which are being talked to are *second person* (such as *you*, *you all*; if *you* can be substituted for the noun subject, it is second person). Nouns which are being talked about are *third person* (such as *he*, *she*, *it*, *they*; if *he*, *she*, or *they* can be substituted for the noun subject, it is third person).

If there is only one of the subject of the verb, the subject is *singular*. *I*, *you* (one person), or *he* is singular. *We*, *you* (several people), or *they* are *plural*. Knowing its person and whether it is singular or plural is necessary because there are different verb endings for each.

Basic Verb Endings: Once the subject of the verb is known, its person (and whether it is singular or plural) can be determined. This information allows the proper ending to be found.

Conjugations: Verbs are always conjugated with the same suffixes for present, past, or future action. Past and future action are further noted with a prefix to the conjugated verb.

Past action is shown by prefixing *sa* to the conjugated verb. The phrase *I had* is translated by *savuete* (*sa* + *vue* + *te*). The conjugated Arrghoun verb can be translated in a variety of ways in Anglic: *savuete* can mean *I had*, *I was having*, *I did have*, *I had had*.

Future action is shown by prefixing *ngu* to the conjugated verb. *I will have* is translated by *nguvuete* (*ngu* + *vue* + *te*). The conjugated Arrghoun verb can be translated in a variety of ways in Anglic: *I will have*, *I will be having*, *I will have had*.

Commands: When telling someone to do something (giving a command) the verb is conjugated in the second person (because someone is being talked to) and the word *tsoe* is added afterwords. Help! is a command (the infinitive is *knothognough*); in Arrghoun, it is *knothognoughtas tsoe*.

Omitted Pronouns: Because the verb endings indicate who is speaking, pronoun subjects for verbs are sometimes omitted. For example, *sathoentes* means *he was*, *she was*, or *it was*; in some cases, the speaker may simply say *sathoente* rather than *ekh sathoente* if the meaning would otherwise be clear.

POSSESSIVES

Nouns may be shown to possess something by the word *fa* following them, much as *'s* shows possession for Anglic nouns.

For example, *Gvurrdon fa* means *Gvurrdon's*.

PLURALS

Nouns are made plural by the addition of *z* to the end of the word. If the word ends in a vowel, add *rz* instead. For example, *taso* means *day*, and *tasorz* means *days*.

PUNCTUATION

Arrghoun writing uses five different punctuation marks:

- (the stop),
- (the half-stop, or pause),
- (the query),
- ◻ (the aside), and
- (the quote).

The *Stop* serves to mark the end of sentences or complete thoughts. It is translated as a period.

The *Half-Stop* or *Pause* marks where momentary pauses occur within a sentence. It is translated as a comma.

The *Query* marks questions and is placed both before and after the question. It replaces the stop at the end of the sentence. It is translated as a question mark.

The *Aside* marks an interrupting comment and is placed at the beginning and end of the comment. It is translated as parentheses.

The *Quote* marks a direct repeat of a spoken comment. It appears at the beginning and end of the comment. It is translated by quotation marks.

VARGR WORLD GENERATION CHECKLIST

1. Determine world occurrence (1D for 4, 5, 6 is standard).
2. Check system contents table.
 - A. Check for gas giant.
 - B. Find starport type.
 - C. Check for bases.
3. Name World.
4. Generate universal planetary profile for the world.
 - A. Note starport type.
 - B. Planetary Size: 2D - 2.
 - C. Planetary Atmosphere: 2D - 7 + size. If planetary size 0, then atmosphere must be 0.
 - D. Planetary Hydrographics: 2D - 7 + size. If planetary size 1-, then hydrographics must be 0. If atmosphere 1- or A+, then DM - 4.
 - E. Population: 2D - 2.
 - F. Government: Throw 2D + population: if 16+, then government type 7 (balkanized). Otherwise, throw 2D - 7 + population.
 - G. Law Level: 2D - 7 + government.
 - H. Technological Level: 1D + DMs from tech level table.
5. Determine local bases.
6. Determine trade classifications.
7. Note statistics for reference.
8. Map system on subsector map grid.

SYSTEM CONTENTS

Roll 2D each for gas giant and starport in a system.

Gas Giant: 9 - indicates that at least one gas giant is present in the system.

Starport: 4 - is type A; 5 or 6 is type B; 7 or 8 is type C; 9 is type D; 10 or 11 is type E; 12 is type X. These are the same results as in basic *Traveller*.

Naval Base: 7+ indicates a naval base. Naval base code is G.

Corsair Base: If no naval base is present, 9+ (DM - 2 if starport A, - 1 if starport B, + 1 if starport D, + 2 if starport E, + 3 if starport X. Corsair base code is C).

Base Codes: Code Vargr naval bases as G. Code Vargr corsair bases as C. Code the simultaneous occurrence of both on one world as N.

TRADE CLASSIFICATIONS

Normal classifications apply, but balkanized worlds cannot be classified as *rich*.

LAW LEVELS

Law level on Vargr worlds has a two-fold meaning: chance of local enforcer harrassment, and local government stability.

Law Enforcement Harrassment: Throw law level or less for local enforcers to harrass adventurers.

Local Government Stability: Throw law level or less for local civil disorders to spontaneously take place in reaction to government policies.

Arms Control: Standard controls on weaponry by law level applies as detailed in the basic rules.

TRAVEL ZONES

Travel zones are not generally used in Vargr space.

TECHNOLOGICAL LEVELS

Level	Description
0	Stone Age. Primitive.
1	Bronze Age to Middle Ages.
2	circa 1400 to 1700.
3	circa 1700 to 1860.
4	circa 1860 to 1900.
5	circa 1900 to 1939.
6	circa 1940 to 1969.
7	circa 1970 to 1970.
8	circa 1980 to 1989.
9	circa 1990 to 2000.
A	Interstellar community.
B	Lower Average Vargr.
C	Average Vargr.
D	Upper Average Vargr.
E	Upper Average Vargr.
F	Occasional Vargr.

Tech level labels as historical labels are given as a guide only.

VARGR MOVEMENT

A walking Vargr moves one range band per round, just as a human does. A Vargr may move two bands per round without penalty. He or she may move three bands per round at a cost of 1 blow (against endurance), four bands at a cost of two blows, and five bands at a cost of three blows.

Once available blows are exhausted, movement is restricted to two bands per round.

DARKNESS AND NIGHT

Vargr see better than humans, but not as well at night. Apply an additional DM - 1 when using guns in partial or full darkness.

ASLAN MORALE

Roll for morale every combat round, once 10% of the party has become unconscious or killed. Throw less than the leader's charisma for the group to stand (not flee); DMs allowed:

- If military or mercenary unit..... - 1
- If leader has leader skill..... - 1
- If the leader has tactical skill..... - 1
- If group casualties exceed 50%... - 1
- If leader unconscious or dead..... + 2 (two rounds only; then a new leader takes control)
- If 2+ leaders of equal charisma... + 2

INITIAL CHARACTERISTICS

Generate the six personal characteristics (throwing 2D unless otherwise instructed): strength (2D-1), dexterity (2D+1), endurance (2D-1), intelligence, education, and social standing.

Character begins career at age 18.

COLLEGE

Admission	9+	+2 if char 9+
		9+
Success	7+	+2 if intel 8+
NOTC	8+	+1 if char 10+
Education	1D-2	+1 if intel 9+
Honors	10+	+1 if educ A+

NAVAL ACADEMY

Admission	10+	+2 if char A+
Success	9+	+2 if intel 8+
Education	1D-3	+1 if intel 9+
Honors	9+	+1 if intel A+

Graduates receive the following skills on 4+ (on 1D): Vacc Suit-1, Navigation-1, Engineering-1.

MEDICAL SCHOOL

Admission	9+	+2 if educ A+
Success	8+	+2 if intel 9+
Honors	11+	+1 if educ B+

Graduates receive the following skills automatically: +1 Education, Medic-3, Admin-1.

Honors graduates also receive an additional Medic-1 and Computer-1.

FLIGHT SCHOOL

Admission	9+	+2 if dext 9+
Success	7+	+2 if intel 8+

Graduates receive the following skills on 4+ (on 1D): Pilot-1, Ship's Boat-1, Navigation-1.

ENLISTMENT

Subsector Navy8+
Planetary Navy7+

DM +1 if intel 8+; +2 if educ 9+.

COMMAND DUTY

<i>Officer Branch</i>	<i>Throw</i>
Line	14+
Flight	15+
Gunnery	16+
Engineering	17+
Medical	18+
Technical	19+

DM + charisma. This table is used only by commissioned officers (rank O1+).

ASSIGNMENT RESOLUTION

Line/Crew	Training	Shore Dty	Patrol	Siege	Strike	Battle
Survival	auto	4+	4+	5+	6+	7+
Success	11+	10+	9+	9+	7+	6+
Skills	7+	7+	6+	6+	5+	5+

For survival, DM +1 if any branch skill level 2+. For success, DM +1 if educ 8; DM +1 if charisma 9+ (not cumulative)

Flight	Training	Shore Dty	Patrol	Siege	Strike	Battle
Survival	3+	3+	3+	3+	3+	3+
Success	13+	12+	11+	10+	9+	8+
Skills	7+	13+	7+	7+	6+	6+

For survival, DM equals pilot skill level.

Gunnery	Training	Shore Dty	Patrol	Siege	Strike	Battle
Survival	auto	3+	4+	5+	5+	6+
Success	13+	12+	10+	9+	8+	7+
Skills	8+	13+	7+	5+	6+	6+

For success, DM +1 if dext 9+.

Engineer	Training	Shore Dty	Patrol	Siege	Strike	Battle
Survival	auto	auto	3+ 4+	5+	5+	
Success	13+	13+	9+	9+	7+	6+
Skills	7+	8+	6+	7+	6+	5+

For success, DM +1 if engineering-4+.

Medical	Training	Shore Dty	Patrol	Siege	Strike	Battle
Survival	auto	auto	3+	3+	11+	4+
Success	12+	11+	10+11+	9+	8+	
Skills	8+	6+	7+	7+	7+	6+

For success, DM +1 if any medical-3+.

Technical	Training	Shore Dty	Patrol	Siege	Strike	Battle
Survival	auto	3+	3+	3+	3+	3+
Success	12+	13+	12+	11+	8+	7+
Skills	7+	8+	9+	7+	7+	7+

For success, DM +1 if any branch skill 3+.

