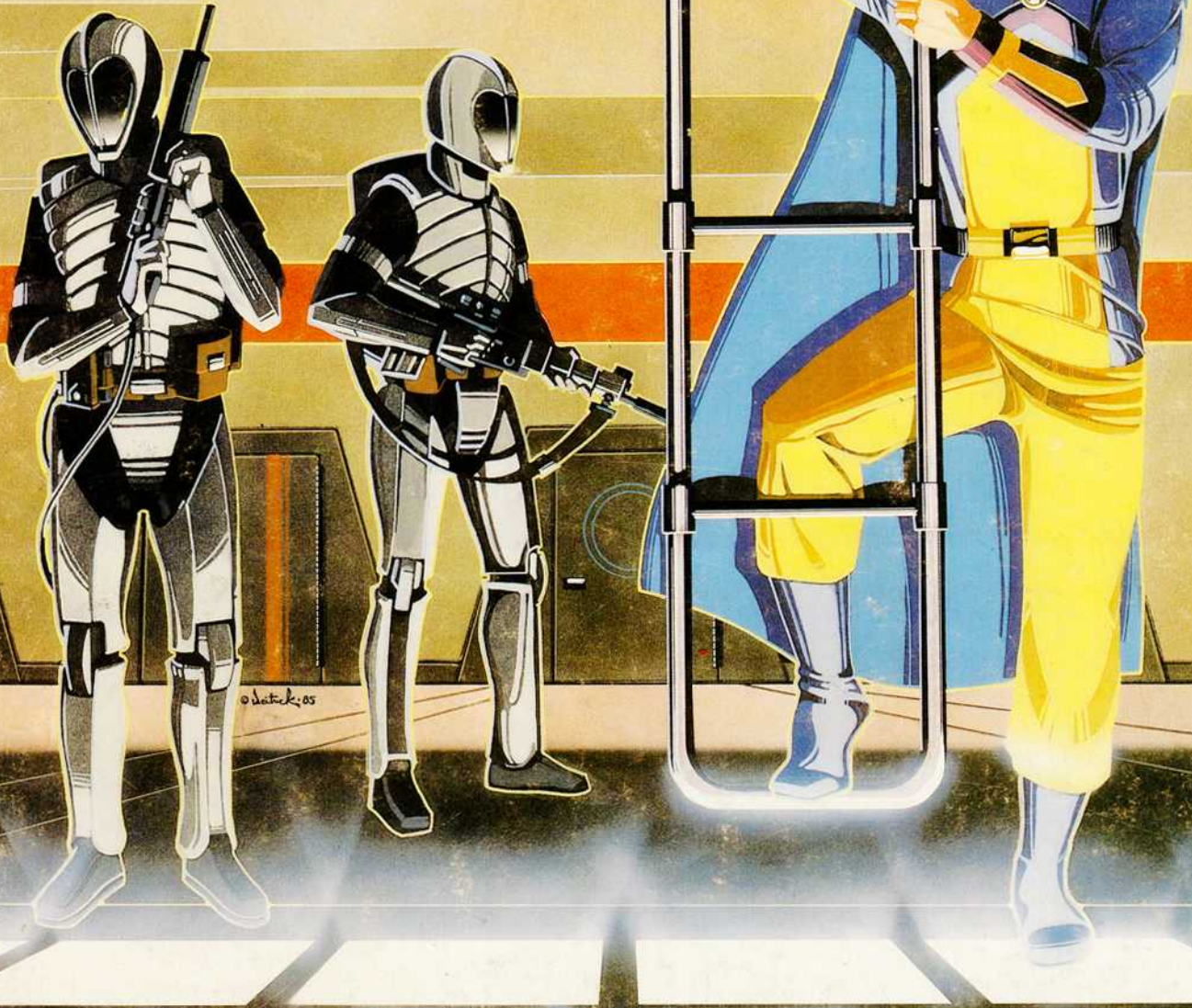


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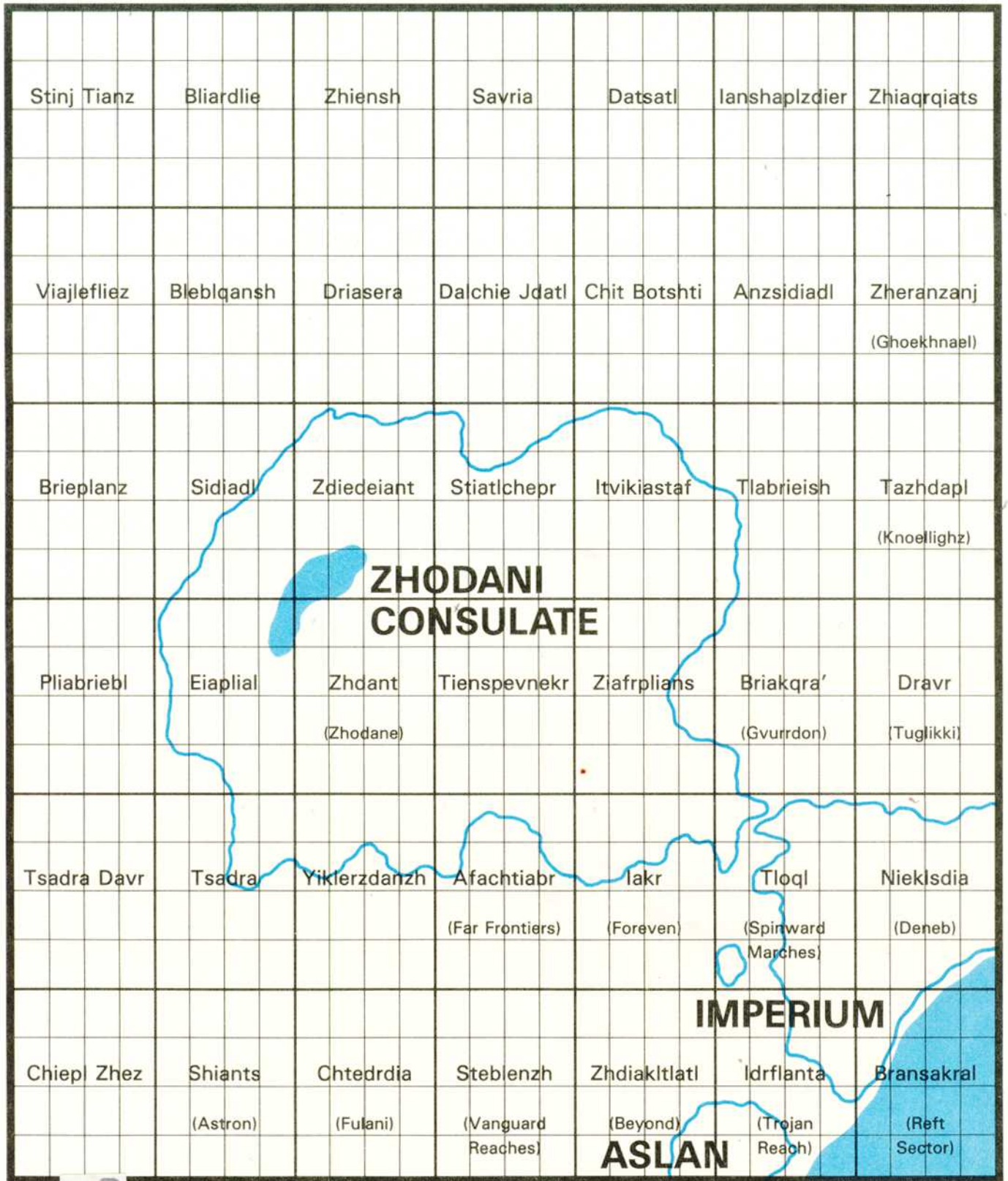
Alien Module 4



Encounters with the Psionic Masters

Zhodani

Game Designers' Workshop



Sectors of the Zhodani Consulate

Zhodan | 1 sector names are shown in large type; Imperial names for the same sectors are shown in parentheses.

\$7.00

Zhodani

Human beings have evolved and developed on Terra over the past several million years. It thus came as a surprise to Terrans when they travelled to the stars and found that humans were already out there, ruling vast empires among the stars. It took many centuries before it could be established that all of those humans had indeed originated on Terra, and had been transported to many different worlds by another starfaring race many thousands of years ago.

Of the three major starfaring human races, the Zhodani are the most alien. Their culture early on developed the science of psionics and integrated it into their society. The result was radical differences between what Terrans consider *normal*, and what Zhodani consider *normal*.

This alien module for **Traveller** deals with this major branch of humanity: the Zhodani, the psionic humans from Zhodane. It allows the incorporation of this race into any and all aspects of **Traveller**. Whether Zhodani are to be used as player-characters, non-player characters, patrons, opponents, or just as a background against which adventures may take place, this module provides the referee and the players with sufficient information to allow the Zhodani to be dealt with both as individuals and as members of a fully viable society.

Aliens in Traveller: The basic **Traveller** rules are not concerned with aliens; they deal primarily with humans in the Third Imperium, a vast interstellar empire spanning nearly 11,000 worlds. Non-humans raised under the value system of the Imperium may vary slightly (due to their physiology) in certain areas of the rules, but basically use the same material and concepts as their Imperial human counterparts.

Once outside the cultural umbrella of the Imperium, the potential for aliens is substantially increased. Differences in physique cause some changes in rules and game concepts, but cultural differences cause even greater changes; the influence of culture, society, and thought are far stronger forces in the shaping of each unique alien race. This is particularly true of a race like the Zhodani, who are physiologically quite human, but culturally quite different. For all their (reasonably) familiar appearance, the Zhodani are not familiar with their patterns of thought, their behavior, or their culture. Incorporating Zhodani into a **Traveller** game or campaign requires an understanding of their motivations and habits of thought. This module presents the Zhodani in many different ways: physical, cultural, psychological, and social differences are explored, and the bearing these have on specific game rules is examined carefully. Using this material, referees and players may confidently make use of the Zhodani in a **Traveller** game. Still, it is ultimately the ability of the individuals involved to *play the role* (by adopting the appropriate patterns of thought) that will determine the success or failure of the game in portraying the Zhodani as a race that is simultaneously human physically, but quite alien mentally and emotionally.

THIS MODULE

In one booklet, this alien module examines one alien race—the Zhodani—and deals with it in depth. Using this material, players and referees alike may confidently make use of the Zhodani in any **Traveller** adventure or campaign.

Zhodani

Traveller Alien Module Four

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

By J. Andrew Keith, Marc W. Miller, and John Harshman.

Development by Marc W. Miller.

Cover Art by David Dietrick.

Interior illustrations by Steve Venters, Bryan Gibson,
and David Dietrick.

Art Direction by Paul R. Banner.

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PO Box 1646, Bloomington, IL 61702-1646.

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 oriented toward that rules set. However, this module may be used in conjunction with any **Traveller** rules: *The Traveller Book*, *Basic Traveller*, *Deluxe Traveller*, or of course, *Starter*.

Advanced character generation systems provided for the Zhodani Army and Navy are compatible with **Traveller** Book 4, *Mercenary*, and Book 5, *High Guard*. Advanced Zhodani character generation requires that you have these two books.

Usefulness: **Traveller** players can find any number of activities which include or deal with Zhodani, whether inside the Imperium, or beyond its borders. The Zhodani Consulate (their interstellar empire) is located spinward and coreward of the Imperium. The Zhodani sector map shows the sectors of the Consulate in relation to the Imperium.

Where the Imperium and the Consulate touch, humans and Zhodani sometimes encounter each other. Occasionally, the Imperium and the Zhodani have shared a world under an uneasy armistice, but generally Zhodani remain on their own planets and keep to themselves. There are some independent Zhodani

BASIC FACTS

The following basic facts, although well-known in the **Traveller** universe, are repeated here for convenience and clarity.

Humanity: Mankind began on Terra, a planet orbiting Sol. About 300,000 years ago, Terra was visited by members of a technologically-advanced race known as the Ancients. These Ancients gathered specimens of humanity from Asia and Africa and took them with them to other worlds. At some time later, the Ancients fought a devastating war among themselves and virtually destroyed their civilization and culture. Left behind on more than forty worlds were human beings plucked from Terra. Those humans each separately evolved toward intelligence and civilization. The Zhodani were one of those human races.