BRANCH SELECTION

<i>Enlisted</i>	<i>Officer</i>
0 Technical	Technical
1 Crew	Line
2 Crew	Line
3 Engineering	Engineering
4 Engineering	Gunnery
5 Gunnery	Line
6 Gunnery	Flight
7 Medical	Medical

DM +2 if educ 9+; DM +2 if intel A+.

Automatic: Medical if commissioned from medical school. Flight if flight school graduate. Choice if char 9+.

SURVIVAL

Making the survival throw exactly produces an injury; less indicates death. An injury in battle or strike results in the award of a Purple Heart.

DECORATIONS

Success in the success throw can provide decorations:

- Meritorious Conduct Under Fire (MCUF),
- Medal for Conspicuous Gallantry (MCG),
- Starburst for Extreme Heroism (SEH).

The Purple Heart is awarded for wounds suffered in action.

PROMOTIONS

Promotions occur only from the success table; demotions can occur as well.

Promotions increase rank, but no rank increase can elevate an NCO to an officer (officer status must be used instead).

Demotions reduce rank. A reduction below O1 places the character at his or her previous enlisted rank (or rank E5 if there was no previous enlisted rank). A reduction below E1 discharges the individual from the navy.

SERVICE SKILLS

<i>Die</i>	<i>Navy</i>	<i>Shipboard</i>	<i>Shore</i>	<i>Petty</i>	<i>Command</i>	<i>Staff</i>
<i>Roll</i>	<i>Life</i>	<i>Life</i>	<i>Life</i>	<i>Officer</i>	<i>Officer</i>	<i>Officer</i>
1	Infighting	Gambling	Carousing	Vacc Suit	Vehicle	Computer
2	+1 Stren	+1 Dext	Vehicle	Blade Cbt	+1 Endur	Electronic
3	Carousing	Blade Cbt	Fwd Obsvr	Gun Cbt	Gun Cbt	Gun Cbt
4	Gambling	Mechanical	Vacc Suit	Mechanical	Ship's Boat	Admin
5	+1 Endur	Ship's Boat	Liaison	Medical	Pilot	Bribery
6	+1 Dext	Vacc Suit	Vehicle	Leader	Ship Tactic	Ship Tactic
7	+1 Endur	Zero-G Cbt	Fwd Obsvr	Zero-G Cbt	Leader	Fleet Tactic
8	+1 Educ	Commo	Survival	+1 Educ	+1 Char	+1 Intel
9	Carousing	Admin	Vacc Suit	Instruction	+1 Char	Fleet Tactic
10	+1 Char	Jack-o-T	Battle Dress	Admin	Ship Tactic	Fleet Tactic

DMs: +4 if O1+ +4 if O1+ +4 if O1+ +2 if E5+ +2 if O4+ +2 if O4+
+4 if E7+ +4 if O7+ +4 if O7+

SPECIFIC ASSIGNMENTS

<i>Die</i>	<i>Assignment</i>
2	Battle
3	Shore Duty
4	Siege
5	Strike
6	Patrol
7	Training
8	Patrol
9	Strike
10	Shore Duty
11	Special Duty
12	Special Duty

DM: If college graduate and not commissioned, then DM +1.

BRANCH SKILLS

<i>Die</i>	<i>Line/Crew</i>	<i>Flight</i>	<i>Gunnery</i>	<i>Engineering</i>	<i>Medical</i>	<i>Technical</i>
1	Mechanical	Vacc Suit	Fwd Obsvr	Mechanical	Admin	Mechanical
2	Electronic	Admin	Gun Cbt	Electronic	Jack-o-T	Mechanical
3	Gun Cbt	Gun Cbt	Commo	Engineering	Electronic	Electronic
4	Navigation	Commo	Computer	Mechanical	Admin	Electronic
5	Computer	Ship's Boat	Gunnery	Vacc Suit	Medical	Computer
6	Liaison	Navigation	Gunnery	Engineering	Computer	Computer
7	Zero-G Cbt	Pilot	Gunnery	Engineering	Medical	Gravitics

DMs: +1 if subsector Navy;

SERVICE SCHOOLS

Enlisted Characters

Specialist: Throw 2D on specialist table.

Recruiting Duty: Receive recruiting-1 automatically and admin-1 on 4+ (1D).

Gunnery School: Roll 5+ (1D) each for Ship's Lasers, Ship's Missiles, Ship's Particle Accelerators, Ship's Energy Weapons, Ship's Meson Weapons, Ship's Screens.

Engineering School: Roll 5+ (1D) each for Mechanical, Electronics, Gravitics, and Engineering.

Officer Status: Receive rank O1 in original or cross trained branch. Throw once each for officer command skill, officer staff skill, appropriate branch skill. Individuals who were previously officers and demoted may elect officer status again but receive no additional skills.

TABLE OF RANKS

<i>Rank</i>	<i>Enlisted Rank</i>	<i>Rank</i>	<i>Commissioned</i>
<i>Abbreviation</i>	<i>Title or Description</i>	<i>Abbreviation</i>	<i>Title or Description</i>
E1	Spacehand Recruit	O1	Ensign 1
E2	Spacehand Apprentice	O2	Sublieutenant 1
E3	Able Spacehand	O3	Lieutenant 2
E4	Petty Officer 3rd Class	O4	Lieutenant Commander 3
E5	Petty Officer 2nd Class	O5	Commander 4
E6	Petty Officer 1st Class	O6	Captain 5
E7	Chief Petty Officer	O7	Commodore 5
E8	Senior Chief Petty Officer	O8	Fleet Admiral 6
E9	Master Chief Petty Officer	O9	Sector Admiral 6
		O10	Grand Admiral 6

Notes: Individuals holding commissions (ranks O1 through O10) are officers; all other ranks (E1 to E9) are enlisted personnel (or ratings). Petty officer should not be confused with commissioned officer.

The number after commissioned rank title is the equivalent basic Traveller rank.

SPECIALIST SCHOOL

<i>Die</i>	<i>Skill Received</i>
1	Administration
2	Medical
3	Liaison
4	Mechanical
5	Electronics
6	Gravitics
7	Vehicle
8	Navigation
9	Computer
10	Ship's Boat
11	Communications
12	Vacc Suit

Throw 2D.

GENERAL ASSIGNMENT

Throw charisma or less to influence general assignment. If successful, then character may select from:

1. Choice of any special assignment (column to right).
2. Transfer to any other branch (including flight).
3. Command assignment (officer only).
4. Choice of specific assignment.

BASIC TRAINING

The first term of service is spent in training. Select one branch skill and one service skill.

Officer Characters

Cross Train: Roll on officer branch selection table for cross training branch, and resolve events normally.

Intelligence School: Roll 4+ (1D) for Forgery, Gun Combat, Bribery, Streetwise, and Interrogation.

Recruiting: Receive recruiting-1.

Attache/Aide: On 4- (1D) receive promotion and +1 charisma. On 5+ receive +1 charisma and specify command and specific duty for next assignment (but not attache or aide) in addition to other general assignment choices.

Command College: Roll 4+ (1D) each Ship Tactics, Fleet Tactics, Leader, and Administration.

Staff College: Roll 4+ (1D) each Fleet Tactics, Liaison, and Computer.

VARGR HIGH GUARD INCLUDED SKILLS

Handgun: Includes skill in Automatic Pistol, Revolver, Body Pistol, and Snub Pistol.

Laser Weapons: Includes skill in Laser Carbine and Laser Rifle.

Pilot May be used as Ship's Boat at one level lower.

Snub Pistol: Includes skill in Snub Pistol and Snub Revolver.

VARGR HIGH GUARD CASCADE SKILLS

Homeworld refers to the base world of a planetary navy; subsector navies may select without restriction.

Aircraft: Character must select (subject to tech level and other restrictions) from Prop-driven Fixed Wing (TL 4 to 9; not available if homeworld has atmosphere 5-), Jet-driven Fixed Wing (TL 5 to 9; not available if homeworld has atmosphere 3-), or Helicopter (TL 6 to 9; not available if homeworld has atmosphere 5-); or Lighter Than Aircraft (TL 3 to 9; not available if homeworld has atmosphere 5-).

Blade Combat: Character must select from: Dagger, Blade, Cutlass, Foil, or Sword.

Gun Combat: Select from: Handgun, SMG, or Laser Weapons.

Gunnery: Character must select from: Ship's Lasers, Ship's Energy Weapons, Ship's Particle Accelerators, Ship's Missiles, Ship's Meson Weapons, Ship's Screens.

Vehicle: Character must select (subject to tech level and other restrictions) from: Aircraft*, Grav Vehicle (TL 8+), Ship's Boat (TL 7+; only available if homeworld size 2- and atmosphere 1-), Tracked Vehicle (TL 6 to 9; not available if homeworld has hydrographics A), Watercraft*, or Wheeled Vehicle (TL 5+; not available if homeworld has hydrographics A), or Vacc Suit (TL 7+; only available if homeworld atmosphere 1-).

*Aircraft and Watercraft each require further selection by the character.

Watercraft: Character must select from Small Watercraft (TL 1 to 8; not available if homeworld has hydrographics 2-) or Hovercraft (TL 7 to 9; not available if homeworld has atmosphere 3-).

VARGR HIGH GUARD CHARACTER GENERATION CHECKLIST

The following checklist covers the main points of naval character generation.

1. **Generate Character.** Generate six personal characteristics.

2. **Pre-Enlistment Education.**

- A. **College.**
- B. **Naval Academy.**
- C. **Flight School.**
- D. **Medical School.**

3. **Enlistment in Navy.** Throw 7+ to enlist. DM +1 if intelligence 6+; DM +2 if strength 8+. If unsuccessful, draft allowed on 4 (on 1D).

5. **Initial Training.** Requires first year of service and provides one branch and one service skill from the tables.

6. **General Assignment (one per year after first year).**

A. **Survival.** Failure causes death or (under optional survival rule) muster-out.

B. **Success.** If throw succeeds, consult the success table.

C. **Skill Eligibility.**

- 1). Skill throw.
- 2). Skill allowed for promotion.

7. **Re-enlistment.** Upon completion of term, roll for re-enlistment.

A. Throw 5+ to re-enlist. If 12 exactly, re-enlistment required.

B. If successful, return to step 6.

8. **Final Details.**

A. Muster out using procedures in **Basic Traveller.**

B. Resolve aging as necessary.

SUCCESS TABLE

Die	Success	Failure
2	+2 Char +SEH	-2 Char, discharge
3	+1 Char +MCG	-1 Char, discharge
4	+1 Char +MCUF	-1 Char
5	+1 Char	no effect
6	no effect	no effect
7	no effect	no effect
8	no effect	no effect
9	+1 Char	-1 Char, transfer
10	+1 Char, promo-1	-2 Char, transfer
11	+2 Char, promo-1	-1 Char, demo-1
12	+2 Char, promo 2	-2 Char, demo-2

Maximum 1 officer promotion per term. Transfer is to the line.

PERSONAL WEAPONS

Weapon	+DM	-DM	Wnds	Wt
Dagger	8+	3-	2D	.25
Blade	9+	4-	2D	.35
Sword	10+	5-	2D	1.00
Broadsword	12+	7-	4D	2.50
Bayonet	9+	4-	3D	.25

GUNS

Weapon	+DM	-DM	Wnds	Wt
Body Pistol	11+	7-	2D	.30
Auto Pistol	10+	6-	3D	1.00
Revolver	9+	6-	3D	1.00
SMG	9+	5-	3D	3.00
Laser Carbine	10+	5-	4D	8.00
Laser Rifle	11+	6-	5D	10.00
Snub Pistol	10+	6-	4D	.38
Snub Revolver	10+	6-	4D	.40

VARGR PATRON ENCOUNTERS MATRIX

Red Die	White Die					
Die	1	2	3	4	5	6
1	11	12	13	14	15	16
2	21	22	23	24	25	26
3	31	32	33	34	35	36
4	41	42	43	44	45	46
5	51	52	53	54	55	56
6	61	62	63	64	65	66

In Vargr space, use Patron List Five twice per week on 5+ (1D): once at the starport, and once on the world. Also use the table as needed to produce patrons for an adventuring group.

DMs: On red die, DM -1 if space related (Navy, Corsairs, Merchants). DM +1 if military related (Army, Corsairs, human army or marines).

On white die, DM -1 if Emissary. DM +1 if Loner.

PATRON LIST FIVE (VARGR)

Die	Patron Type
11	Naval Officer (Male)
12	Naval Rating
13	Military Officer
14	Corsair Officer
15	Starport Warden
16	Military Trooper
21	Tourist
22	Emissary
23	Technician
24	Scientist
25	Loner
26	Pack Leader
31	Soldier
32	Wanderer (Loner)
33	Corporate Officer
34	Researcher
35	Rumor
36	Ship Crewmember
41	Corsair Trooper
42	Loner
43	Researcher
44	Naval Architect
45	Belter
46	Financier
51	Navigator
52	Swindler
53	Broker
54	Arms Merchant
55	Doctor
56	Pilot
61	Merchant
62	Rogue
63	Embezzler
64	Belter
65	Bureaucrat
66	Emissary

RANDOM ENCOUNTERS MATRIX

Red Die	White Die					
Die	1	2	3	4	5	6
1	11	12	13	14	15	16
2	21	22	23	24	25	26
3	31	32	33	34	35	36
4	41	42	43	44	45	46
5	51	52	53	54	55	56
6	61	62	63	64	65	66

Consult this matrix daily on a throw of 5+ (1D).

Remarks: The following codes apply. L: leader is present and with best possible equipment at tech level. G: armed with guns. P: armed with mix of personal weapons. A: wearing armor. V: with vehicle (or riding animals). -N: lower than local tech level by N. +N: higher than local tech level by N (but no higher than F).

RANDOM ENCOUNTER LIST

Die	Qty	Type	Remarks
11	1D	Peasants	-3
12	2D	Peasants	-2
13	2D	Workers	-1
14	1D	Rowdies	L
15	1D	Thugs	L
16	4D	Riotous Mob	-1
21	2D	Soldiers	+1LGAP
22	2D	Soldiers	LGAV
23	1D	Police Patrol	+1GA
24	2D	Security Troops	LGA
25	3D	Soldiers	+1GAP
26	2D	Soldiers on patrol	LGA
31	1D	Adventurers	+2LGA
32	2D	Leader with followers	LGAV
33	2D	Hunters	LGP
34	2D	Tourists	+2
35	2D	Hunters with guides	+1LGV
36	1D	Soldiers on police duty	VG
41	1D	Fugitives	-2P
42	2D	Bandits	G
43	1	Loner	-1G
44	2D	Starship Crew	LGA
45	1D	Technicians	+1
46	2D	Brigands	LGA
51	1D	Offworld Merchants	-2GA
52	2D	Local Traders	GV
53	2D	Local Mercenary Team	GV
54	1D	Religious Group	-1
55	1D	Offworld Researchers	+1
56	2D	Soldiers on guard duty	AP
61			
62			
63			
64			
65			
66			

REACTIONS

Die	Reaction
1	Violent. Immediate attack.
2	Hostile. Attack on 4+.
3	Hostile. Attack on 6+.
4	Hostile. Attack on 8+.
5	Hostile. Attack on 11+.
6	Hostile. May attack.
7	Unreceptive.
8	Noncommittal.
9	Interested.
10	Intrigued.
11	Responsive.
12	Enthusiastic.
13	Genuinely Friendly.

All throws (including 2 and 12) are subject to die modifiers.

This table is used to determine the reaction of a non-player character to a player-character.

Reaction Throw DMs: Character is the individual consulting the table; Encounter is the individual reacting using the table.

Character

is an emissary..... +1
per other's level of Liaison..... +1
per own two levels of Liaison +1
charisma difference, per level. ±1

Encounter

is an emissary..... +2
per other's level of Leadership +1

Local world population 8+.... -1
Both have equal charisma.....
- character's charisma

The referee may institute other DMs on this table as well.

Human Charisma Equivalent: Treat humans as having charisma equal to one-fourth their social standing unless using the human-Vargr interaction rules.

The negative DM for a high charisma Vargr reacting to a low charisma Vargr applies only when a subordinate disputes a superior's leadership; otherwise, it does not apply.

REACTION IMPLEMENTATION

Reactions are rolled in all circumstances described in **Traveller** basic rules. In addition, roll for reactions any time the situation involves uncertainty between dominant and subordinate Vargr.

INITIAL CHARACTERISTICS

Generate the six personal characteristics (2D unless otherwise stated): strength (2D-1), dexterity (2D+1), endurance (2D-1), intelligence, education, and social standing. Determine tech level of corsair forces involved.

ENLISTMENT

Corsair Enlistment: Throw 5+; DM +1 if stren 10+, +2 if endur 6+.
Reenlistment: Army enlisted and NCOs receive DM +2 on the reenlistment throw of 7+.

SERVICE BRANCHES

A character must select one of two service branches initially: Space or Troop. Two other branches (Technical and Command) are available later.
 Individuals may change service branches at any time, but technical branch is available on to those who have completed technical school, and command branch is available only to officers in their second or later term of service.

BASIC/ADVANCED TRAINING

Roll two skills on the MOS table; DM +1 if homeworld tech level C+. Training replaces first year of service.

SURVIVAL

Making the survival throw exactly produces an injury; less indicates death. An injury in *police action*, *counter insurgency*, or *raid* results in the award of a Purple Heart.

SUCCESS

Throw for success each year. If the throw is equal to or greater than the success number, throw 2D on the success column of the success table. If the throw is less than the success number, throw on the failure column of the table.

PROMOTIONS AND DEMOTIONS

Promotions increase rank, but cannot elevate an NCO to officer (only officer status may do that).

Demotions decrease rank; a demotion below O1 reduces the individual to the enlisted rank last held by the individual. A demotion below rank E1 results in a discharge.

GENERAL ASSIGNMENT

All characters automatically receive a unit assignment. That may be changed by throwing charisma or less.

If the throw is successful, the individual may select:

1. Choice of any unit assignment.
2. Choice of any special assignment.
3. Choice of any new service branch.

Officers in command branch automatically have command; all others are automatically staff.

SUCCESS TABLE

Die	Success	Failure
2	+2 Char + SEH	-2 Char, discharge
3	+1 Char + MCG	-1 Char, discharge
4	+1 Char + MCF	-1 Char
5	+1 Char	no effect
6	no effect	no effect
7	no effect	no effect
8	no effect	no effect
9	+1 Char	-1 Char, transfer
10	+1 Char, promo-1	-2 Char, transfer
11	+2 Char, promo-1	-1 Char, demo-1
12	+2 Char, promo 2	-2 Char, demo-2

Maximum 1 officer promotion per term. Transfer is to the Troops branch.

UNIT ASSIGNMENT

Die Roll	Space	Troops	Technical	Command
2	Battle	Raid	Combat	Combat
3	Training	Training	Training	Training
4	Patrol	Protection	Operations	Operations
5	Patrol	Protection	Operations	Operations
6	Patrol	Protection	Combat	Operations
7	Garrison	Garrison	Garrison	Garrison
8	Patrol	Protection	Operations	Operations
9	Training	Training	Training	Training
10	Battle	Garrison	Training	Operations
11	Patrol	Raid	Operations	Combat
12	Battle	Protection	Combat	Combat

Unit assignment is the default assignment unless altered by the character under the provisions of general assignment.

ASSIGNMENT RESOLUTION

Space	Training	Garrison	Patrol	Battle
Survival	auto	3+	5+	6+
Success	12+	11+	9+	8+
Skills	9+	10+	8+	7+

For survival, DM +1 if Pilot-1+ For success, DM +1 if education 8+.

Troops	Training	Garrison	Protection	Raid
Survival	auto	4+	5+	6+
Success	12+	11+	8+	9+
Skills	8+	11+	7+	8+

For survival, DM +1 if any MOS skill level 2+. For success, DM +1 if intel 8+.

Technical	Training	Garrison	Operations	Combat
Survival	auto	auto	5+	6+
Success	12+	13+	9+	8+
Skills	8+	12+	7+	7+

For success, DM +1 if education 9+.

Command	Training	Garrison	Operations	Combat
Survival	3+	4+	5+	7+
Success	12+	11+	9+	7+
Skills	9+	13+	8+	7+

For survival, DM +1 if any MOS skill level 2+. For success, DM +1 if char 8+.