The Imperium: The Third Imperium, established over eleven hundred years ago, is a human-dominated interstellar empire encompassing more than 11,000 worlds in about 21 sectors. It is a neighbor of the Zhodani Consulate.

Solomani: Humans who evolved on Terra.

The Solomani were responsible for the defeat of the Vilani Empire (-2219) and establishment of the Rule of Man (-2204 to -1776) in its place. More recently, Solomani humans have governed a large region of space under the name Solomani Confederation (since 990).

Vilani: Humans who evolved on Vland after being transported there from Terra by the Ancients.

The Vilani founded the Vilani Empire in -4045.

Zhodani: Humans who evolved on Zhodane after being transported there from Terra by the Ancients.

The Zhodani founded the Zhodani Consulate in -5,823.

worlds to be found along the Zhodani borders, usually maintaining some trade or diplomatic ties to the Consulate. Adventurers in the Spinward Marches can venture into the adjacent Gvurdon, Foreven, the Beyond, or Trojan Reach sectors to find Zhodani worlds. They can venture into Zhodani territory within the Spinward Marches, and beyond that to Ziafrplians sector and deeper into the Consulate.

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

The inside of the *back cover* has a map showing the Zhodani Consulate and its sectors.

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

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

The *adventure* provides an opportunity for adventurers to deal with Zhodani and to make use of the information in this module.

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 the 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, perhaps, a calculator.

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

Supplement 3, The Spinward Marches: Provides complete maps and world listings for 16 subsectors on the Imperial frontier, three of which contain border territories of the Zhodani Consulate.

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.

Adventure 6, Expedition to Zhodane: A complete published adventure dealing with Imperial adventurers with Zhodani space.

Game 4, Fifth Frontier War: A boardgame dealing with the ebb and flow of a great interstellar war between the Imperium and the Consulate.

Book 4, Mercenary: Presents advanced character generation for members of the Army and Marines. In addition to elaborating on what is presented in some of character generation, it details advanced military hardware.

Book 5, High Guard: Presents advanced character generation for members of the Navy. In addition to elaborating on the Navy, it handles the construction of large naval spacecraft.

Administering This Module:

Most of this module is background for the Zhodani and their culture. The scenario illustrates how the rules and background work with a Zhodani setting; it can 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.

What to Show the Players:

Players should have free access to the material in this booklet with the exception of the scenario itself. This module is as much a part of the **Traveller** rules as anything contained in one of the basic rules set.

Once the scenario has been run, the entire module should be considered a rules reference: for use in other adventures, as a supplement of available ship types, character encounters, and equipment, and as a piece of background material for the **Traveller** universe.



Zhodane

The star system that holds Zhdant (as the Zhodani call their homeworld) lies far spinward of the Imperium in the center of their own empire.

STELLAR DATA

Zhdant orbits Pliebr, a solitary star. Pliebr is a KO V star which is smaller and dimmer than Sol. Luminosity is 0.42. Effective temperature is 4,900° K. Radius is 0.908 Sol. Mass is 0.811 of Sol.

World Orbital Data: Zhdant orbits Pliebr at 0.769 AU (orbit number 2) with a period of 273.44 standard days. It rotates on its axis once every 27.02 standard hours.

WORLD DATA

Zhdant is 9,620 kilometers in diameter and has a thin atmosphere. Forty percent of the world is covered by water, primarily in two seas which divide the world into a large and a small continent. Polar icecaps are minimal, amounting to about 2% of the world's surface.

Zhdant has an axial tilt of 18° and an orbital eccentricity of 0.05. Neither creates any appreciable extremes of climate or temperature. The average temperature for Zhdant is 15.9° C.

World Social Data: Zhdant has a population of 83 million, of whom more than 90% are racial Zhodani. Significant non-Zhodani population is primarily Addaxur.

Zhdant is governed by a charismatic oligarchy—the supreme council of the Zhodani Consulate, elected from Zhodani nobility throughout the Consulate. The world has a law level of 8, banning guns in public. The tech level of Zhdant is F, the highest in the Consulate (nearly all other worlds do not exceed E).

Zhdant has a type A starport with excellent facilities and a naval base.

VIEPCHAKL

Zhdant has one satellite—a large tidally locked moon with a very thin atmosphere and no water. Viepchakl orbits Zhdant with a period of 40.7 local days at a distance of about 379,500 kilometers. There are no other natural satellites.

Viepchakl is a large and dominating satellite. Natural coloration makes the moon a reddish pink with dark shadows across its face. Wind-blown dust storms rage across its face from time to time, a phenomenon which was often perceived as portending future events.

THE INNER SYSTEM

Both orbits inward of Zhdant are occupied by small, airless worlds of no special value.

Adrabsish: Some mining has been carried out on the innermost (orbit 0), taking advantage of natural smelting processes due to Pliebr's heat. The world is airless, and tidally locked to Pliebr.

Pliantshotl: The bare rock in orbit 1 has never been exploited for minerals, although it has served as a Zhodani Army training area in the remote past. A stand-by military base (currently unused) is located on the planet.

THE ZHODANI CALENDAR

Zhodani measure the passage of time using standards established on their homeworld.

The basic unit for the Zhodani calendar is the *zhdanstial* (day): the time it takes for Zhdant to rotate once on its axis. It is equivalent to 1.1258 standard days or 27.02 standard hours.

Years: The Zhodani *chten* (year) is 244.44 *zhdanstial*, or 275.2 standard days, in length.

Olympiads: Three *chten* constitute one *thequzdij* (olympiad) which is 733 *zhdanstial* in length. Every third olympiad is 734 *zhdanstial* long.

Seasons: The *chten* is also divided into six *shidr* (seasons) which are each 40 *zhdanstial* long. Four *zhdanzhdanstial* (holidays) separate the *shidr* without being part of any specific *shidr*. The weather which characterizes the seasons is typical of the mid-latitude climate of Dleqiats (Zhdant's major continent). The terms are now used more in the sense of months than of seasons, although certain weather characterizations remain attached to the words. The eight seasons are:

Atrint (Raining): The season of spring rains and the planting of crops.

Vrienstial (Heat): The (often stagnant) hot summer season.

Atchafser (Waning): A period when the hot summer weather breaks and tempers.

Ataniebl (Harvest): The season to harvest mature crops.

Atshtiavl (Chill): The freezing winter season.

Atpaipr (Thaw): The melting of winter ice and thawing of frozen ground.

Holidays: The inter-season holidays have their origins in early Zhodani festivals and farming holidays. They are:

Dranzhrin (Sunbright): The vernal equinox; the point when days and nights are of equal length. Dranzhrin is also New Year's Day and takes place between Atpaipr and Atrint.

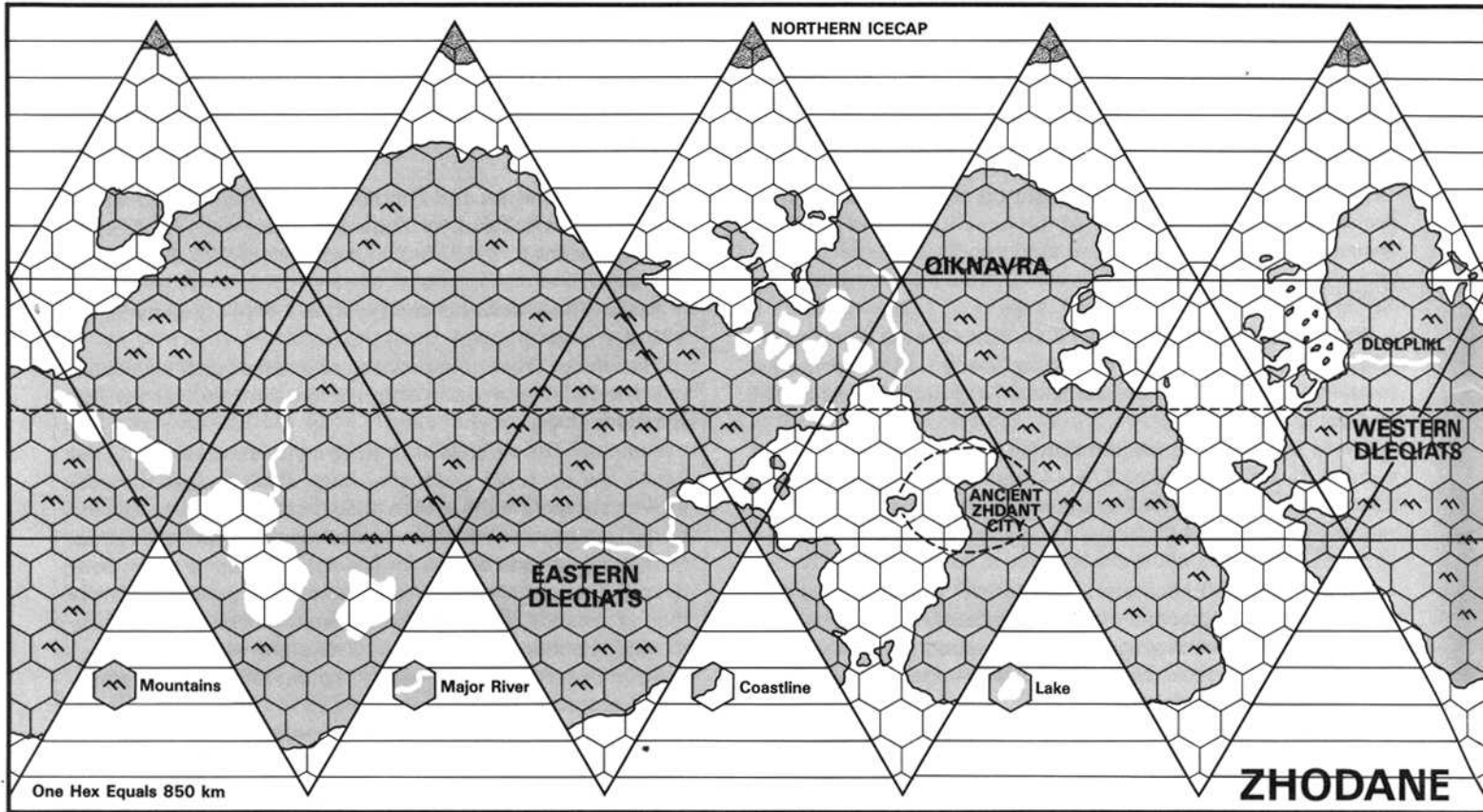
Viepchaklstial (Moon Day): Originally a religious holiday associated with worship of Viepchakl (Zhdant's large moon), Viepchaklstial is now a festival of wild abandon held between Atrint and Vrienstial.

Dranzhrinatch (Sunflight): The autumnal equinox; the point when days and nights are of equal length. Dranzhrinatch is a melancholy time for the commemoration of the dead. Dranzhrinatch takes place between Vrienstial and Atchafser.

Kazdievlstial (Thanksgiving): A traditional harvest festival held between Ataniebl and Atshtiavl.

Thequzastial (Olympiad Day): A special holiday inserted between Atshtiavl and Atpaipr every third year. Elections of consuls are announced on Thequzastial, as are the winners of the Psionic Games. Every third olympiad, *Atthequziastial* (Double Olympiad Day) is added immediately after Thequzastial; its function is a leap year day to keep the calendar in synchronization, but it extends the Olympiad celebration as well.

Expressing Dates: Days within a season are individually named, but, for convenience, are also numbered from one to forty. A Zhodani date is expressed as Olympiad.Year Season/Day; (a holiday name replaces season/day if necessary). The equivalent to 289-1112 is 3471.1 Dranzhrin.



THE OUTER SYSTEM

There are three occupied orbits beyond Zhdant.

Dlemstiats Tsiagr: Orbit 3 contains an asteroid belt. Mining is its major industry; it also provides hulls for some large planetoid-based ship designs.

Brovlekal: The system's only gas giant occupies orbit 4. Three large satellites and six small ones orbit the gas giant and are used for traffic control installations and naval defense support bases.

Emkachdraf: Orbit 6 is occupied by a small, airless world (orbit 5 is empty).

ZHDANT

Zhdant has two continents: the extensive Dleqiats and the smaller Qiknavra.