Vargr Corsair Character Generation

SERVICE SKILLS

Die	Corsair	Ship	NCO	Command	Staff
Roll	Life	Life	Skills	Skills	Skills
1	Infighting	Infighting	Hvy Wpns	+1 Endur	Mechanical
2	+1 Stren	Gambling	Mechanical	Gun Cbt	Fwd Obsvr
3	Gambling	+1 Dext	Fwd Obsvr	Vehicle	Computer
4	+1 Dext	+1 Dext	Hvy Wpns	Pilot	Electronics
5	+1 Endur	+1 Endur	Mechanical	+1 Char	Medical
6	+1 Intel	Liaison	Tactics	Ship's Boat	Instruction
7	Gun Cbt	+1 Intel	+1 Char	Ship Tactic	Admin
8	+1 Char	Vacc Suit	Leader	Leader	Admin
9	+1 Char	+1 Char	Admin	—	—
10	—	—	Instruction	—	—
11	—	—	Admin	—	—

DMs: +1 if O3- +1 if O3- +1 if E5 +1 if O4+ +1 if O4+
+2 if O4+ +2 if O4+ +2 if E6 +2 if O7+ +2 if O7+
+3 if O7+ +3 if O7+ +3 if E7

BRANCH SKILL TABLE

Die	Space	Troops	Technical	Command
1	Gunnery	Vehicle	Computer	Gun Cbt
2	Computer	Vehicle	Gun Cbt	Admin
3	Ship's Boat	Gun Cbt	Navigation	Pilot
4	Mechanical	Hvy Wpns	Electronics	Ship Tactic
5	Electronic	Hvy Wpns	Mechanical	Liaison
6	Gunnery	Vacc Suit	Medic	+1 Char
7	Vacc Suit	Gun Cbt	Computer	Bribery
8	Battle Dress	Battle Dress	Engineering	Leader

DM +1 if armed forces tech level C+. DM +1 if second or later term in same branch.

TABLE OF RANKS

Rank	Enlisted Rank	Rank	Commissioned
Abbreviation	Title or Description	Abbreviation	Title or Description
E1	Recruit	O1	Junior Lieutenant 1
E2	Junior Hand	O2	Lieutenant 1
E3	Hand	O3	Force Subleader 2
E4	Senior Hand	O4	Force Leader 2
E5	Sergeant (NCO)	O5	Staff Major 3
E6	Technical Sergeant (NCO)	O6	Group Leader 4
E7	Staff Sergeant (NCO)	O7	Group Coordinator 5
E8	Senior Sergeant (NCO)	O8	Commodore 5
E9	Master Sergeant (NCO)	O9	Subleader 6
		O10	Leader 6

Notes: Individuals holding commissions (ranks O1 through O10) are officers; all other ranks (E1 to E9) are enlisted personnel. Non-commissioned officers (rank E3 to E9) should be confused with commissioned officers.

The number after commissioned rank title is the equivalent basic **Traveller** rank.

SPECIALIST TRAINING

Die	Skill Received
1	Administration
2	Medical
3	Communications
4	Computer
5	Mechanical
6	Electronics

Throw 1D; character receives one level of skill shown.

SPECIAL TRAINING

Enlisted	Officer
Specialist	Command Training
Secret Mission	Secret Mission
Officer Status	Forward Agent
Vacuum Ops	Intelligence Ops
	Administration
	Recruiting

Individuals select their special assignments (no die rolls), but may not repeat Command Training, Administration, or Secret Mission.

SERVICE TRAINING

Enlisted Characters

Specialist: Throw 1D on specialist school table.

Secret Mission: Throw 5+ (1D) for Infighting, Gun Combat, Demolitions, Survival, Recon, Vacc Suit, Blade Combat, and Instruction.

Vacuum Ops: Throw 3+ (1D) for Vacc Suit, Zero-G Combat.

Officer Status: Receive rank O1 in original or cross trained branch. Roll once each for officer command skill, officer staff skill, MOS skill. (Former officers may select this option and again become officers, but do not receive any additional skills when doing so.)

Officer Characters

Intelligence Ops: Roll 4+ (1D) for Forgery, Bribery, Streetwise, and Interrogation.

Recruiting: Receive Recruiting-1.

Forward Agent: Receive Liaison-1 and +1 Charisma.

Command: Roll 4+ (1D) each for Tactics, Leader, Recon.

Administration: Roll 4+ (1D) each for Admin, Combat Engineering, Computer.

Secret Mission: Throw 5+ (1D) each for Infighting, Gun Combat, Demolitions, Survival, Recon, Vacc Suit, Blade Combat, Instruction.

TRANSFERS

Voluntary transfers to a new branch are received through the general assignment process; the new arm is permanent (until another change is mandated).

Failure of a success roll can force an involuntary transfer to the Troops.

RANK CATEGORIES

Enlisted Ranks: E1, E2.

Non-Commissioned Officers: E3 to E9.

Junior Commissioned Officers: O1 to O3.

Field Grade Commissioned Officers: O4 to O6.

General Officers: O7 to O10.

VARGR CORSAIR INCLUDED SKILLS

Battle Dress: May be used as the equivalent level of Vacc Suit.

Combat Rifleman: Includes Rifle, Carbine, Assault Rifle, Advanced Combat Rifle (ACR), and Gauss Rifle.

Pistol: Includes skill in Automatic Pistol and Revolver.

Laser Weapons: Includes skill in Laser Carbine and Laser Rifle.

Zero-G Weapons: Includes skill in Accelerator Rifles, and Snub Pistols. Zero-G Combat is prerequisite skill and must be held before Zero-G Weapons may be held as a skill.

Snub Pistols: Includes skill in Snub Pistol and Snub Revolver.

High Energy Weapons: Includes skill in all man-portable fusion and plasma guns (PGMP-12, PGMP-13, PGMP-14, FGMP-14, and FGMP-15). Battle Dress is a prerequisite for PGMP-13 and FGMP-14.

Grav Vehicle: Includes Air/Raft.

Automatic Weapons: Includes skill in Auto Rifle, Light Machine Gun, and Heavy Machinegun.

Grenade Launcher: Includes skill in Hand Grenade, Grenade Launcher, Auto Grenade Launcher, RAM Grenade Launcher, AT Grenade Launcher, AT Rocket Launcher, RAM Auto Grenade Launcher.

Pilot: May be used as Ship's Boat at one level lower.

VARGR CORSAIR CASCADE SKILLS

Homeworld refers to the world holding a corsair base.

Aircraft: Character must select (subject to tech level and other restrictions) from Prop-driven Fixed Wing (TL 4 to 9; not available if homeworld has atmosphere 5-), Jet-driven Fixed Wing (TL 5 to 9; not available if homeworld has atmosphere 3-), or Helicopter (TL 6 to 9; not available if homeworld has atmosphere 5-), or Lighter Than Aircraft (TL 3 to 9; not available if homeworld has atmosphere 5-).

Blade Combat: Character must select from: Dagger, Blade, Cutlass, Foil, or Sword.

Gunnery: Character must select from: Ship's Lasers, Ship's Energy Weapons, Ship's Particle Accelerators, Ship's Missiles, Ship's Meson Weapons, Ship's Screens.

Vehicle: Character must select (subject to tech level and other restrictions) from: Aircraft*, Grav Vehicle (TL 8+), Ship's Boat (TL 7+; only available if homeworld size 2- and atmosphere 1-), Tracked Vehicle (TL 6 to 9; not available if homeworld has hydrographics A), Watercraft*, or Wheeled Vehicle (TL 5+; not available if homeworld has hydrographics A), or Vacc Suit (TL 7+; only available if homeworld atmosphere 1-).

*Aircraft and Watercraft each require further selection by the character.

Watercraft: Character must select from Small Watercraft (TL 1 to 8; not available if homeworld has hydrographics 2-) or Hovercraft (TL 7 to 9; not available if homeworld has atmosphere 3-).

Gun Combat: Character must immediately select a skill from the following: Snub Pistol, Combat Rifleman, Pistol, Submachinegun, Laser Weapons, Zero-G Weapons, High Energy Weapons, Automatic Weapons.

**VARGR
CHARACTER GENERATION
CHECKLIST**

1. Generate Character.

- A. Generate six personal characteristics.
- B. Determine tech level of armed forces to be joined.

2. Enlistment in Army: Throw 5+ to enlist; DM +1 if dext 6+, DM +2 if endur 5+.

3. Select Arm of Service.

A. Artillery, Cavalry, Infantry, Support, or Police.

B. Commando not available until after taking Commando School.

4. Resolve Term of Service. Undertake four consecutive years of service.

A. Resolve Year of Service.

1) Determine Assignment.

a) General Assignment. Automatic unit assignment unless character throws charisma or less. If successful then select choice of unit assignment, special assignment, new service arm, or command (officers only).

b) Unit Assignment.

c) Special Assignment. Schools.

2) Assignment Resolution.

a) Survival.

b) Success.

c) Skills. Take skills if received. Plus other eligibility.

5. Reenlistment. Throw 7+ to reenlist; DM +2 if rank E1 to E9.

6. Mustering Out.

7. Resume Writing.

air traffic control will be halted. Depending on the degree of civil disorder, local enforcers may be out in force, patrolling tentatively, or hiding anxiously in their bases.

BASES

Many Vargr governments maintain naval bases. None have scout bases. Independent corsair bands maintain corsair bases. Local naval and corsair bases may coexist.

Corsair Bases: Roll 9+ for a corsair base to be present in a given system. DM + 1 if starport class D, DM + 2 if starport class E, DM + 3 if starport class X, DM - 1 if starport class B, DM - 2 if starport class A, and DM - 2 if a naval base is present.

A corsair band contains complete fuel and maintenance facilities for use by the corsair band operating out of that base. Should a base occur on a world without population, it may represent an abandoned base.

Code corsair bases in world data summaries with the letter C.

Naval Bases: Throw 8+ for a naval base to be present in a system; DM + 1 if starport type A, DM - 1 if starport type C, DM - 2 if starport type D. Do not throw if starport type E or X.

Code Vargr naval bases in world data summaries with the letter G.

Coexisting Bases: Because Vargr place a greater emphasis on population and subordinates than on territory, it is possible for a Vargr naval base and a Vargr corsair base to be co-located on the same world. When a naval base and a corsair base are on the same world, code the two as N in the world data summaries.

TRADE CLASSIFICATIONS

Trade classifications are identical to human worlds, with one exception. A government type 7—balkanized—disqualifies a Vargr world from a *rich* classification.

Travel Zones: For Imperial citizens, all Vargr worlds are considered Amber Zones until proven otherwise. The referee may designate any world or group of worlds as Red Zones (hostile to human presence, in this case) as desired. Planets with law levels of 10+ might also be so classified on general principles, but this is not necessary. Vargr Red Zones are not necessarily interdicted or impossible to visit, as in the Imperium. They are just incredibly hazardous to non-Vargr.