Dleqiats girdles nearly seven-tenths of the globe and is divided naturally into three regions: western Dleqiats, the Dleqiats Desert, and eastern Dleqiats. Of the three, the west is the oldest and most settled, with a few cities more than 18,000 years old. The east, rich in minerals and soil, was settled in earnest only after the development of the railroad and the laying of track across the desert. The desert remains undeveloped except for the arable land along the northern shore.

Qiknavra is a much smaller continent (about one-seventh the size of Dleqiats) with thick jungles at the equator and mixed broad plains and forests in the temperate regions. A chain of mountains stretches from the north to the south through the center of the continent.

A stretch of the western shore of Qiknavra was originally the site of the Ancient Zhdant City. Destroyed in the final war, its ruins have been excavated and explored by the Zhodani for centuries.

Climate: Zhdant has a succession of seasons just like most other habitable worlds. In the extreme northern and southern latitudes, temperatures reach lows of 0° to -20° C. in winter, and range as high as 35 to 40° C. in summer. Average temperature worldwide is about 15.5° C.

Zhdant's short year helps to temper extremes of temperature, and partially counteracts the relatively low proportion of water on the world. On Terra, the oceans act as a heat-sink, retaining heat in winter, and giving it off in summer. On Zhdant, the lower proportion of water has a correspondingly smaller effect. As a result, the most extreme temperatures are in the northern desert of Dleqiats, where recorded low temperatures reach -35° C.

The History of the Zhodani

An understanding of the Zhodani requires an understanding of their society and their culture. Important aspects of such a study include their history, the astrography of their territory, their government and how it works, and the details of their military establishment.

ANCIENT HISTORY

The history of the Zhodani people begins with their arrival on Zhdant in approximately –302,000 Imperial (Imperial dates will be used because of their familiarity to most readers). Reconstructed details of Zhodani history are the work of Zhodani archeologists and represent the best hypothesis available for events lost in the mist's of prehistory.

In –302,000, a fleet of Droyne starships arrived in the Zhdant system and within the space of a year or two established two settlements or bases. One sprawled along the western coast of Qiknavra (the smaller of Zhdant's two continents), creating large networks of rail-guided grav transports, skyscrapers in the western mountain ranges, and undersea dome cities off-shore. The other settlement occupied a wind-swept desert plain on the eastern limb of Zhdant's tidally locked moon—Viepchakl.

Once the bases were established, the fleet of ships left; their further adventures are unknown.

Over the next century, the two bases grew into cities. Each city created a thriving economy, and they traded goods between them. Orbital stations were established on asteroids moved in-place for the purpose.

Zhdant City was the site of many familiar pursuits: large tracts were farmed, minerals were mined (a vast open-pit copper mine is still a scar on the side of a western Qiknavra mountain range), and industry was established. Toxic wastes polluted some areas of Qiknavra, while other areas remained totally untouched.

Zhdant City was also the source of the many unfamiliar, incomprehensible, or simply weird activities associated with the Ancients. They dug gently curving trenches miles into the floor of the ocean and then filled them in. They sliced off the tops of mountains, lifted them twenty meters into the air, and filled the gaps with artificial stone. They build large reinforced steel buildings totally empty and totally sealed against entry.

Zhdant City also bred humans until the local human population approached 500,000. The uses they were put to remain unclear, although evidence indicates that they were a sort of trained servant/pet. Known Ancient robots or automatons could have been better servants, but the Ancients are not known for their understandable or reasonable behavior.

Viepchakl City underwent a similar development. The foundations of that city burrowed kilometers into the crust of the Zhdant's moon; its towers reached heights of ten kilometers. Familiar activities on Viepchakl included the construction of many identical buildings, probably for housing, and a vast tunnel network to carry utility service to the housing. There was also less understandable activity. Arrow-straight roads tunnelled through intervening rock faces without flinching, but stopped and were abandoned when confronted with crevasses or chasms more than a few meters deep. Desert sands were sorted into

stockpiles based on color or granular size.

Viepchakl City, on the other hand, shows no evidence of ever having bred or kept humans.

Ancient sites are always different, and the two cities reflected that difference in every aspect. They did have one common feature, however: in both cities, road intersections were marked with a stone stanchion topped with a polished crystal octahedron. Zhodani archeologists differ in their assessment of the stanchions' meaning. Some theorize that the columns are decoration, while others assign a practical use: perhaps traffic direction, signposts, or even centralized data processing.

The Final War: Elsewhere in known space, evidence exists that a devastating final war of destruction against the Ancients began in about –300,000 and continued for about 2,000 years. The war was late in touching Zhdant. Radioactive dating methods place the first nuclear detonation on Zhdant at –299,700. Unfortunately, that first detonation was swiftly followed by a rain of nearly 500 megatons within the space of a few days. Zhdant City and Viepchakl City were both destroyed: their structures flattened, their landscaping crushed and burned, their mechanisms destroyed. The orbiting asteroid station was knocked from orbit, to crash into the ocean and bury itself in the sea floor.

Zhdant was devastated. Dust thrown into the atmosphere by the megatons of nuclear detonations gave rise to the well-known phenomenon of nuclear winter, which in turn triggered a Zhdant-wide ice age.

Viepchakl was also devastated; its city was destroyed. Its buildings were cut off even with the ground and allowed to shatter when they fell. The center of the city became one big crater kilometers across—although the bombs used left no radiation contamination which archeologists have been able to measure.

The attacking fleets left within a few weeks. There is no evidence that there were any further attacks in the system. The Final War brushed the Zhdant system for slightly less than 21 standard days.

Yet even in the face of this destruction, there were survivors. The humans in the city scattered, taking to the wild. Gene analysis performed in modern times indicates that the total number of human refugees who survived was on the order of 50,000 ($\pm 10,000$). Some Ancients also survived, likewise fleeing the city for the wilds of the forest and the jungle.

PRIMITIVE MAN ON ZHDANT

The ice age which followed the Final War created a series of ice bridges connecting Qiknavra with Dleqiats (the larger of Zhdant's two continents). Along these natural highways, the primitive humans on Zhdant travelled, seeking better lands, perhaps a utopia to replace the one they lost at Zhdant City. Their wanderings took them to the far corners of their world.

In a short 20,000 years, the glaciers of the ice age began to retreat. Nomadic human hunter-gatherers ranged over Dleqiats, following herds of grazers. Slowly, these primitive men developed the first rudiments of technology: stone tools, huts, fishing. By –250,000, a primitive human which the Zhodani call *Zhdatl* (Homo Zhdatl; Learning Man) had established himself in the northern mid-latitudes of Dleqiats. Shortly thereafter, a rival race of primitive man called *Vlastebr* (Homo Vlastebr; Superior Man) emerged in the southern mid-latitudes of the same continent.

In about –200,000, the two distinct human races clashed

as each expanded under population pressure into the other's domain. The mixing of the races created (over the next 40,000 years) *Zhdotlas* (Homo Zhdotlas; Supreme Man). Zhdotlas spent a long time in a period of very slow evolution. The prevalent theory is that nearly 120,000 years was spent evolving basic abilities to communicate vocally, establishing social customs which favored survival and later ascendance.

In any event, Zhdotlas weathered another ice age and survived while making minor improvements in the chipped stone tools he used. In -40,000, the first major breakthrough came with the herding of animals. Deliberate breeding of herd animals soon followed. By -30,000, Zhdotlas had created several domestic breeds: *kredl* (an analog of Terran cattle), *abrstia* (an analog of Terran chickens, but providing a fibrous feather that can be woven into cloth), and *noql* (an amphibious crawler raised in dammed streams). Fast on the heels of animal herding came agriculture, the raising of grains, and even the planting of orchards. By -24,000, Zhdotlas was well-established as a farmer and had created a growing culture.

Because native animals and plants on Zhdant come from an alien evolutionary line, many (if not most) of them are inedible or undigestible by humans. Zhdant was a hospitable world in one sense, however, in that some of its native life was digestible by humans. Trial and error over the millenia showed which plants and which animals were edible and which were not. In addition, the farming projects of Zhdant City had produced large numbers of crops which naturally propagated after the Final War. Some of these plants and animals displaced local forms and became widespread. The *abrstia* is known from fossil records and genetic studies to be a native Zhdant life form; the *noql* is not native to Zhdant, and may be either a naturally occurring life form or one specially tailored by the Ancients.

PRIMITIVE CHIRPERS IN QIKNAVRA

While humans developed in Dleqiats, the few surviving Ancients in Qiknavra remained on that continent. The devastation of the war was enough to drive them back to the stone age. Without their technological marvels, they were even more helpless than the humans, but some of them did manage to survive.

The Ancients were Droyne—a small race of winged reptiles. Their society included a series of six castes, with membership decided when an individual reached maturity. The Ancients who fled the devastation of the Final War quickly lost the traditions that established and maintained castes, and became Chirpers—uncasted Droyne. The phenomenon has been observed on many worlds where Droyne survived the destruction of the Final War.

Within 50,000 years, the Chirpers had regained agriculture, and within 100,000 years they had created two large Empires: one in the south in the mountain ranges, the other in the lowlands of the north.

Both empires were static—they made little progress beyond providing food and shelter. The Chirpers seemed unable to regain their former glory.

They did, however, retain their natural psionic abilities. Psionic talents provided limited transportation through teleportation and communications over distance through telepathy. Their empires were at least partially maintained through their psionic talents.

THE VIEPCHAKLIASHTIE EMPIRE

The first major empire on Zhdant began with the agricultural

communities on the western coastal plains of Dleqiats. The lowlands were fertile, rich areas well-suited to farming. Over the course of several centuries, population grew and the land under cultivation expanded.

As farmers, they had a natural interest in the seasons. Along the coast, they made the connection between the ocean tides and the phases of Viepchakl overhead. A priesthood capable of predicting seasons and tides grew up, and over the course of the centuries established a religion of Viepchakl worship. Viepchakl's power grew, eventually replacing Pliebr as the most powerful of gods.

By -18,000, the Viepchakliashtie, or Moon-Worshipping Empire had gained sovereignty over coastal strips for 500 kilometers north and south, and influenced the coasts for another 1,000 kilometers beyond.

Coast hugging boats were developed. Brick buildings were invented. Mathematics, originally for computing tides, was raised and refined as a science. The art of war, necessary to maintain the strength of the Empire, was also developed. A capital city, Dloiprikl, arose astride a major river flowing from the interior of the continent, and reached more than a million population.

The Viepchakliastie Empire reached its height in about -17,000 when it established total control over the archipelago of some 200 islands within 2,000 kilometers of Dloiprikl. Soon after, rivalry between factions of the priesthood split the empire into coastal and offshore states, and they went into decline.

THE DISCOVERY OF QIKNAVRA

The small successor states to the Viepchakliastie Empire at first maintained their own individual priesthoods, each with a slightly different doctrine from all the others. Some states found that a military force was more important—to defend territory, to wage war, to maintain a deterrent strength, and to keep the common folk in line. About -13,000, feudalism took hold in force and swept the many small nations of northwestern Dleqiats. This rise of the noble class created a pattern of wars and entangling alliances that characterized the next three thousand years.

Toward the end of that 3,000 years, the value of science and a systematic search for answers had its effects on Zhodani culture. In about -9,000, the beginnings of true science were being seen in the idle pursuits of the noble classes.

The key period can be pinpointed to about a hundred years: -8,590 to -8,490. In -8,590, the printing press was invented (movable type followed in -8,530). In -8,550, an ocean expedition discovered the continent of Qiknavra. In -8,540, explorers in Qiknavra discovered the civilization that ruled parts of that continent: the Chirpers. The Zhodani names them Qiknavrats—people of Qiknavra.

Different explorers discovered different groups of Qiknavrats, different trade goods, different minerals. But all found that the Qiknavrats had psionic powers. Within ten years, it was a proven fact that humans could learn to use psionics as well. Within twenty years, organized human groups were teaching psionics to others. Some Qiknavrats were taken to Dleqiats and served as teachers of this new science of psionics.

Qiknavra was opened up for settlement and exploitation, and large numbers of humans migrated to Qiknavra in search of easy wealth.

Psionics was an important factor in the next 200 years. Those

who found psionics easiest to learn seemed naturally predisposed to it; we now know that those individuals had naturally high psionic strength indicators. Other individuals, equally intelligent but without a natural ability in psionics, tried to achieve the same results mechanically or technologically. Technological improvements to wagons, ships, signal devices, and printing were all tried in an effort to equal the effects of psionics. Since only a small portion of the population could use psionics, the efforts met with some success. Within 200 years, Zhdant was undergoing an Industrial Revolution.

EASTERN DLEQIATS

The Industrial Revolution produced railroads which opened up eastern Dleqiats to a wave of settlement similar to that which swept Qiknavra some 200 years before. The expansion led to vast farming and ranching concerns on the plains of Dleqiats, expanded shipping along the coasts, and mining in the mountain ranges.

Through much of this expansion, the noble classes of the many small states in western Dleqiats maintained their power, claiming the new territories in their own names, and maintaining tax and legal bases of power. When those taxes became too heavy, both Qiknavra and eastern Dleqiats revolted, forming an alliance against the old countries. The strife led to war after war in the period $-8,200$ to $-8,000$, with the resultant rapid advances in technology. Aircraft, jets, rockets, plastics, food preservation techniques, radio, submersibles, all the advances associated with warfare were made, but by $-8,000$ the warring countries finally agreed to disagree: eastern Dleqiats and Qiknavra were democracies (although Qiknavra included Qiknavrats in their government, while eastern Dleqiats did not), and western Dleqiats retained its nobility in a slightly weakened form.

In the period of uneasy peace that began in $-8,000$, all three nations turned their attention to space. Limited teleportation to orbit had been commonplace for nearly 100 years, but the technique could never be a practical one, and development of technological methods seemed to be the answer.

EXPLORATION OF VIEPCHAKL

In $-7,980$, the first orbital flights were made by the air force of eastern Dleqiats, followed quickly by flights from Qiknavra. By $-7,959$ the first expedition to Viepchakl was mounted by eastern Dleqiats, and a base was permanently on the moon by $-7,950$.

In some ways, the exploration of Viepchakl was a replay of the exploration of Qiknavra. There were Chirpers already there.

These Chirpers (called Viepchaklts—people of Viepchakl) were the remnants of the Droyne who had inhabited Viepchakl City and somehow survived in the underground tunnels. Some were in cold sleep for thousands of years, while others simply wandered the tunnels, tending hydroponics troughs, or eating from automated food producers.

Initially, it was human astronauts from eastern Dleqiats that contacted the Viepchaklts, but within a year, Qiknavra has launched its own expedition, one which included Chirpers.

The Chirpers from each world met in the depths of the ruined Viepchakl City, and within a few days the Qiknavra Chirpers fell ill and died. Reacting quickly, the humans determined that the cause was a bacteriological weapon lying dormant since the Final War. An agent specific to Qiknavrats was carried by the

Viepchaklts; and an agent specific to the Viepchaklts was carried by the Qiknavrats. When they met, the biological agents went to work. Although an immediate quarantine was ordered, samples from Viepchaklts had already been sent to Zhdant (months before) and it was only a matter of time before the plague spread to Qiknavrats. Apparently, biological agents specific to each type of Droyne were drop-launched during the Final War, but each went to the wrong world; they then waited as a bacteriological time bomb waiting for the two branches of the same race to make contact.

The plague also affected humans. On Viepchakl, most humans died within two weeks. Within a year, the plague's first effects were being felt on humans on Zhdant. Within two years, the human population was reduced by a third. Within ten years, population had been reduced by two-thirds. The human die-back ruined many of the gains of the past centuries. Vast areas of the plains of eastern Dleqiats were abandoned, as were the Qiknavrats settlements in Qiknavra. Cities were abandoned. Attention turned to survival. By $-7,940$, Zhdant had entered a second Dark Age.

EMBRACING PSIONICS

Through the thousand years of the Second Dark Age, the population of Zhdant slowly recovered. Strides in medicine reduced the plague (over hundreds of years) to just another serious illness. Some knowledge was lost, but enough was retained to allow advances in science once they were needed.

The lessons of history were not ignored either. The nobles of western Dleqiats instituted limited democratic principles while retaining most power for themselves. By $-6,800$, the nobles of western Dleqiats were firmly in charge not only of their own countries, but also were establishing colonies and expansion territories in eastern Dleqiats and in Qiknavra.

From its earliest time, the noble classes had held the right to raise a limited number of lower-ranked individuals to the next higher noble rank. For example, a *viestlas* (highborn; Social Standing 13) could elevate a *pranatl* (aspirant; Social Standing 11) to *jdistebr* (wellborn; Social Standing 12). It was also possible to raise non-nobles to noble rank. Abuses of this power had created an overabundance of nobles as well as disenfranchisement among the commoners. Several revolutions had to be put down with great force, but the basic problem remained. At the same time, psionically trained nobles had gained the upper hand over technologically-oriented nobles and moved to maintain their superiority.

In $-6,731$, the first Psionic Games were held, in Dlolprikl, at the start of Atkazdievl. The first games were poorly organized and poorly attended, but they did give participants an opportunity to win a place in the nobility. Successor games were held every three local years (2.25 standard years), and by $-6,650$ they were an established institution.

The psionic nobles' plan resolved many problems. It defused the problem of favoritism in granting new nobilities (now Psionic Games winners entered the ranks of the nobility along with hereditary nobles, and those elevated for service). It also increased the ranks of the psionic nobles, and guaranteed that they would have the majority in any struggle against technologically-oriented nobles. Finally, it established an event for the public that entertained them, and defused any latent jealousy or fear; it made psionics part of public life.

At the same time, the non-psionic nobles could not be ignored.

Technology provided many of the same things that psionics could, and technology was accessible to the entire population. An emphasis on technology could provide jobs, an expanding economy, and a better life for everyone; it also would help assure that the psionic nobles would stay in power. Technology marched forward hand in hand with psionics.

Eastern Dleqiats was again settled. A transcontinental railroad was laid, in many places on the same roadbed which had crossed the continent more than a thousand years before. Qiknavra was resettled. Expeditions were mounted to find surviving Chirpers, but they were definitely extinct.

By -6,400, the Zhodani had reacquired space travel, and with suitable precautions ventured to Viepchakl, where the Chirpers there were also definitely extinct. Planetary missions followed, with several colonies in the Pliebr system (the asteroid belt, a few outer planets) by -6,200.

The lure of the stars was as great as the lure of the planets. Between -6,200 and -5,415 some fifty interstellar missions were mounted; colonies were established in six star systems within four parsecs, and trade in research, information, and very valuable or novel goods was carried on. Sublight ships travelled established routes, calling at each colony and returning to Zhodane over a fifty year period. Exploratory missions went farther out, often on twenty or thirty year expeditions. In -5,823, a union of all Zhodani was established as the Zhodani Consulate, formalizing a *de factio* union which had existed for some time. During all of their explorations, no intelligent races were encountered, and the universe seemed to be empty except for the Zhodani.

In -5,415, a breakthrough changed everything. A development company working on fusion power sources in the asteroid belt had chanced on the principles of jump drive and produced a working prototype. Within ten years, Zhdant was operating a fleet of jump ships and exploring space within fifty parsecs.

EXPANSION INTO SPACE

With jump drive, the Zhodani could see a truer picture of the universe. Just beyond their previous limits were systems harboring intelligent life, although still at a rather low technological level. On other worlds, exotic native life provided improved drugs, flavors, and fibers. Minerals from new worlds helped shape better structures, better vehicles, and better communications.

In -5,120, Zhodani ships encountered the Addaxur, an intelligent race of six-legged carnivores from a high gravity world about 40 parsecs from Zhodane. The Addaxur had established their own interstellar empire of 37 systems with communications maintained by sublight ships. The Zhodani observed the fringes of the Addaxur empire for about ten years before making open contact. Carefully planned overtures established friendly relations and reserved 10 of the Addaxur's 37 worlds for the Addaxur without restricting Zhodani expansion.

Zhodani expansion was the result of a natural curiosity and economic forces within Zhodani society; expansion and production made for a better standard of living. Worlds were explored; colonies established; industries created. Expeditions were mounted to explore the core of the galaxy, to reach other spiral arms, and even to the edges of the galaxy. Zhodani traders travelled the frontiers of the Consulate. They encountered Vargr in Gvurrdon sector in -2,800. They traded with the Vilani in Provence and Corridor sectors in around -2,000. They traded with Aslan in the Trojan Reach around 460.

A ZHODANI TIMELINE

The following table shows several key events in the history of the Zhodani.

<i>Imperial</i>	<i>Event</i>
-302,000	Ancients arrive at Zhdant with humans.
-300,000	Extensive development of Qiknavra.
-299,700	Final War begins. Humans scatter.
-299,700	Zhdant devastated.
-299,700	Nuclear Winter. Ice Age begins.
-280,000	Ice Age ends.
-275,000	Nomadic hunter-gatherers range over Dleqiats.
-260,000	Huts. Fishing.
-250,000	<i>Homo Zhdatl</i> emerges on northern Dleqiats.
-240,000	<i>Homo Vlastebr</i> emerges on southern Dleqiats.
-200,000	Races clash. Mixing creates <i>Homo Zhdotlas</i> .
-100,000	Second Ice Age begins.
-80,000	Second Ice Age ends.
-40,000	Animal herding. Breeding.
-30,000	Special domesticated breeds.
-24,000	Agriculture. Grains.
-18,000	Moon-worship. Brick buildings. Boats.
-18,000	Elementary mathematics.
-17,000	Moon-worship Empire at its peak.
-15,000	Moon-worship Empire collapses.
-15,000	Beginning of 1st Dark Age.
-13,000	Rise of noble classes. Feudalism.
-9,000	Encouragement of science and exploration.
-8,590	Printing Press.
-8,550	Discovery of Qiknavra.
-8,550	Ocean trade. Novel trade goods.
-8,540	Contact with Qiknavrats.
-8,500	Elementary psionic techniques.
-8,303	Industrial revolution.
-8,200	Warfare between Dleqiats and Qiknavra.
-8,000	Uneasy peace.
-7,980	First orbital flights.
-7,959	First expedition to Viepchakl.
-7,950	Viepchakl base. Discovery of Viepchaklts.
-7,949	First Qiknavrats-Viepchaklts meetings. Plague.
-7,948	Extinction of Qiknavrats and Viepchaklts.
-7,945	Plague spreads. Human die-back.
-7,940	2nd Dark Age.
-6,800	Recovery. Ascendance of Psionics.
-6,731	First Psionic Games.
-6,400	Reacquisition of space travel.
-6,300	First planetary missions.
-6,200	Planetary colonies.
-6,000	Interstellar expeditions (sublight).
-5,823	Zhodani Consulate established.
-5,415	Jump drive discovered.
-5,120	Contact with Addaxur.
-5,000	Outward Expansion.
-4,000	First Core Expedition.
-2,800	First contact with Vargr.
-2,000	First contact with Vilani traders.
-1,000	Consulate reaches present size.
50	First contact with Imperial traders.
461	First contact with Aslan.
750	Seventh Core Expedition.

THE FRONTIER WARS

The Consulate first came into solid contact with the expanding Third Imperium in the 6th century of Imperial expansion. The First Frontier War followed almost immediately (589-604 Imperial). Lasting for 15 years, the war involved all eight of the coreward subsectors of the Spinward Marches. The Zhodani rallied to their side certain Vargr of the neighboring Gvurrdon Sector, forming the First Outworld Coalition. The initial attacks caught the Imperium largely unprepared, quickly expelling Imperial settlements from the Chiqrdlans Sector. The continued fighting was characterized by raids against high-population worlds in the Marches by Outworld forces. A massive defeat of such an incursion at the battle of Zivije/Rhylanor crippled the Zhodani war effort, though at tremendous cost to the fleet of Grand Admiral Olav hault-Plankwell, the Imperial commander. The negotiated armistice left the Zhodani in control of the Cronor subsector of the Marches, but established extensive Imperial claims elsewhere in the sector, and was acclaimed an Imperial victory.