Vargr characters do not recognize travel zone classifications. They may be in greater or lesser danger on one world or another, but there are no warnings or interdictions posted to tell them this.

Interdiction is not a normal phenomenon in Vargr space. A class X starport merely represents a world which, for one reason or another, does not invite interstellar contact (or just doesn't have it, whatever local attitudes may be). Reasons could include a desire for isolation, xenophobia, collapse of local technology, lack of sufficient population to maintain a port, destruction of the port in war, or almost anything else the referee cares to choose.

Travel and Trade Routes: Communications routes through the Vargr Extents tend to change constantly as worlds emerge or fall behind. Such routes should probably not be marked on the subsector map, unless the referee prefers to have such temporary routes visible and doesn't mind periodic updates.

Other Game Rules

Most remaining rules required for the creation and use of Vargr in *Traveller* are fairly short and simple, and don't merit the same kind of attention granted to material in previous chapters. These remaining alterations and additions are presented below.

ENCOUNTERS

The encounter system from *Traveller* remains unchanged. The random and patron encounter tables presented in this module use the basic *Traveller* rules for their implementation. The NPCs thus en-

countered will generally be with Vargr, though non-Vargr may be injected from time to time as well.

REACTIONS

Vargr reactions can be complicated, especially in encounters with strangers. The reaction rules in the basic *Traveller* set should be replaced when dealing with Vargr with the process outlined below.

Reactions are rolled for under all the same circumstances as described in the basic rules. In addition, however, roll for reactions any time in which the situation involves uncertainty regarding the relationship between dominant and subordinate Vargr. Thus, where a Vargr of low charisma questions or disobeys a Vargr of higher charisma, a roll should be made. One should also be made in cases where a dispute for dominance arises. The referee is responsible for regulating the need for such rolls.

Reaction rolls are made on the Vargr reaction table. This table is much like the standard table, but some results are different, and a new set of reaction roll modifiers is imposed. Each time a roll is called for, roll 2D and apply all appropriate modifiers.

HUMAN-VARGR INTERACTION

It is not unheard of for Vargr to be sufficiently impressed with humans as to accord them the respect normally held by Vargr of high charisma. Humans have, of course, less of an innate quality of Vargr charisma, but can make up for this lack through proper application of leadership techniques.

A human's basic "charisma" should be equal to the character's social standing divided by 3 (round fractions down). Humans of high social standing generally have the confident, forceful personalities needed to lead others, and Vargr are sensitive of this fact. To this basic figure, the human may add one point per level of Leadership skill, and one point for every two levels of Liaison skill (if playing using advanced character generation systems which give this skill to humans). The result is the value of the human's charisma-equivalent.

A Vargr is not likely to react immediately to a human's charisma. As a general rule, the human should start off being accorded only a quarter of his actual charisma. As prolonged exposure or specific tests of leadership and dominance occur (at the discretion of the referee), the value should gradually increase. Humans, like Vargr, may wish to get involved in the fluctuations of charisma of the course of the campaign and may use variable charisma.

VARIABLE CHARISMA

Vargr charisma is not as static as it would appear in game terms. For a little extra investment in complexity, the referee and players may wish to allow the charisma characteristic of Vargr characters to fluctuate, as it would in reality.

Vargr characters begin the campaign with the charisma characteristic derived from the character creation process. It will not necessarily remain static, however. In situations where the character is exercising initiative and making decisions, the character will in fact be in a position to increase or decrease charisma.

When such initiative is exercised, the referee should take note of the success or failure of the decision. Success leads to the possibility of increased charisma, failure to the chance of losing it.

When success is achieved, roll 2D. If the result is less than or equal to the character's charisma, the charisma should be increased by one. A DM - 1 is applied for each consecutive charisma increase the character has earned previously.

When failure occurs, roll 2D. If the result is greater than or equal to the character's charisma, one level is lost. A DM + 1 is applied for each consecutive attempt made in which charisma increase did not occur previously.

Modifiers return to a zero value when a cycle is broken. For example, failure to increase charisma will end a string of DM - 1s accumulated for previous successes. Earning a charisma increase will

Referee's Notes: Vargr

The Vargr present several problems to referees and players, but none of them are particularly difficult to deal with.

THE VARGR AS PATRONS

In any patron encounter situation, there is always a great need for the referee to examine the motivations and reasoning which lie behind a particular patron's selection of a specific band of adventurers as the group which should be hired to carry out a desired mission. For human patrons who seek out human groups, this problem is comparatively easy to overcome, but the group involved can still raise some pretty embarrassing questions which the referee must be able to answer in a convincing fashion—questions such as: Why us? Why not go through official channels? Why not another group? What's in it for us? This last can be particularly troublesome, forcing the referee to choose between over-rewarding the group for trivial jobs or issuing a flat statement to the effect that "if you don't take the job, the ground will open under you and swallow you!"

These questions can be answered, with a little creative effort on the part of the referee. By studying published *Traveller* adventures, articles, and scenarios, the referee can gain a good deal of insight into how to accomplish the general end of assembling a convincing patron encounter. Some examples of how the approach can be explained would include the tried and true solutions as the patron as old family friend, old service buddy, or even relative. A patron might choose a particular group because of "good publicity"—their exploits in the past having attracted some favorable notice. A chance encounter in a dangerous situation (a brawl, or an attack by thugs or other enemies) gives the chance to suitably impress the patron. Any of these can bring a patron and a group together to make an adventure situation possible.

The employment of Vargr groups by Vargr patrons runs parallel. Naturally, Vargr characters will have the same chances of notice among their own kind; indeed, the more complex nature of a typical Vargr's career means that there are many more chances for making contacts, which can lead to profitable employment in later years. Additionally, while Vargr loyalties shift, Vargr are just as capable of forming lasting attachments as humans are in terms of friendships and shared camaraderie.

There remains, then, the question of mixed relationships—patrons of one race hiring a group of another. A human patron hiring Vargr adventurers isn't that unusual. Humans often play one Vargr group against another, reasoning that it's better to let the divisive Vargr fight among themselves than to expend human effort and maybe lives towards an end that Vargr hirelings can achieve just as well. The Vargr must have coinciding interests (the human offer must give them money, a chance to further their own goals, and/or a chance to gain in charisma), but these factors can usually be developed without real difficulty.

But what of humans hiring out to Vargr patrons? This is a different situation, one which requires a more thorough examination. In general, a Vargr's deep-set racial pride will not permit him to believe that humans can do something better than Vargr, except under exceptional circumstances (where the humans clearly have access to a higher tech level, for instance, or have some specialized knowledge they can make use of). Vargr find humans hard to understand; a rough analogy would be that Vargr feel about humans the way westerners look upon Orientals on Earth. This stability, antiquity, and basic solidity of human society would be the same, in Vargr eyes (with their mercurial and active temperaments) much like the inscrutability and mystery of Oriental society as viewed by many Westerners. Vargr would have a great deal of difficulty telling how a human would think, because humans lack the motivations and behavior patterns familiar to Vargr.

What, then, could lead a Vargr patron to seek out human help? There are several reasons, mostly related to each other. In essence, they can be lumped together under the label "enlightened self-interest."

The Vargr, with a habit of local squabbling and a decidedly unstable balance of relationships on virtually every level of society, would view humans as useful hireling indeed, once they realized the basic fact that human loyalties don't shift as often as Vargr loyalties tend to. No doubt this is cause for some initial alarm; many Vargr stereotype human society as a massive juggernaut with its own deep, dark schemes of unfathomable complexity; but Vargr willing to accept the fact that "agents" of this mysterious purpose might find their goals corresponding with those of Vargr patrons might well hire humans—especially in situations where the risk of sudden defection or divergence of action on a wild tangent would be completely unacceptable. For the most part, the Vargr will tend to hire for psychological reasons—a recognition of the limits that constrain Vargr actions, and a (possibly justified) belief in the steadfastness and determination of humans.

Vargr are in many ways inconsistent, even unstable, but a Vargr patron should not be made to act foolishly. A Vargr will not offer a ridiculously large reward for some trivial action (inconsistent he may be, stupid he isn't!). Nor will he withhold payment because of a completely random change of heart. Of course, it is possible that a patron will suddenly call off a mission or change his mind about the way he wants something done as he comes across some alternative idea that offers a greater inducement... but a Vargr is no more (and no less) likely than a human to cheat the players out of whim.

One risk that adventurers *should* look out for, particularly over long adventures or campaigns, is the possibility that a Vargr organization which has hired them will break down completely in the interim. A faction which never agreed with the idea of humans might gain power, and thus leave the group high and dry. Cash advances (or sums placed in escrow) are commonly asked for in most situations, to avoid total losses in such an event.

The referee is cautioned, however, against habitually stifling the group in this fashion. Every now and again it's fine to let a deal fall through; this often gives rise to new adventure possibilities, and can be a convenient way to keep the group from amassing too much power. But do it too often and the players will lose interest.

THE VARGR AS NPC

Of all the alien races in the *Traveller* universe, the Vargr look the closest to humans in most respects. However, they are not human. They do not act human, and, when correctly played, they are unlikely to be mistaken for humans. The referee must exercise care in the portrayal of Vargr NPCs, however, for there comes a point when too much alien thought becomes too much of a good thing, and our Vargr stop acting as they should reasonably act, losing all credibility.

One principle to keep in mind is: *Just because the Vargr are different, they aren't necessarily stupid.* Intelligence is a function of a character's stats, not of the character's ethnic nature, and though a character may behave in a fashion we may not be familiar with, this doesn't make them behave like unreasoning automatons. Yes, Vargr groups have a certain inherent instability that leads to struggles for internal dominance. Yes, they are proud and easily insulted, often rushing into fights with little regard for possible consequences. These traits are characteristic of the Vargr; it says so in the rules. But how do we interpret what we are given to understand about Vargr behavior?

Vargr tend to argue among themselves and split into factions under the influence of rival, competitive leaders. But this doesn't mean that every police patrol hunting for a party of adventurers will suddenly start fighting among themselves, forgetting their original task. Vargr society is extremely unstable at high levels, but exhibit a fair amount of cohesion the smaller the group and the more specific the task. Otherwise, Vargr would never get anything done, and

would have never achieved much in the way of civilization in the first place. Struggles for dominance do occur, but, generally, once a given group's hierarchy has been established it will shift only as major situational changes occur—as individuals gain or lose prestige, as newcomers are taken in, and so forth. The smaller the group, the less frequently circumstances cause such shifts, and the more stable the group tends to be.