Admiral hault-Plankwell followed his victory by launching an expedition against the Imperial Core, where he assassinated the Empress Jacqueline and proclaimed himself Emperor. This ignited a series of Civil Wars within the Imperium; in the midst of this turmoil, the Zhodani formed the Second Outworld Coalition and renewed their attack in the Second Frontier War (615-620 Imperial). After a long holding action, the Imperium assembled large forces and again forced a stalemate situation. The Imperial Admiral on the spot, Arbella Alkhalikoi, (later Empress Arbella, whose actions ended the Civil Wars), ceded more territory but won a shaky peace that lasted nearly 350 years.

The Third Frontier War (979-986) was characterized more by commerce raiding than by great planetary sieges, and led to severe public sentiment against the high command and the Imperial government. An armistice, heavily favoring the Zhodani, was agreed to; the political repercussions forced the abdication of the Emperor Styryx.

One hundred years later, the Fourth Frontier War (1082-1084) broke out. Sometimes called the False War, this conflict involved a series of naval battles triggered by a border incident. An armistice was concluded before either side actually got word from the capital with instructions, plans, or reinforcements. The Imperium lost some ground, but the war was for the most part a stalemate.

The Fifth Frontier War erupted in 1107, when Zhodani forces launched a sneak attack on Regina/Regina in the Spinward Marches. Like the previous wars, initial Outworld Coalition success faded as Imperial resistance stiffened, and, by the end of the war less than a year ago (1111), the situation bogged down into a stalemate with a negotiated settlement.

The Zhodani have been at odds with the Imperium since initial contact was established, largely because of the radical dissimilarities in culture between these two branches of humaniti. Zhodani morality is repelled by the deviousness of non-psionic human minds, while Imperial distrust of the Zhodani is bound up in the general anti-psionic prejudice that has long characterized the Imperium. (The prejudice against psionics feeds opposition to the Zhodani, and vice-versa.) Thus, recent Zhodani history has been dominated by their enmity towards the Imperium, with personal distaste reinforced by a feeling that

the Imperium seeks to hamper Zhodane's slow, conservative expansion by pre-empting the best planets and otherwise limiting growth.

THE CORE EXPEDITIONS

Most cultures around the Imperium (and including the Imperium) have had their hands full exploring and exploiting the worlds and systems in space within or near their own territories. The Zhodani, however, are driven by a variety of circumstances and stimuli which have made the galactic core (and the route to the core) of extreme interest. Two basic data produce this effect: Ancient artifacts, and certain rare but recurring psionic effects.

The Ancient artifacts were the initial key to curiosity about the galactic core. In the ruins of Zhdant City, explorers found a small device which could project a three-dimensional starmap, a starmap which extended along a corridor 30 parsecs in diameter and more than 8,000 parsecs long— aimed at the galactic core. Initial investigation of the artifact's map showed it to be accurate, even to showing stellar spectra, gas giants, and worlds. The artifact also proved to be a powerful psionic focus; most psionically talented individuals found the device to produce an undefined and unexplained sense of hilarity (possibly caused by differences between human and Ancient brain thought path connections). A very few (fewer than one in ten thousand) found that the device produced clear, readable images, usually of ships and star patterns somewhere along the route of the map.

For more than two hundred years, the images remained unexplained. In -4,074, the Zhodani Heavy Cruiser *Lienjqiets* (Swift Wind) misjumped and was presumed lost; forty years later, it returned to Consulate space. It had spent 38-years on a tech level 3 world fabricating an important component of its jump drive. The story of its exploits were filed as routine reports and would have been ignored but for a few interesting facts. First, someone had used the Ancient projector decades before; his vision had been recorded. Second, the clear image from the projector proved to be fact during the voyage.

The Ancient device was transformed from a museum piece to a state secret overnight, to be used and examined only under very strictly controlled circumstances. All of its visions or premonitions were carefully noted and recorded.

The Zhodani supreme council was faced with a dilemma. The Ancient map device clearly had the ability to foretell the future, although only under limited circumstances. It had also been proven a reliable map of the star systems coreward (at least by expeditions which had reached the first hundred parsecs of the route). They could ignore the device, hiding it away in the archives and never investigating its potential. Or, they could analyze its map and use its potential to explore coreward.

They chose to use the projector. Seven major core expeditions were mounted to travel the route shown in the projector; hundreds of minor expeditions checking out systems off the main route, or even beyond the map's data, were also mounted.

The Third Expedition met armed resistance— a xenophobic culture encompassing seven systems (but without jump drive) reacted violently when the Zhodani arrived. The Zhodani were prepared; the projector's images had included space battles. The xenophobes resistance was crushed and their worlds bypassed.

The most recent major expedition was 350 years ago (in 750). The supreme council has been planning a new expedition.

Zhodani Sectors

The Zhodani Consulate covers 143 subsectors in a region roughly spinward and coreward of the Imperium. The territory of the Consulate is a reasonably compact area: the Zhodani community race has expanded (with one exception) equally in all directions, and that is reflected in the size and shape of the Consulate.

The central two sectors of the Consulate were primarily settled during the Zhodani sublight era— the period before jump drive was discovered. The fringes, the territory between the central core and the present borders, were settled in the expansion period once jump drive made greater travel distances possible. Expansion toward the Vargr Extents stopped when Vargr settlements were encountered. The original settlements in Tloql (the Spinward Marches) were minor, and were driven out by Imperial expansion between 200 and 500. Conflict between the Zhodani and the Imperials has since produced some fluctuation along the Imperial border as Frontier Wars have been fought over the last 600 years.

Through Yiklerdzanzh, Afachtiabr, and lakr sectors, expansion encountered a variety of human and non-human cultures, many of them long-standing and well-established. Some of those cultures have been enticed into accepting Zhodani ways, with most of them then absorbed into the Consulate. Others have remained client states of the Consulate; still others have resisted the Zhodani, accepting Imperial aid or depending on their own resources.

Other borders of the Consulate reached natural limits— of suitable worlds or systems, of acceptable distances, or of supporting industrial bases.

Only coreward has the Consulate continued to expand. The Zhodani word for the region to coreward— Fronzhatlivr— is often translated as Wasteland, and it is strange that of all the directions to choose, the Zhodani would pick coreward, through a region that seems less rich, that offers less potential, than other areas. The reason is Zhodani scientific curiosity, spurred on by a variety of psionic clues, Ancient artifacts, and gathered evidence. The Zhodani Consulate is roughly at its limits of growth; further expansion of its borders would strain interior communications without providing great amounts of additional benefit. Instead, attention has been directed, in the long term, toward the galactic core.

Seven expeditions toward the galactic core have been mounted over the past 5,000 years, and they have established a string of worlds which form a corridor from which additional expeditions are later sent out.

PROVINCES

The Zhodani Consulate is divided into eight *preqlianz* (areas or provinces). Provinces are an intermediate level between the sector council and the supreme council on Zhdant, and are roughly equal in population.

Jadlapriants: The oldest province is Jadlapriants and includes Zhdant and Tienspevnekr sectors. Roughly half of this province was originally settled by the Zhodani before the discovery of jump drive. Included in subsector G of Tienspevnekr sector is

the small reservation of the Addaxur. Zhodani from Jadlapriants have a reputation for being staid and stuffy.

ladr Nsobl: ladr Nsobl includes portions of Yiklerdzanzh, Afachtiabr, lakr, Briakqra', Tloql, and all of Ziafrplians sectors. The province borders the Imperium, the Vargr Extents, and the non-Zhodani human-dominated settlements spinward of the Imperium. This entire region has been most involved in military operations, against the Imperium, and against human communities in neighboring sectors.

Meqlemianz: Meqlemianz includes the Zhodani territory of Tsadra, Eiaplial, and Sidiadl sectors. This spinward edge of the Consulate is relatively well developed, with a high level of industrialization and colonization. Relatively few native intelligent cultures arose in this region, and so the frontier is both peaceful, and easily absorbed.

labrensh: labrensh includes the sectors of Zdiedeiant and Statldhepr. This province has been is a major center of ship construction, primarily in support of expansionist activities to coreward.

Shtochiadr: Shtochiadr covers Zhodani territory in Itvikiast and Tlabrieish sectors. Trade activity with the Vargr, especially in the production and shipment of Vargr-oriented high tech equipment is the major focus of this region.

Obrefripl: Obrefripl includes occasional worlds and groups of worlds (up to subsector-sized clusters) scattered between Zdiedeiant sector and Chtierabl sector. The province is primarily colonial in nature.

Chtierabl: Chtierabl includes Chtierabl sector, a single Zhodani sector located 250 parsecs coreward of Zhdant. Chtierabl is well-established and over 800 years old.

Vlanchiets Qlom: Vlanchiets Qlom includes all Zhodani territory beyond Chtierabl sector— approximately thirty subsector- and partial subsector-sized areas reaching 600 parsecs toward the core. It also includes a handful of bases established by core expeditions, some as far as halfway to the core. Portions of this province are as much as fifty years away from Zhdant at jump-4.

CORE EXPEDITIONS

Since approximately –4,000, the Zhodani Consulate has mounted seven Core Expeditions— to reach and investigate the galactic core. The latest expedition was launched in 750 and took fifty years for the round trip, including approximately ten years of exploration and research at its closest approach to the core, 5,000 parsecs from Zhdant.

The expeditions, which remain relatively unknown outside of the Zhodani Consulate, have been a source of basic research information, xenological data (as new races and cultures were discovered along the route), and even rare or previously unknown minerals and pharmaceuticals.

Settlements, to maintain the established route toward the core, have been established all along the route. Such worlds exploit valuable mineral deposits, research the strange or novel life forms that are encountered, and provide maintenance and repairs for ships passing in each direction.

Individual Ship Expeditions: Small expeditions (too many to count) have ventured far beyond what the major and massive core expeditions have covered. They have travelled laterally, to explore areas that are beyond the area shown on the Ancient's map projector; they have ventured farther coreward, some as far as another 1,000 parsecs. Their reconnaissance helps clear the way for each additional core expedition.

The Zhodani Consulate

The Zhodani give the name *Driantia Zhdantia* to their interstellar community. The name is commonly translated in Anglic as the Zhodani Consulate. The term *Driantia* means government by consuls, is sometimes translated as government by elected leaders, and even just as government.

Within the scope of *Driantia Zhdantia* are all worlds colonized by the Zhodani and all worlds effectively administered by the Zhodani government (even though the local population is not Zhodani). They total approximately 6,500 systems spread through more than 175 subsectors. More than 70% of the worlds lie within 100 parsecs of Zhdant, the Zhodani homeworld.

GOVERNMENT

The Zhodani Consulate is a democracy. Representatives (called consuls) are elected to ruling councils for a specific period of time, with those councils responsible for specific responsibilities within the government. Members of the councils are also given the authority to carry out their programs and orders.

Citizenship (and thus the right to vote) in Zhodani society is restricted to the Nobility. Proles and Intendants cannot vote, although they can express their opinions to the Nobility and attempt to lobby or persuade Consuls to specific courses of action.

Councils are established at every level of Zhodani society, and all are linked in terms of input and authority. The lowest council is established at the community level— within a municipality of 50,000 or fewer citizens, a council of ten members is elected by the approximately 2,800 Nobles who are part of the community. Consuls are each elected for a term of one olympiad.

Each of the lowest councils elects two of its members to the next highest council, usually conducting the election at the end of a term. Consuls thus elected begin a new term serving on that next highest council.

A hierarchy of councils extends all the way from the local community council to the Supreme Council responsible for ultimately shaping Consulate policy. Local community councils elect members to higher councils; depending on the population of a world, there may be one, two, five, ten, or more intermediate councils before the ultimate world council is elected. World councils each elect two consuls to a subsector council. Subsector councils each elect two consuls to a province council (sectors are not a part of the hierarchy of councils). Province councils each elect two consuls to the Supreme Council which meets on Zhdant.

Councils may elect any of their number to the next higher council. Any member of who is elected to a higher council technically remains a member of the original council as well. Consequently, a council can continue to re-elect the same member to the higher council for extended periods of time.

Local councils are extremely responsive to local pressures. They deal with the structure of the education system, the support of local improvements (roads, public utilities, etc) through taxation, and the implementation of projects to accomplish specific goals (raising education levels, improving crop harvest rates, flood control projects, etc). Consuls elected from local

councils carry their preferences and a knowledge of their community's preferences with them, and work for the benefit of their constituency. As a consul rises to higher and higher councils, he or she becomes more and more distant from local pressures; typically, each period of service on a council teaches the consul about the needs and preferences of the entire constituency of the specific council.