Vargr character are prone to rash decisions. True, on an individual basis, we can't expect much restraint on the part of a Vargr insulted in a drinking establishment; he'll probably jump in to attack, regardless of the other ten big, husky guys at the same table as the insulting gentleman. But a Vargr army squad will not charge into a machinegun nest just because they like a good fight now and then (they aren't suicidal!). An individual might take tremendous risks, either hoping to cover himself with glory and so increase his charisma, or in the need to maintain his hold over his group. These, however, are individual actions, subject to individual variations in behavior. Lots of Vargr are cowards, too, especially those with lower charisma values.

In all applications of stated Vargr traits to the behavior of individuals and groups, then, the referee should carefully consider the logical limitations which must be placed on those traits. If a particular interpretation of Vargr behavior appears to be counter-survival or downright irrational, examine it closely. While Vargr don't operate under the same value system as we humans are accustomed to, neither is their behavior going to be so completely outrageous as to make them incapable of functioning.

Another point to keep in mind: Vargr NPCs will be just as competent—no more and no less—as humans with equivalent intelligence and similar training or skills. While some limitations on allowable behavior do apply, these limits shape overall thought and action, *not* competence or ability. These remain determined by factors such as skill levels, intelligence, and education, as for humans.

Finally, there is the consideration that some Vargr will be encountered who may be crazy by Vargr standards. It should generally be considered bad form to introduce some psychological problem to account for an individual's atypical behavior *unless* the concept of an aberration is central to the whole adventure. Don't cheat the players by making them deal with neurotic or psychotic opponents; that's cheating. For good adventure, *normal* behavior should be normal... once you're sure just what normal is, anyway.

REFEREEING THE VARGR

When the Vargr are player characters, the referee must become responsible for overseeing as number of additional concerns. Everything discussed elsewhere in this section will continue to be true, but new points must be raised, considered, and disposed of as well.

Players who chose to play Vargr characters should be guided in their play to keep them from slipping "out of character." There are many ways the referee can do this, some better than others.

First of all, make sure the player(s) understand Vargr, and know them well. This module should be made available to all players who wish to be Vargr.

The second step is to make sure each player understands what's been presented here. Preconceived notions can be the undoing of a **Traveller** game, especially where the notions brought to bear by the players conflict with the way the referee is interpreting the rules. This can be a special problem when the race in question stirs up images of similar races from other works of science fiction, or when analogies presented to assist in a basic visualization of a race, are taken too literally. (This latter case for example, would arise if the "Dakota Sioux" social analogy led to the visualization and treatment of Vargr as Indian braves, or the "Greek city-state" historical similarities were taken to mean that Vargr space partakes in the "glory that was Greece." Reread those passages. That isn't the idea at all.)

The Vargr are not Amerinds or classical Greeks. Nor are they Poul

Anderson's Ardazirho (from his *Hunters of the Sky Cave*), although they share many common features. Referees are encouraged to read Anderson's story as a source of inspiration and flavor (its also a good read), but always remember that Vargr are unique, and fit into their own niche of an intricately assembled universe.

Once the referee is sure that the players are fully aware of the basic background of the Vargr, and of the behavior expected from them, character creation is in order. It isn't as difficult to create Vargr characters as it is to create some others, but the referee may wish to do some "cheating" as he guides character creation rolls. This is especially true of the developing character's charisma; because the individual with the highest charisma is ex-officio leader of the group, it isn't wise (at least in early adventures) to let the shy, self-effacing, quiet member of the group to have a Vargr character with charisma 15. That player won't be equipped to handle the new role right away, until he or she has adjusted to the needs and circumstances of Vargr characters. Later on, certainly if the rules governing Vargr interaction and variable charisma are in effect, there will be a balance wheel to keep the indecisive or incapable player from making the campaign a complete bust.

The player should play the character as desired, but the referee may occasionally find it necessary to remind players of the finer facets of the Vargr psyche. This can run from the gentle query ("are you sure your character would back down after an insult like that?") to the admonition ("I think that's out of character"), to an outright prohibition ("I can't allow that"). The exact method used depends on many things—the unsuitability of the action, how well the player can take a hint, and the referee's personal style. By and large, players grow frustrated when confronted with outright prohibitions, and begin to feel persecuted. The solution is to give players an out whenever possible—a saving throw, for instance, which will allow such uncharacteristic actions. This should be done only when both sides are equally determined not to give in, and lifts the burden of dissatisfaction from both. In most cases, a little give and take is expected—if one side makes a good case, the other should bend.

As players gain experience with Vargr characters, interference with their play should be less and less necessary.

PLAYING THE VARGR

The portrayal of a non-human race is the most difficult form of role-playing possible—if that portrayal is correctly performed. It may be easy enough to adopt the guise of an alien-looking being, tentacles or scales or pointed ears and all...but this is not playing an alien being; this is playing a human stuffed into an alien suit.

True aliens must be played from the point of view of their psychology, not the purely physical concepts of appearance or size. Sometimes the former is actually derived from the latter; the Vargr are descended from wolf-like pack hunters, and this shows in the mental set of the civilized, sentient Vargr—in the concern for group dominance, the power of charisma, and so forth. These concepts are far more abstract than the physical advantages of better hearing, smell, and eyesight, and take some thought and understanding to properly absorb and correctly apply to the flow of the game.

How, then, can one be prepared to take on the persona of a Vargr character. First, read through all of the material contained in this module. Expand upon the basics by doing some research. Vargr cultures tend to vary quite a bit from place to place; select a cultural model and build upon it as the nature of your Vargr character's background civilization. Don't be too literal in your interpretation of this model culture; remember to maintain the flavor of instability and mercurial change which characterizes all Vargr society.

When playing a Vargr, the player has fewer major challenges than a player faced with other, more alien races like the K'kree or the Hivers. The Vargr have deliberately been made the "least weird" of a pretty weird bunch. As such, Vargr characters are excellent for people who want to play an alien, but don't want to be overloaded with complexity from the very start. It's awfully hard for a player to step "out of character" with a Vargr; a certain degree of

inconsistency is almost demanded. But this inconsistency will generally be *between one Vargr character and another*; this doesn't give you license to play your Vargr character in a completely haphazard manner. An individual's behavior will be as consistent as the behavior of any human character, subject to the dictates of that individual's upbringing, values, beliefs, and goals.

Still, there are a few basic limitations which should govern the behavior of *all* Vargr characters. These are pointed up in the earlier portions of this section. Avoid those actions which are completely contradictory to the basic nature of the Vargr race. When in doubt, let the referee be your guide. The essay on refereeing Vargr points out a few ways and means of dealing with disputes; use them. Play your character "by the book" until you become thoroughly familiar with what is expected of you as a Vargr.

One good way to do this is to make temporary use of the reaction process normally reserved for NPCs. When a player character is subject to outside provocation, use rolls against this table instead of taking action of your own choosing. You will notice that this table tends to make Vargr more prone to violence than humans. This is in keeping with their essential character. Modify the table as you create your character to reflect the type of personality the character will have (the referee should help with this); once it is established, always use this table in the same fashion. As you become accustomed to the behavior forced upon you in this way, the table can be abandoned.

Another thing to do is to use the rules on interaction and variable charisma. This, too, will cause your character to act more like a Vargr without much conscious effort on your part. It is vital to remember that patterns of dominance, once established, remain the same until outside influences force a change. Two characters with equal charisma levels will (according to the reaction rules) react with considerable antipathy to one another (the higher the charisma, the deeper the antipathy), but once dominance has been asserted, or once some other charismatic leader has risen above the two disputants, their dislike for each other won't lead them to violence very often. They will work together (perhaps not very happily) for as long as factors remain stable. However, a change—the death of their leader, for instance—will bring back all the old rivalry, as strong as ever, as new attempts are made to rise to leadership. The term "top dog" is conspicuously appropriate in the case of the Vargr, and it's a goal most (though not all) Vargr characters are rather likely to hold dear.

CONCLUSION

By holding to these precepts, the **Traveller** player can easily assimilate the particular patterns of behavior which make the Vargr what they are. With patience, care, some thought, and a willingness to put a little bit of work into the process of playing the game, the player can make Vargr an exciting part of the **Traveller** experience. It's our hope that these guidelines will help you in your search to achieve this goal.

Gvurrdon's Adventure

With all of the information at hand about Vargr, it is only right that there be an adventure which makes use of the material. This adventure is designed for just that reason— to be played by Vargr characters, although players can be human if they choose. This adventure has a primary purpose of encouraging interaction with Vargr; a secondary purpose is to encourage Vargr as player-characters.

SETTINGS

This adventure is set in the Gvurrdon sector, which lies directly coreward of the Spinward Marches. Gvurrdon sector is a turbulent sector which is not directly under the control of any single Vargr government.

Gvurrdon sector is not well mapped. Deep in the Imperial archives is a map created by the Imperial Interstellar Scout Service during the Second Survey. The map and data are not, however, generally available (the referee has the materials; the players do not).

The players do have, however, a partial navigation map of the sector showing worlds along the Imperial border, and basic data about high population worlds within the sector. With the map, they can travel to some worlds and in the course of their travels learn the location of others.

The adventure begins on Scangen— located in hex 2937. The world is a prime source of Lanthanum for the Imperium, and this is an attraction to miners, prospectors, brokers, and merchant ships.

SYNOPSIS

Essentially, this adventure is a search. Given the text of an ancient myth, still in an alien language, the task at hand is for the adventurers to puzzle out its meaning, follow up its clues, and seek out the possible treasure at the end of the trail.

During the course of the adventure, the travellers will have to scout out unknown territory and chart worlds onto the blank areas of their survey map. They will also have to find materials which will help them translate the myth they have in their hands.

As they visit the various worlds, they can also learn bits of ancient history which will allow them to better understand the text when they do translate it.

MAPPING

Modern starships can detect worlds at a distance of up to 2 parsecs. From any specific star system, players may ask for details of other nearby star systems. The referee can indicate that their instruments can provide limited data. After about one day of readings, they can reliably tell the location of all systems within two parsecs. Further, they can tell if each system has a gas giant present.

When in a star system, the referee should provide the type of starport in the system, the type of planet (normal, asteroid belt, desert world), and what bases are present, if any. Radio inquiry by the ship can determine the allegiance of the system.

Scanning the main world of a system from several hundred planetary diameters out can provide the first three digits of the UPP (world size, atmosphere, and hydrographics). Landing on the world can provide the remainder of the UPP.