Intendants: The Intendant class is approximately three times the size of the Noble class (the actual ratio is 8 Intendants to 3 Nobles). The distribution of Intendants, however, is not carried out in a direct ratio. Typically, each Noble has one Intendant who is specifically assigned to him; this direct relationship provides the Intendant with a mentor and advisor, and provides the Noble with a capable secretary and assistant. Such positions are avidly sought after by ambitious Intendants, since much of the fame and power of a strong Noble rubs off on his personal Intendant.

Some Intendants take positions with corporations, with public service agencies, with the military, or as secondary personal Intendants with specific duties or assignments for Nobles. The remainder of the Intendant population works for the generalized bureaucracy that helps the various levels of councils function.

Each council, when it approves an order, implements it through its Intendant administrative staff. Intendants are often the source of recommendations to the council; they are equally often the individuals who see that the order is carried out.

Taking Office: At the lowest level of councils, consuls take office almost immediately after being elected. At the higher levels of councils, a problem arises by way of travel time; often a year or more may be spent just travelling to the site where the council meets. As a result, the accepted convention is that a consul serves until his or her replacement arrives.

THE SUPREME COUNCIL

The ultimate ruling authority of the Zhodani Consulate is the *Qlomdlabr*; the Supreme Council. Unlike the other councils, where newly elected members replace incumbents, the Supreme Council consists of two groups— the standing council (composed of conventionally elected consuls), and senior members (composed automatically of all former members of the standing council).

Senior members of the council are an advisory body; they provide experience and advise to the standing council. Senior members are often offered specific projects to oversee to completion. They originate projects for presentation to the council; sometimes they shepherd the project to completion after approval by the council.

One reason for the existence of the senior members of the council is that wide ranging projects of importance to the entire Consulate sometimes need the authority of a Noble to help ensure its completion.

REVENUE

The Zhodani Consulate maintains itself through a variety of taxes on goods and services. Each council has the authority to levy a tax on gross income to support its activities. A special corps of Intendants administers the tax laws, auditing records and levying taxes.

In addition, basic public utilities (energy supply companies, air and environment maintenance companies, computer network companies) are public owned and provide government income.

Zhodani Society

Societies are composed of the individuals which make them up. Analysis of the many societies (human and non-human) known to the Imperium has shown certain consistent factors operating within them, and these factors help to understand societies when they are encountered.

First, a society is affected by the physiology of its members. Swimming intelligent beings will naturally have different societies than flying members. But more subtly, an acute sense of smell in one human race will influence the development of its society in different ways than would an equally acute sense of hearing would in another human race.

Second, a society is affected by the psychology of its members. The mental processes and the psychological predispositions of the individuals shape the society. For example, individuals in some societies may periodically go berserk and act irrationally; if the phenomenon is frequent enough, the act becomes commonplace and ultimately acceptable to others in the society.

Thirdly, a society is shaped by itself, in what it values and disdains, in what it finds acceptable and unacceptable, and in its institutions and customs.

PHYSIOLOGY

Though human in all respects, the Zhodani differ slightly in appearance from humans of the more commonly encountered Solomani or Vilani ancestry. They tend to be tall and lithe, averaging close to 2.0 meters in height, and massing roughly 90 kilograms. Complexions are predominantly swarthy and hair-color is usually black or brown. Blonde hair is uncommon; a mutation which occurred on Zhdant in the last 10,000 years has made prematurely grey hair twice as common as red hair.

Zhodani have 28 teeth (as opposed to the Solomani and Vilani 32), and the teeth tend to be marginally larger.

All of the physiological characteristics of Zhodani are the result of two factors: the original gene pool of the humans who first inhabited Zhdant, and minor mutations or developments which have taken place during the 300,000 years that they have lived on their planet. Their height and physical build are both consequences of Zhdant's 0.85G surface gravity. Basic complexion has been shaped by environmental factors which selected specific traits during evolution while on Zhdant. The ability to digest certain proteins which are native to Zhdant but undigestible to off-world humans is likewise an evolutionary adaptation. There is little doubt that conditions on Zhdant were responsible for much of the physical evolution which took place on pre-civilized Zhodane.

Effects On Society: Because the original Zhodani came from a rather small gene pool (probably fewer than 5,000 persons originally), there are rather fewer differences between individuals in terms of appearance and physique. Because the Zhodani are homogeneous in appearance, they are slow to accept other humans who are strange or unusual in appearance. They are by no means xenophobic, but they open up to strangers only slowly. By the same token, any human who looks outwardly Zhodani (tall, lithe, swarthy complexion, dark or grey hair) is in-

itially welcomed as a friend. Later experience with individuals shapes future attitudes, of course.

PSYCHOLOGY

The fact that psionics makes up a major part of everyday life within the Consulate has had a profound effect upon the mental and emotional make-up of its people. Their way of looking at life is quite at variance with that found in non-psionic human cultures. It has been said that psionics has made the Zhodani Consulate the most powerful, effective, and absolute tyranny in human history—and also the happiest and most stable. Both statements are quite true.

Many motivations and circumstances affect the psychology of the Zhodani, but three are of special interest when trying to understand the Zhodani: ambitions, respect, and conformity.

Ambition: The advanced educational tools available to the Zhodani make it possible for nearly all members of society to see their own potential and to see the paths they can take toward realizing it. Ambition exists in varying degrees; some individuals might pursue physical conditioning, while others can form long-range plans for the advancement of their careers. The individual ambition differs for each person, but ambition is more commonly accepted as part of Zhodani society.

Ambition is accepted in all areas of society except one: major social advancement. Advancement in Social Standing depends on Psionic Strength, and without it, advancement to Intendant or Noble status is impossible. Consequently, ambition for Social Standing is transferred by parents to their children. Because Psionic strength is not inherited (it seems to be random within the population), it is possible for two parents with low Psionic Strength to have a child with high Psionic Strength. Much of the social ambition of Proles is sublimated into ambition for their children— hopes that their children will have a high enough Psionic Strength to warrant training and elevation into the Intendant class.

Intendants' ambition centers around elevation to the Noble class, through participation in the Psionic Games (about one Intendant in seven is elevated to the Nobility in this way), or as a reward for faithful service in later life (about two Intendants in seven are elevated at the end of their careers).

Nobles are already at the high end of the social ladder, but ambition is a cultural norm and is common in the Nobility as well as the other social classes. Some channel their ambition into seeking further increases in Social Standing; other seek positions in which they can wield their power: as Consuls, government officials, or military officers. Some Nobles, however, are discouraged. Some hereditary Nobles have low Psionic Strengths and (even though they have psionic training) their abilities are low. Others see the actual workings of Zhodani government and become disillusioned with the compromises that are constantly made, or the discrepancy between theory and reality. For these individuals, ambition is not enough. The weary disillusionment that pervades their outlook sabotages their effectiveness as members of the government, and they turn their attention to other areas: exploration, research, teaching, a search for purpose in life.

Respect: Respect for social superiors is a natural part of Zhodani society. It is ingrained into everyone in the schools and the community. Required respect can remain for a while, but for true respect to exist, the Nobles must earn it. They earn it in a round about way; their Intendants make sure that they

receive credit for a great many worthy activities.

The hard-working Intendant class does almost everything in the name of the Nobility. Noble receive credit for a great many efforts and deeds, some of which they are personally responsible for, but many more are handled by Intendants with little or no supervision. It is in the best interest of an Intendant to make his or her superior Noble look good, because that Noble is responsible for promotions and advancement. But the credit to the Nobility helps ensure that the Nobility is perceived as hard-working and worthy of their positions.

Conformity: Zhodani are conformists. The relatively narrow band of activities which all members of society understand and approve of is known to everyone, and everyone strives to act within that range. The range of acceptable dress (while wide) is rarely exceeded. Interests rarely involve strange or unsuitable subjects. Too much deviation from the norm is considered an aberration and subject to re-education.

SOCIETY

Zhodani society instills its values in its members. One of the foremost values (the one that humans from the Imperium notice most quickly) is the basic honesty that pervades everything. Trust is an assumption. Locks are rare, and more likely safety devices to protect children than anti-theft devices. Walls protect from the elements rather than from intruders. Laws deal more with appropriate action than with crimes.

Zhodani society also helps direct individuals to the most productive and satisfying pursuit available. Psionically based techniques help each person understand his or her needs and motivations and place that person where ability and aptitude can contribute most to personal well-being and to the community as a whole.

THE LEGAL SYSTEM

The character of crime in the Consulate is markedly different from that of other human societies. Three broad categories of crime are recognized among the Zhodani: *inadvertent*, *incited*, and *insane* offenses. The concept of premeditated crime for personal gain fits under the insane heading.

Inadvertent crime is an unintentional violation or infraction of the law. It results from inattention or distraction and generally calls for a small monetary penalty. Violations of traffic or parking regulations, failure to return borrowed materials to a lender, and forgetting an appointment with a Noble are all inadvertent violations which people try to avoid, but are not very serious if they occur.

Incited crime is an infraction of a law brought about by another. When an individual is led to believe that an action is acceptable, the violation is reduced in severity in the eyes of the law. The solution is re-education—a retraining of the individual to recognize potential situations and to avoid or properly handle them. Often, the incited individual is seen as weak-willed, someone who is vulnerable to being incited to crime because of a character flaw or subconscious fault. Re-education uses psychological and psionic techniques to remedy the flaw.

Insane crime is a general heading for most major crimes against property or individuals, including theft, robbery, or murder. The general concept is that any individual who commits such a crime must be insane.

Justice: Technically, all Nobles are empowered to sit in judgement of any accused criminal. In practice, Nobles who do not

know telepathy will usually refuse to judge a case, deferring judgement to a telepath.

Procedures are informal; the Noble listens to the basic case and considers the facts presented by both sides. Additional facts are gathered by reading the minds of those individuals involved. A judgement is made and the decision recorded (usually being sent telepathically to a local record center).

Most sentences for insane crimes call for re-education until the insanity has been cured. Occasionally, an execution can be ordered if the individual appears incurable. Prison sentences simply for confinement are not used. Incited crimes are dealt with by quick reeducation to avoid being incited again; inadvertent crimes are usually dealt with by fines or forfeitures.

Crimes by Nobles and Intendants are a special case, since they must be judged by a Noble higher in rank than any of the accused. Inadvertent crimes are handled with a warning or an admonition; Nobles are believed under the law to be incapable of incited crimes. Insane crimes reflect a breakdown in a Noble's personality (commonly portrayed to the Proles as a result of overwork and the demands of responsibility); minor violations are let off with a warning, while major crimes call for re-education. For the good of all concerned, a convicted Noble is usually transferred to another location or world rather than returned to his or her original position after re-education. Intendants are also re-educated, but usually lose their Intendant status and are reduced to Social Standing 6 or less.

SOME ASPECTS OF ZHODANI SOCIETY

To better understand Zhodani society, the following examples of how it functions are especially illustrative.

Bargaining: At first glance, the idea of bargaining in a psionic society would appear impossible. Looking deeper shows the practice is alive and well. Bargaining occurs when market pressures produce varying prices for goods, and each side in a bargaining encounter tries to obtain the most advantageous price for the transaction.

A bargainer with psionics might be able to read the mind of the other bargainer, determine the best price he will accept, and then offer that. Obviously, a psionic bargainer has a tremendous advantage. But this model is simplistic. Any bargainer whose mind is read is being taken advantage of—and in the face of such mind reading, a bargainer can easily change his mind and ask for a higher price, if only as a penalty for the other's unfair advantage.

Bargaining is, in any case, not a case of two people trying to find out the real price for goods, but an adversary situation where each side is trying to achieve the best price for himself. As a result, the use of psionics in a bargaining situation is considered unfair, much like reading a teacher's mind for answers to a test question.

The Thought Police: Perhaps the most misunderstood of Zhodani institutions is what Imperials call the infamous Zhodani Thought Police, the *Tavrchedl'*. The Thought Police are a branch of the government charged with maintaining right thought by the population. To non-Zhodani, they are seen as a secret police constantly spying on the population with psionics. Their mission is to catch anyone who is discontent with the system, their lot in life, or their superiors, and to brainwash them into acceptance of the system.

To the Zhodani, the view is completely different. The term

Tavrchedl' literally means *Guardians of Our Morality*; the organization is seen as filling a role much closer to fireman than policeman.

Zhodani society is a happy one, but even in a happy society, individual members can fall prey to depression, frustration, or disillusionment. They can still suffer from mental illness or imbalances. Individuals can make find themselves losing trust or confidence in the system. And it is for these people that the Tavrchedl' exist.

Thought Police monitor all of Zhodani society, conducting periodic examinations of individuals in order to ensure that everyone's mental health is at acceptable levels. But the Thought Police also conduct random sweeps of the community, looking for signs of unacceptable behavior or deviant thought patterns. When they find such patterns, they seek them out, find their source, and remedy the situation.

Re-education: The cure for any aberrant behavior is re-education. The Zhodani psionic society is excellent at re-education; psionics has made possible extremely efficient re-education. Long ago, psionics made possible studies which confirmed what educational techniques worked, and how efficiently. They allowed academics to plan out lessons which could be learned to any degree of efficiency. Psionics also makes possible tests and examinations which can confirm that learning has taken place.

The result is excellent diagnosis and careful treatment in re-education centers. When treatment is completed, the individual rejoins society without any stigma or blot on his record; the period of re-education is much like a period of recovery from an illness.

The end result is that occasionally a Prole will sit awake late at night, depressed and angry. Some aspect of society has affected him adversely, and he has been unable to cope with it. Perhaps he lost his old job and is unhappy with his new one; perhaps he is jealous of a neighbor who is more successful than he is. The thought patterns spell deviance, and roving Thought Police patrols pick them up. Late at night, there is a knock at the door. The Prole knows the Thought Police have arrived; he invites them in. They enter, talk quietly or loudly depending on what their quick diagnosis indicates. After a few minutes, the Prole leaves with the Thought Police. A note is left behind telling where they have gone. Already, the Prole feels slightly better knowing that someone cares.

A few days or weeks later, the Prole returns home, much happier. His new job is exactly what he needs and wants; a perfect outlet for his ambitions. His successful neighbor, he now knows, leads a shallow life without the enjoyment and fulfillment that it should have. The world itself seems brighter and clearer.

Tavrchedl' Hierarchy: The Thought Police is organized into levels of authority which parallel the various ruling councils. Thought Police precincts are organized to cover the same population which is governed by the ruling council. Higher levels of Thought Police organization are responsible for re-education and are supported by higher level councils. At the planetary level, the Thought Police command structure is responsible for training, and is supported by the planetary council level. Higher level councils support Thought Police research and development, usually of refined techniques for determination of or treatment of aberrant behavior.

The supreme council is responsible for ultimate policy decisions concerning Thought Police.

A special branch of the Thought Police operates in the military under the control of the Consular Guard. This military Thought Police has a twofold purpose: it maintains the moral and mental health of the the Consulate's troops, and it operates in enemy, disputed, or occupied territory to protect the Consulate and its citizens. The military Thought Police is less delicate than the forces which deal with Zhodani; its methods (because it often deals with large populations of discontent individuals) are coarser or harsher than most Zhodani would prefer. For example, during the Frontier Wars, the military Thought Police is responsible for the administration of occupied Imperial worlds. The military government is concerned primarily with maintaining a safe and docile population, and proven methods of achieving such a condition include some brutal exploits to prove they are serious, followed by inclusion of locals into the governing process. The people that are included often receive a quick re-education and then take their position with sincerity and dedication to the Zhodani cause. To the rest of the population, the individual appears to be brainwashed or coerced.

Zhodani Combat Armor

One of the most distinctive and characteristic pieces of Zhodani equipment is the ever-present Zhodani-style combat armor. Recognizable by its clamshell helmet (which splits down the center to open), Zhodani combat armor is a standard issue piece of military equipment found in nearly every Zhodani military unit.

Combat armor serves one purpose: it armors the wearer against enemy attack. In the course of time, the armor has also been fitted to offer additional protections— against the environment and against falling, for example.

Combat armor is the standard combat uniform for about half of all Zhodani army personnel and for most Zhodani ship's troops.

CHARACTERISTIC MODELS

There are four basic models of Zhodani combat armor, each tailored to a specific type of task required: the trooper model, the officer or command model, the guards model, and the noble model.

Trooper Model: The trooper model combat armor is the standard issue for most of the Zhodani armed forces; it is the most commonly encountered, and is the least sophisticated.

A helmet mounted communicator (.1 kg; Cr200) can maintain contact with other communicators to a range of 30 km.

Trooper combat armor provides basic protection against enemy fire. Base price: Cr20,000. TL 11. Weight: 6 kg.

Officer Model: Also called Command combat armor, Officer combat armor is enhanced trooper combat armor with such extras as more channels on the communicator, target designators, and improved sensors.

A helmet mounted communicator (.2 kg; Cr250) provides five channels of communication with other communicators to a range of 50 km.

Officer combat armor provides basic protection against enemy fire while allowing command and control of troopers under battlefield conditions. Base price: Cr30,000. TL 12. Weight: 6 kg.

Guards Model: Guards combat armor is a specially produced model which has been designed and tested for its ability to enhance (or not hinder) psionic activity. Its mass and bulk has been reduced to provide the least hindrance to teleportation. Special wiring patterns within the armor can be switched on to provide psionic shielding; and switched off to not interfere with psionic activity. Special glove palms can be removed to expose bare hands for psionic activity which requires contact.

A helmet mounted communicator (.1 kg; Cr250) can maintain contact with other communicators to a range of 50 km.

Guards combat armor is specially designed for use in combat by those who are using psionics. Base price: 50,000. TL 13. Weight: 4 kg.

Noble Model: High ranking Zhodani nobles wear noble combat armor. This armor is most distinguished by its broad cloak—a deep black ablative cloth which is also IR absorbant. The workmanship and finish of noble combat armor is also of very high quality.

A helmet mounted communicator (.1 kg; Cr300) can main-

tain contact with other communicators to a range of 100 km.

Noble combat armor is especially high quality armor with special attention to quality of finish and comfort. Base price: Cr100,000. TL 14. Weight: 4 kg.

BASIC DESCRIPTION

Zhodani combat armor is a suit of protective armor composed of a helmet, front and back torso units, two arms, two gauntlets, two legs, and two boots. Pressure tight joints allow the combat armor to be used in vacuum or in noxious atmospheres. The armor is not powered, but is constructed of light-weight alloys and plastics for a maximum of utility and convenience. Joints are fully articulated to allow normal movement by the wearer.

Combat armor provides protection using the combat column of the weapons armor tables.

Two flap-protected locations (one on the upper left arm; the other on the buttocks) have a self-sealing membrane which allows hypodermic needle injections without breaking the seal of the suit.

An integral belt with connectors girdles the waist and allows carrying a variety of pieces of equipment (from a holster for a pistol to magazine pouches to medical kits).

Back-pack connectors allow additional pieces of equipment to be attached and carried on the back.

The two piece clamshell helmet has a seam through the middle of the faceplate and top of the skull which allows it to be opened (with each half then resting on a shoulder). An emergency release at the throat can split the helmet in an emergency.

Combat armor requires about five minutes to properly put on, although trained personnel can perform the task in three minutes if under pressure.

COMMUNICATIONS

Built-in communicators allow wearers of combat armor to interact with others in their unit, and with higher or lower levels of command. The combat armor models include a basic communicator set (which uses radio) fitted to the usual needs of the equipment. Alternate communicator sets can be installed instead.

A communicator can normally contact (send to and receive from) other communicators within its stated range; the greater range of any two communicators is the one that applies.

Communicators are radio unless otherwise stated. Radio uses broadcast; it reaches in all directions equally. Laser communicators beamcast; they must be aimed at a receiver, but cannot be intercepted unless the interceptor is directly in the line of the beam.

For secure communications, many military units use field telephones (their signals cannot be intercepted unless their wires are physically tapped). All combat armor includes a jack connection which allows a user to plug directly into a field telephone network. All communicators shown may be used with any model of combat armor.

Multi-Channel Communicator: Radio communication to 100 km range with up to five channels. This communicator is used by non-commissioned officers to communicate with more than one subordinate unit. Weight: 0.4 kg. Base Price: Cr300.

Laser Communicator: Beamed laser communication along a line of sight up to 5 km range. A laser tube is back-pack mounted with a periscope-like attachment which rises to head height

when needed; the transmitter is keyed to helmet movement and directs the beam wherever the user is looking. Laser light receptors are mounted on the helmet. The laser communicator allows beam communication with similarly equipped individuals. This communicator is used where it is essential that communications not be intercepted, or where radio silence is imperative. Weight: 2 kg. Base Price: Cr1,200.

Officer Multi-Channel Communicator: Radio communication to 200 km range with up to five channels. This communicator is used by officers to communicate with more than one subordinate unit. Weight: 0.4 kg. Base Price: Cr350.

Guards Multi-Channel Communicator: Radio communication to 50 km range with up to five channels. This communicator is used by officers to communicate with more than one subordinate unit. Weight: 0.1 kg. Base Price: Cr350.

Noble Multi-Channel Communicator: Radio communication to 400 km range with up to five channels. This communicator is used by officers to communicate with more than one subordinate unit. Weight: 0.4 kg. Base Price: Cr450.

ADD-ON FEATURES

To the bare combat armor, a variety of additional equipment and accessories can be added. Some are more or less standard, while others are added only when the need arises.

Oxygen Tanks: Oxygen tanks which can provide air for six hours can be attached to combat armor. Base Price: Cr500. TL 5. Weight: 5 kg.

Filter/Compressor: An atmosphere filter pack (which includes a compressor for very thin atmospheres) can be mounted on the back of the combat armor and allow operation in tainted or very thin atmospheres. Base Price: Cr150. TL 6. Weight: 1 kg.

Grav Pack: A personal grav pack can be attached to combat armor to give an ability to fly. The grav pack provides performance similar to that of a grav belt. Base Price: Cr100,000. Weight: 10 kg (when not operating). TL 12.

Magnetic Soles/Palms: Magnetized soles and palms on the combat armor allow an individual to remain rooted to a location (provided the location is ferrous metal) in zero-G. Base Price: Cr200. TL 9. No additional weight.

IR Faceplate: The faceplate of a combat armor helmet may be replaced with an infrared sensitive plate (transparent when not sensing IR) which allows heat-sensing night vision. Base Price: Cr500. TL 10. No additional weight.

Image Enhancement Faceplate: The faceplate of a combat armor helmet may be replaced with an image enhancing plate (transparent when not operating) which intensifies the small amount of light available at night and produces a discernible image. Base Price: Cr10,000. TL 13. Faceplate has no additional weight, but a 1 kg module is added to the belt or backpack.

Power Pack: An energy producing backpack provides power for weapons, equipment, or accessories. The back pack normally operates a laser rifle, but can be used to operate other devices as well. Base Price: Cr1,500. TL 9. Weight: 4 kg.

Chameleon Surface: A chameleon surface which bleeds suit heat to blend the combat armor into the local heat pattern of the environment can be added to combat armor. The chameleon surface makes the suit less visible to IR detectors and sensors. Base Price: Cr1,000. TL 12. No additional weight.

Psionic Shielding: Psionic shielding is a pattern of wires and circuits which can obscure or exclude psionic patterns. Non-Zhodani use such shielding to protect themselves from telepathic

mind-reading by the Zhodani. Some Zhodani combat armor suits are given psionic shielding to protect the wearer from interference. The shielding is especially important if the wearer needs to concentrate on delicate work without being disturbed. Base Price: 4,000. TL 8. No additional weight.

External Monitors: Combat armor may be fitted with a wide variety of external monitors capable of sensing temperature, pressure, radiation, atmospheric composition, or other variables. Most such sensors are selected and installed only when needed. Base Price: Cr200 (per sensor). TL 9+. Weight: 0.1 kg (per sensor).