The players may compute for themselves, or the referee may tell them, the trade classification for the world.

Starport Data Files: Any type A starport can provide data about any worlds within five parsecs. Any type B starport can provide data about any worlds within three parsecs. Using starport data

is considered reliable, and can eliminate the need to visit specific worlds to check the data.

THE ANCIENT VARGR TEXT

The center section of this module contains the text of a Vargr myth as well as supporting materials. These materials should be made available gradually, and photocopies of the material will make it easier to provide copies to the players.

The Text: The text of the myth is in a relatively obscure Vargr language. In order to make the players realize the importance of the data, the text should be in the possession of a non-player character who can indicate its value. He may be:

A Vargr who is assisted by the group and who wants to repay that favor.

A miner or prospector who wants to trade this "sure thing" for food, equipment, passage, or help.

A patron who wants partners in a search for the secret of the manuscript.

The manuscript could be only a transcription of a story passed down from generation to generation of Vargr on one world, and represent a recording that must be puzzled out.

The manuscript could also be a transcription of a story told by non-intelligent alien which heard it long ago and repeats it randomly.

The manuscript alone, however, is an extremely frustrating document. The players will need other materials if they are to translate it.

First they must have the text identified as to language. This is relatively difficult as the language is an obscure one of great age.

Almost anyone can tell that the language is a Vargr tongue. Analysis of the paper of the document places its age at about 2,000 years old. A qualified linguist can identify the language as Arrghoun, which was prominent throughout this sector about 2,500 years ago.

Supplementary Materials: In order to translate the document, the group will need a vocabulary list and a grammar.

No single vocabulary list is available, but research in local libraries can result in the compilation of various lists. On each world visited, throw local tech level or less to acquire a partial list (referee should allow the group one column of the vocabulary list per success until they have the entire list).

A grammar for Arrghoun is also a rare item. On each high population world visited, throw population or less to find a grammar available: it can be copied for Cr50, or purchased for Cr100.

THE MYTH

The translated myth (available to the referee with footnotes and comments) is founded in fact and details the travels and adventures of Gvurrdon in the years before the Gvurrdon Pact.

From an historian's point of view, the text is interesting because it indicates some of the history which produced the Gvurrdon Pact. A more obscure point is that evidence of Vargr-Zhodani contact at this early point in history. The Zhodani may be (and for the adventure should be) confused with the Vilani when the players initially translate the text.

From the adventurer's point of view, the idea of an abandoned

trading base is especially attractive. If it remains undisturbed today, it could be worth a fortune.

The text itself is fairly straightforward about the base. Assuming the story is told from Gvurrdon, the group needs only trace a path of correct length in distances to find the system that holds the abandoned base. Some trial and error can be expected, but ultimately they can find it.

ADVENTURES ALONG THE WAY

In the course of searching for materials and the secret of the text, there is an extremely great potential for adventure. The following are a few suggestions:

Corsair Encounters: In addition to the normal problems of pirate attacks and ship-to-ship combat, there can be more interesting situations. Corsairs could kidnap someone and hold him for ransom; they could demand money in advance for not raiding certain ships, or for allowing safe passage.

Corsairs are vulnerable, however, to high-charisma Vargr who could attract members away from their organization.

Loners: Vargr loners can be the source of many adventures. These individuals can be scientists researching world statistics, sociologists looking into Vargr behavior on high population worlds, or adventurers looking for new thrills.

THE BASE

The base (located in hex 2005) described as a hollowed out planetoid, can be detected after a long search. Prospecting skill can help if any of the group has it.

Discovery No. 1: The first thing the base does, once discovered, is to provide a large quantity of fairly routine trade goods. Once relatively cheap, they are now thousands of years old, and have a value based on their antiquity. Thus, the group will find bales of textiles, crates of plastic containers, drawers of microsize entertainment chips and displays for them, and some basic machine tools. The merchandise would normally be worth about Cr100,000 to Cr200,000, but the passage of time has made materials this old more valuable. In addition, the conditions of storage have altered the chemical structure of the plastic containers, giving them an attractive finish which would be eminently marketable on the collector market.

Properly handled, the contents of the base could be sold for about Cr2,500,000. It amounts to 327 tons of cargo.

Discovery No. 2: The second discovery is not immediately obvious. Once the group looks closely at the crates and markings (which are in a Vargr language, but not Gvaek or Arrghoun), some additional markings can be found. Careful study identifies them as Zhodani!

At this point, a re-examination of the text of the myth can show that Gvurrdon went to the capital of the Zhodani Consulate rather than the capital of the Vilani Empire. Footnotes from the annotated referee's version of the text can be provided as library data to the players if they should inquire.

THE REAL ADVENTURE

This adventure has been crafted to create a continuing theme to be followed through several adventure sessions. The text to be translated and the need for supporting materials create a continuing drive for the players. In addition, the twist at the end can create a feeling of satisfaction in discovering something about the universe.

But the real adventure was in the searching. Calling on new worlds, looking at new systems, seeking out ways of getting to new systems, and then dealing with the Vargr on those worlds is the real adventure.

Gvurrdon's Story

The text below is an annotated translation of the story of Gvurrdon. Footnotes explain certain passages, comment on Vargr psychology, and indicates specific clues to the important passages in the text.

This text should not be made available to the players until they have completed the adventure and have already exhausted all possibilities. This text can make interesting reading for the players once they are finished.

THE WANDERER'S TALE

Once upon a time, long before the Long Night, long before the Gvurrdon Pact, there lived in a grand palace a prince¹ among Vargr, one whose forebears had ruled many empires and led many battles. This particular prince was himself a hero among Vargr, stong and brave and well-respected by all². To his palace one day came a wanderer³, asking only for a place to stay and some food to eat.

The sergeant at the gate was rudely sending the wanderer on his way when the prince noticed and intervened. "Are you a starfarer?" he asked (for in those days, starfarers were still a rarity⁴). "Yes," replied the stranger. "I am a native to this very world, but I have been gone for a long time, and just recently have I returned." The prince overruled⁵ the guard sergeant, and made the wanderer welcome, treating him to hearty meals and a special suite of rooms. After a week⁶ of hospitality, the stranger presented himself at the court of the prince and asked how he could repay his host's kindness.

One of the prince's advisers whispered in his ear: "Ask him for his ship, clearly he has come home to die. He has no more need of it⁷." But the prince rejected that as too great a price to ask.

"Tell him to swear loyalty to you," said another adviser. "You can't have a potential rival on this world, and certainly not in this house⁸." But the prince rejected that too, saying that a loner would not be a rival to him.

"Ask nothing of this Vargr," said the third adviser. "We cannot fathom his purposes and it may be a trap⁹." But the prince rejected that as too suspicious.

Instead, the prince asked the stranger to sit down and just tell stories of his travels for the entertainment of the court. The wanderer was delighted, and being a good storyteller, wove a tale that held everyone's attention.

He began it this way.

When I was just a child, I dreamed of finding an empire¹⁰ that would place all of space under my control. As I grew older, I became resigned to never achieving my goal. Until one day, during the rule of Serratogz¹¹, one of my brothers found a rare opportunity and stole a ship. Together, we travelled to the stars and began a life of piracy. We raided Khouktae¹² starships, and the traffic between Ghughgi¹³ and Aengvoun¹⁴. We sold protection to Khaeknae¹⁵, and even raided them sometimes just to keep the money flowing.

But I am digressing.

On one commerce raid in the Tsukifi¹⁶ system (a mere six ly from here¹⁷), we ambushed a strange starship with sleek lines and many streamlined turrets¹⁸. They resisted when we pounced, destroying one of our corsairs and damaging a few others. It was only after a boarding party seized their bridge that resistance ceased. Now I was surprised, because our adversaries were not Vargr; instead they were a smooth-skinned race with flat faces¹⁹. After a few watches²⁰ of interaction, we were able to speak to each other at least in fragments, and we could question them about their origins and homeworlds²¹. Our leader discounted their stories as bluff and

fraud. Who could believe, he said, that these smooth-skinned creatures came from an empire of thousands of systems, all under one emperor? And that that empire had lived for thousands of years? They were just telling stories.

I, however, thought there must be a grain of truth in what they said. And I knew that our leader could be terribly cruel, and would probably kill these aliens once he learned to drive their craft. So I secretly joined with the aliens and helped them to prepare to escape. I wanted to take over one of our own ships, but the aliens insisted on keeping their own. At watch change one day, I was on the bridge of the captured vessel, and I let the aliens onto the bridge where we together overpowered the guards²². Within an hour, they had jumped the ship, and we began a journey that was to last for decades.

I tell you I was glad to have left my brothers. Their raiding and piracy had gotten old to me, and there seemed no future in it²³.

With my new-found friends, I enjoyed constant challenge, but also constant cooperation. They helped me learn, gave me training, made me welcome in their ship. I soon learned what they had kept secret from our leader, that their ship was half again as powerful as our own. Where we could jump perhaps seven ly²⁴, they could jump ten²⁵.

They were an exploring ship, searching for goods and fortunes to please their leader, whom they called Makarin²⁶. Their vaults were already filled with radioactives, jewels, plant specimens (some of which they ate), and tapes of exotic animals and worlds. I was pleased to help them out, identifying much of what they had, telling them our local stories about origins or sources or uses. I enjoyed the feeling of usefulness I had on this alien expedition.

We raced away to the alien's secret base. We jumped eight times²⁷ (all but one being ten ly; our fourth jump was six ly) before we arrived at the base. There I was amazed to find a full trading base concealed in an asteroid shell lying in the outermost of two planetoid belts in the system. That base was a storehouse beyond belief— filled with small craft and stores and goods and supplies and parts and manuals and tapes and equipment. To my surprise, I found that it was being abandoned as well. The traders that ran it were finishing their work and returning to their alien empire.

I went with them. We travelled for nearly a year²⁸, although we entered the alien's territory within about half that time. Once we arrived at the capital²⁹ of their empire, I was surprised to learn that crews of ships dispersed after voyages, and many of my friends left on new voyages with different ships. Some of my friends, however, introduced me to their friends, and found me work, places to stay, and eventually a good position dealing with Vargr who traded with Makarun.

I lived for ten years at the capital of this alien empire, but eventually I grew tired of its sameness, and decided to return to my homeworld. Slowly, the plot hatched in my mind to take one of the great sleek ships and fly it home. When the opportunity presented itself, I recruited several Vargr that I dealt with regularly, and together we forged authorizations³⁰ for a ship which lay several ly away, in a storage yard. The plot went smoothly, and I even left

clues that said I was going rimward, cleverly throwing any tracers off my trail.

Our journey out took more than a year, although we left the alien empire as soon as possible. Cruising through various Vargr empires, we raided shipping, occasionally left off crew members and recruited new ones, and generally made our way here.

Now I am here, on the world where I was born. I have returned after a full life and many travels. I regret nothing I have done, except perhaps that I have never founded that empire I dreamed of as a child.

With the end of the wanderer's story, the prince, impressed by the adventures and by the storyteller's abilities, stepped down from his throne and took the Vargr's paw. Leading him back to his throne, he had him sit at his feet. For such a great prince to give a favor like this to a wanderer was a great honor, and the wanderer knew it. The next day, the wanderer told more stories for the court, and the stories continued for several months as a friendship grew between the two Vargr.

But one day, the wanderer again felt like he wanted to move on, back to his home. The prince knew that his wanderer's life was growing short, that death was near, so he sent a pack of minions to bear him home and to care for him in his last days.

But just before the wanderer left, he thanked his prince, and carefully whispered to him the location of his great ship. He made it a last gift to his friend. The prince, after a decent interval³¹, rushed to the site (out in the asteroid belt) to find a sleek ship with streamlined turrets and drives capable of ten ly jumps. With that ship as a model, his craftsmen could build more, and with greater jump, he had a great advantage over other Vargr in the sector.

The prince's fleet of ships to this new design was the key to forging a new empire. That empire even today gives its name to the entire sector and remains the largest empire ever in this region—the Gvurrdon Hvaek. With the ships, he forged his own empire, one that spanned much of the sector, and that still gives its name to an empire. He named it for the one who had given him the ship that helped shape it: Gvurrdon, the wanderer.

NOTES

1. A planetary leader. According to this story, Knurroe, the founder of the Gvurrdon Hvaek.

2. Strength, bravery, and the respect of others are all characteristics of high Vargr charisma.

3. A loner. At first sight, Vargr tend to see wanderers or loners as low charisma individuals unworthy of respect or attention.

4. Starfaring except in military service was rare throughout much of the spinward Vargr Extents until the Long Night, when collapses of interstellar civilizations made ships relatively accessible.

5. The process of overruling a subordinate in the pursuit of his duties makes one vulnerable to challenge, and is essentially laying one's reputation on the line. Such action is not taken lightly. Here, it is part of the story line, placing the wanderer in the prince's debt for the favor granted.

6. About 168 hours. The term is the span of time taken for one jump.

7. The first of four basic personalities familiar in Vargr stories: the taker.

8. The second of four basic Vargr personalities: the empire builder.

9. The third of four basic Vargr personalities: the paranoid. The fourth personality type is the prince, the natural leader.

10. The Vargr concept of empire consists of large amounts of territory, plentiful food, and many respectful subordinates. A Vargr sees the single most desirable aspect of empire is the fact that he or she is on top.

11. Knurroe's predecessor, deposed by Knurroe about -2480.

12. Khouktae was a Vargr empire roughly including all systems within four parsecs of Aegadh (1317); absorbed within the Gvurrdon

Hvaek in -2394.

13. Ghughi (1716) is an agricultural world with a reputation for prized spices.

14. Aengvoun (1726) is a rich world with ready markets.

15. Khaeknae (0815) is a rich world on the edge of Khouktae territory.

16. Tsukifi (0720) is the only system within jump-2 of Knurroe's world.

17. Six ly (light-years) is about two parsecs, or jump-2.

18. Prior to the Gvurrdon Hvaek, Vargr starships in this region tended to be unstreamlined cylinders. A sleek ship with streamlined turrets would be unusual, and thus attractive to raiders.

19. The hairy, canine-snouted Vargr would first notice the differences from themselves. Smooth-skinned, flat-faced aliens would be humans.

20. One watch is probably about eight hours.

21. It is unclear how much information can be exchanged after only rudimentary language lessons for less than 24 hours. Computer assistance could help. So could prior preparation (if the ship had been observing the local Vargr for some time). Zhodani psionics and psychology would also help. This is the first clue that the humans are Zhodani rather than Imperial.

22. With the flat-faced aliens outnumbered by their Vargr captors, it would seem difficult for them to retake their ship, even with the help of one of the Vargr. Zhodani, concealing their psionic power until this point, might be able to handle retaking their ship. This is the second clue that the humans are Zhodani.

23. The view that a pursuit was old and had no future is typical of Vargr at certain points in their lives. Grand story lines often hinge on these seemingly random changes of mood.

24. Seven ly: about two parsecs or jump-2.

25. Ten ly: about three parsecs or jump-3.

26. Makarin: although the name sounds like Makidkharun, the Vilani megacorporation, Makarin is a trading combine which operated in the trailing frontiers of the Zhodani Consulate between -2800 and -1800. Because information about the Consulate is very limited, there is virtually no way that individuals could learn this fact.

27. The route taken was 0720 to 0817 to 1116 to 1415 to Dzuorongvov to 1511 to 1508 to 1807 to 2005.

28. At jump-3, assuming one jump every two weeks, plus some time off for trading and explorations: 100 parsecs. The Imperial capital at Vland is 109 parsecs away from the base in system 2005 (remember that this story takes place during the First Imperium, with its capital at Vland; the Zhodani capital at Zhodane is 103 parsecs distant).

29. Without more data, it is unclear whether this capital is Zhodane or Vland.

30. While Vilani have more use for permits, passes, and authorizations than do the Zhodani, it remains that the Zhodani do use them (especially among aliens less sensitive to psionics).

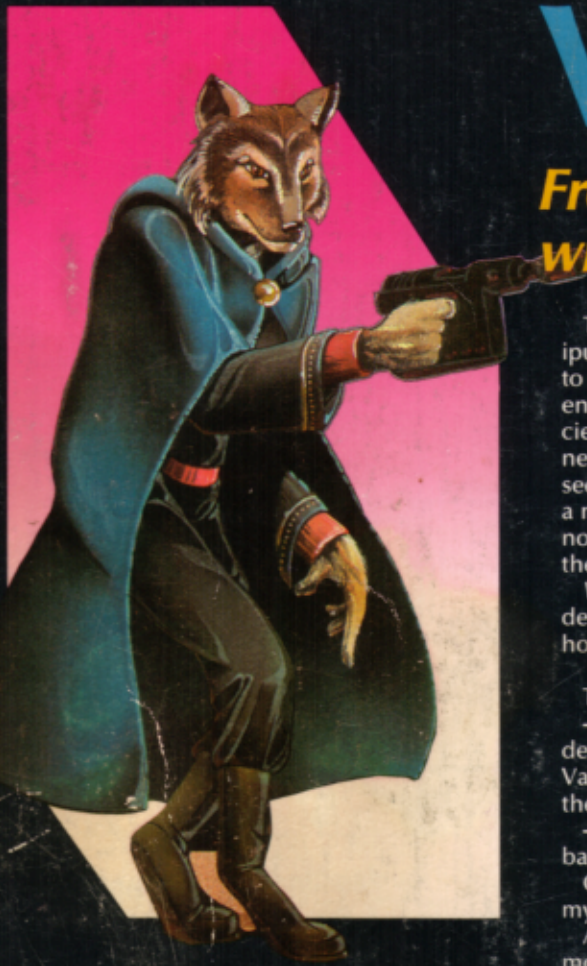
31. A mark of respect among Vargr is to cherish a gift before snatching it and putting it to use.

0101	0201	0301	E 0401	0501	0601	0701	A 0801	0901	1001	1101	A 1201	1301	1401	1501	1601	1701	1801	1901	2001	B 2101	2201	2301	2401	2501	A 2601	2701	A 2801	C 2901	3001	3101	B 3201
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0105	B 0205	0305	B 0405	0505	0605	0705	0805	0905	1005	1105	1205	1305	1405	A 1505	1605	1705	1805	1905	B 2005	2105	2205	2305	2405	2505	2605	2705	A 2805	A 2905	3005	3105	3205
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0117	SAEZHEN 0217	B 0317	B 0417	0517	0617	0717	B 0817	0917	1017	1117	1217	B 1317	B 1417	1517	1617	1717	1817	1917	B 2017	2117	2217	2317	2417	B 2517	B 2617	2717	D 2817	2917	B 3017	A 3117	3217
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A TRAVELLER Alien Module

Vargr

Freebooting Encounter with the Wolves of Space



Terran canines, genetically manipulated to intelligence and transferred to another world by the mysterious and enigmatic civilization called the Ancients. These are the Vargr, interstellar neighbors of the Imperium. Their seemingly irrational race has long been a mystery to the ordinary human, and now it is possible to learn more about their culture and their society.

Vargr, *Traveller* Alien Module 3, describes in detail this alien race, its homeworld, and its starfaring society.

This Alien Module includes:

—**Vargr History and Culture:** Several detailed essays on the nature of the Vargr, their culture, their behavior, and their society.

—**Vargr Character Generation:** Six basic careers.

Careers include Navy, Corsairs, Army, Emissaries, Merchants, and Loners.

Also included are details and modifications to standard systems to allow Vargr to be generated as Imperial citizens.

—**Advanced Character Generation:** Character and skill tables for *Mercenary* and *High Guard* (you must have *Mercenary* and *High Guard* to use them fully).

—**World Generation:** Tables and rules for Vargr worlds, governments, bases, law and tech levels.

—**Vargr Word Generation:** Fast and easy generation of Vargr names and words—to add depth to Vargr characters and worlds.

—**The Vargr Extents:** Basic multi-sector map of Vargr territory showing its relationship to the Imperium and detailing some of the numerous governments. Sectors are named in Vargr, with Imperial names where applicable.

—**And A Puzzle:** A Vargr myth holds the key to the whereabouts of a lost fortune. There is one minor problem standing in the way: the story has never been translated. The complete Arrghoun text is included, as well as a glossary and grammar for that language. The players must translate and interpret the document in order to solve the puzzle (an annotated translation is included for the benefit of those referees who are not fluent in Arrghoun). Only after that can the search begin in earnest.

More than an intellectual puzzle, the adventure in this module is a rousing good time for all concerned.

This module is intended for use with *Traveller*. It requires that you have a copy of the *Traveller* rules. You also need at least two six-sided dice, paper, and a pencil.

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Cover Illustration: David Deitrick.

TRAVELLER[®]

The Game of the Far Future

Game Designers' Workshop

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