Holo Display: The faceplate of a combat armor helmet may be replaced with a holographic display plate (transparent when not operating) which allows the presentation of holographic displays superimposed on the wearers view of the environment. Three dimensional images can be presented which pinpoint targets, show reference points, range markings, prohibited areas, or points of interest. A small computer provides the necessary controlling impulses. Base Price: Cr40,000. TL 13. Faceplate has no additional weight, but a 2 kg module is added to the belt or backpack.

Near Miss Indicator: Used in conjunction with the holographic display faceplate, the near miss indicator shows visible traces of bullets as they pass across the field of vision. The indicator serves to show the source of enemy fire and the proximity of enemy rounds.

Shock Absorbing Joints: Special flexing joint couplings are tensed to absorb shocks and blows which might otherwise cause injury to the wearer. Base Price: Cr5,000. TL 11. Weight: 2 kg.

IR Cloak: The IR cloak is manufactured of ablative cloth which can absorb bullets with a minimum of damage, absorb laser fire by ablating part of its surface, and conceal body or suit heat from the combat armor. The cloak is treated as ablat and enemy fire must successfully pass through the cloak before it can attack the combat armor.

IR cloaks are commonly worn with noble model combat armor.

BATTLE DRESS

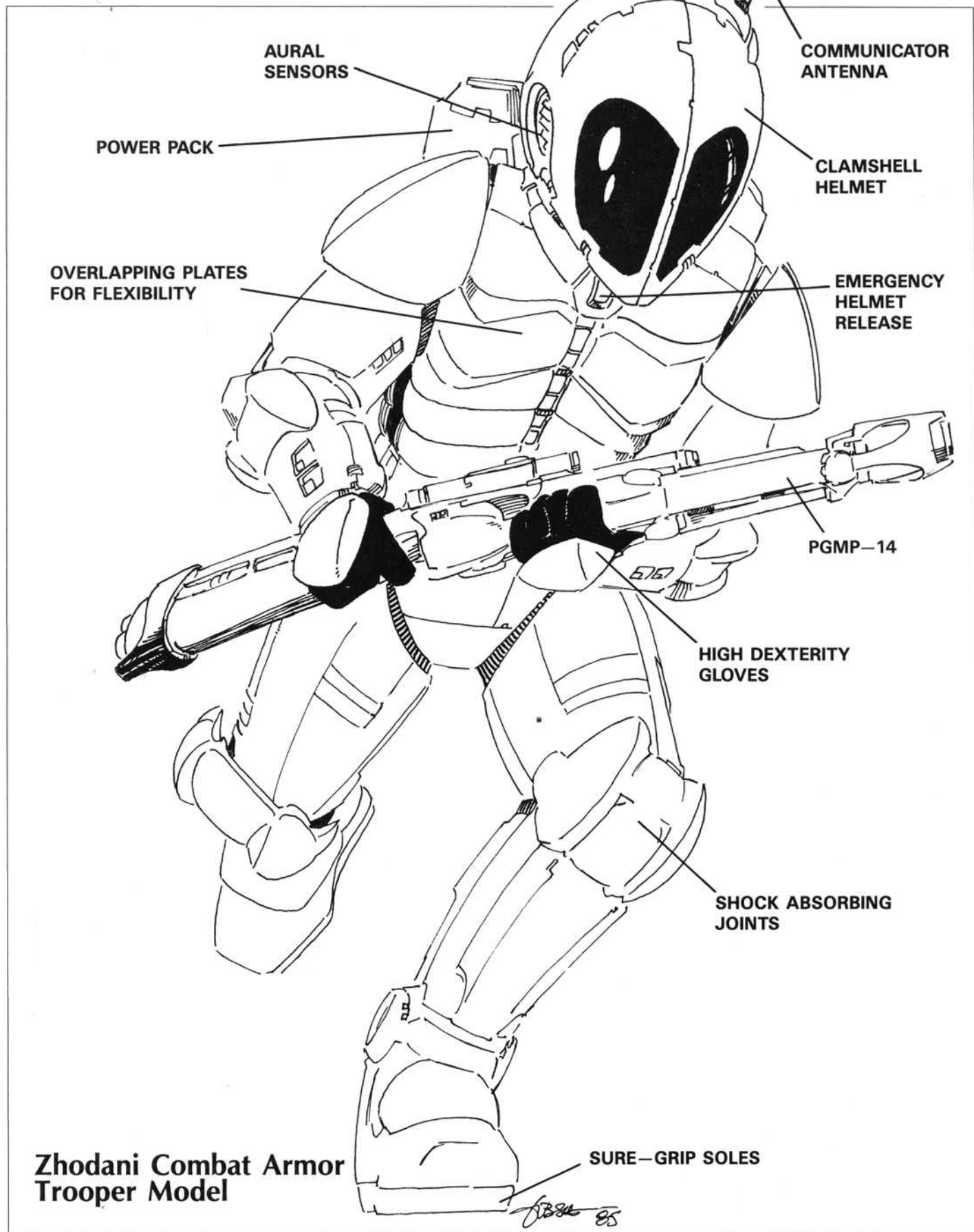
Advanced powered versions of combat armor are called Battle Dress. Zhodani battle dress is similar to combat armor, but provides enhanced strength through servo-powered limbs and variable feedback circuits.

Individuals wearing battle dress are doubled in strength and have unlimited endurance; dexterity remains normal. Normal characteristics are used to determine hits and wounds in combat.

Individual speed is increased to six bands per combat round.

Battle Dress is required when the character is carrying PGMP-13 or FGMP-14. Zhodani forces issue battle dress to individuals armed with such weapons, but rarely to others.

Battle Dress. Base Price: Cr250,000. TL 14. Weight: 20 kg.



Warbots

The Zhodani have long used mobile robots as part of their armed forces. These robots are not independently intelligent, and are by no means a replacement for humans as warriors. They are, however, a cheap substitute for humans, and they are used in conjunction with humans to provide greater firepower.

Zhodani combat robots (usually called warbots) come in a wide variety of models; their missions depend on the environment they will work in and the mission they will perform.

Most warbots are roughly (very roughly) equivalent in size and configuration. They resemble a human torso in shape and size. A grav module serves as the base, eliminating the need for legs while providing greater mobility. A sensor cluster replaces the head, although vaguely resembling it. In between, the torso houses a computer controller, a power source, several sensor processors, and the warbot's weaponry. Two articulated arms are mounted at the shoulders and allow the warbot to interact with the environment without shooting at it; the graspers can pick up objects or manipulate knobs or handles. The two arms also allow limited walking in the event that the unit's grav module is knocked out. Brackets on the back of the warbot allow a variety of additional sensors, weapons, or devices to be mounted for specific missions.

OPERATIONS

Warbots are normal parts of many Zhodani units; they are attached for special operations with other units are the mission may require. For the typical unit and mission, the following is an overview of how they operate.

Preparation: Prior to an operation, the unit technicians prepare the warbots by performing preventative maintenance, loading the warbots' internal weaponry, setting communicator frequencies, and attaching special mission packages.

Troops in the unit are each issued a special beeper tuned to a predetermined frequency. This beeper identifies the trooper as friendly to the warbot. Coordination with adjacent troop units allows their frequencies to also be provided to the warbots and for them to be identified as friendly as well.

The terrain to be traversed is analyzed and terrain recognition maps are fed to the warbots so that they can identify objectives, likely danger spots, and other important features of the mission.

Troops are briefed on the mission and on the mission of the warbots.

The Mission: Warbots are assigned to shadow one trooper or one group of troopers, remaining a preset distance ahead of, beside, or behind. Typically, a warbot will remain 100 meters begin and slightly to the right or left of a specific trooper.

When the unit sets out, the warbots are already prepositioned, and they maintain their location during movement.

One or more warbots will be fitted out as a *point*, or most forward unit. That warbot is usually outfitted with a video camera which transmits a picture to the unit leader. The point is the most vulnerable and the first to contact the enemy; robots are considered more expendable than people.

Battle: When the unit makes contact with the enemy, the war-

bots quickly get into the thick of the action. Sensors detect the beepers on friendly troops and impose a no-fire zone on the robot to prevent it hitting friendly troops. The discrimination of the sensors is sufficient to allow firing at individuals who are partially obscured by friendly troops.

Programming in the warbots also enables the robots to select which enemy troops or equipment poses the greatest threat, and allows that to be engaged first. Different warbots may be given different threat criteria, with some preprogrammed to locate and eliminate specific types of equipment such as communications dishes, armored fighting vehicles, or artillery pieces.

Consolidation After Victory: Once the battle is won, gains must be consolidated, with security established around the perimeter, protective cover created for troops, and communication established with headquarters. Warbots can pursue the defeated enemy, keeping him off balance while the troops establish their foothold. They can carry or manipulate construction materials to build crude emplacements. They can maintain elementary perimeter security.

Consolidation After Defeat: Not all battles are won. When a battle is lost, warbots serve a valuable function as delaying forces and rear guards protecting the retreat of troops.

TACTICS

Warbots can be preprogrammed to conduct certain maneuvers upon voice command from a qualified officer. Two commonly used maneuvers are the mass assault and the vertical envelopment.

Mass Assault: By committing all available warbots against the enemy at one time, it is possible to force the enemy to keep its collective head down. During this period of overwhelming fire, the human forces can move forward and potentially take the position.

Mass assault is also an effective defensive maneuver which allows the troops to make good their retreat while the enemy is engaged with the robots.

Vertical Envelopment: Troops engaged in ground combat can become accustomed to dealing with their enemy only in two dimensions and ignore potential attack from above. A vertical envelopment brings in the warbots from above, where they are harder to spot and to hit.

WARBOT CONFIGURATIONS

Modular warbots can take a number of different configurations depending on the mission and available equipment.

Some models mount their guns in a swivelling belt around the robot's midsection. This configuration is used in low danger situations where the threat to the warbot is not very great. It is also used when the size or shape of the weapon used requires it (notably with plasma or fusion guns).

Warbots weigh between 200 and 300 kilograms.

Other models mount laser weaponry vertically and aim it with a mirror placed on one shoulder.

Finally, there are some models which mount their weaponry on a flexible stalk which can be manipulated to point in any direction.

The value of high mounting of weaponry is that a greater proportion of the warbot can remain behind cover while engaging the enemy.

Reconnaissance Warbots: Some warbots are mounted with video cameras and sound sensors and sent off for point duty

with patrols or dispatched alone for reconnaissance. They are capable of constant telemetry to the controlling base.

Anti-Armor: Some warbots are fitted with anti-tank rocket launchers. The robots can recognize and pursue grav tanks or other armored vehicles and launch their rockets when at an optimum range and approach angle.

Zero-G: When committed to combat in zero-G environments, warbots are fitted with small thruster units to allow maneuvering. Gyroscopic stabilizers maintain attitude and allow rapid turns and acrobatics. Grav units (which react against the grav fields which provide artificial gravity in most starships) remain installed.

COMMAND AND CONTROL

Warbots are preprogrammed to remain in basic formations and to engage enemy troops or equipment when they are encountered. They are also capable of basic speech recognition (both sound and on communicator channels) and of executing simple actions.

Most warbots have about a one hundred word vocabulary (in Zhodani) and have a similarly limited repertoire of available actions.

Beeper Units: The small personal identification units carried by Zhodani troops serve to identify friendly forces from enemy forces. They also allow a warbot to identify a speaker as qualified to make voice commands if direct speech is used.

Beeper units are usually radio transmitters which use a specified frequency or group of frequencies. In some circumstances, the beepers (and robot sensors) use high frequency sound, infrared beams, magnetic pulses, or even small radiation sources. Opposing units often work hard at jamming the beeper system in order to degrade the quality of the Zhodani attack.

GAME EFFECTS

Warbots fire their weapons with DM -2. They are armored with the equivalent of cloth armor. They move as humans, normally at speed 1, with occasional bursts of speed to speed 2 or 3.

Hits and Damage: Each warbot is treated as equivalent to a human with physical characteristics FFF (strength F, dexterity F, and endurance F). Hits and damage are taken normally. Once two characteristics are reduced to zero, the warbot is stopped and rendered unfunctional. If all three characteristics are reduced to zero, the warbot is destroyed.

Warbot Armament: Standard weaponry to be expected on warbots include:

Laser Rifle. 200 shots.

Auto Rifle. 200 shots.

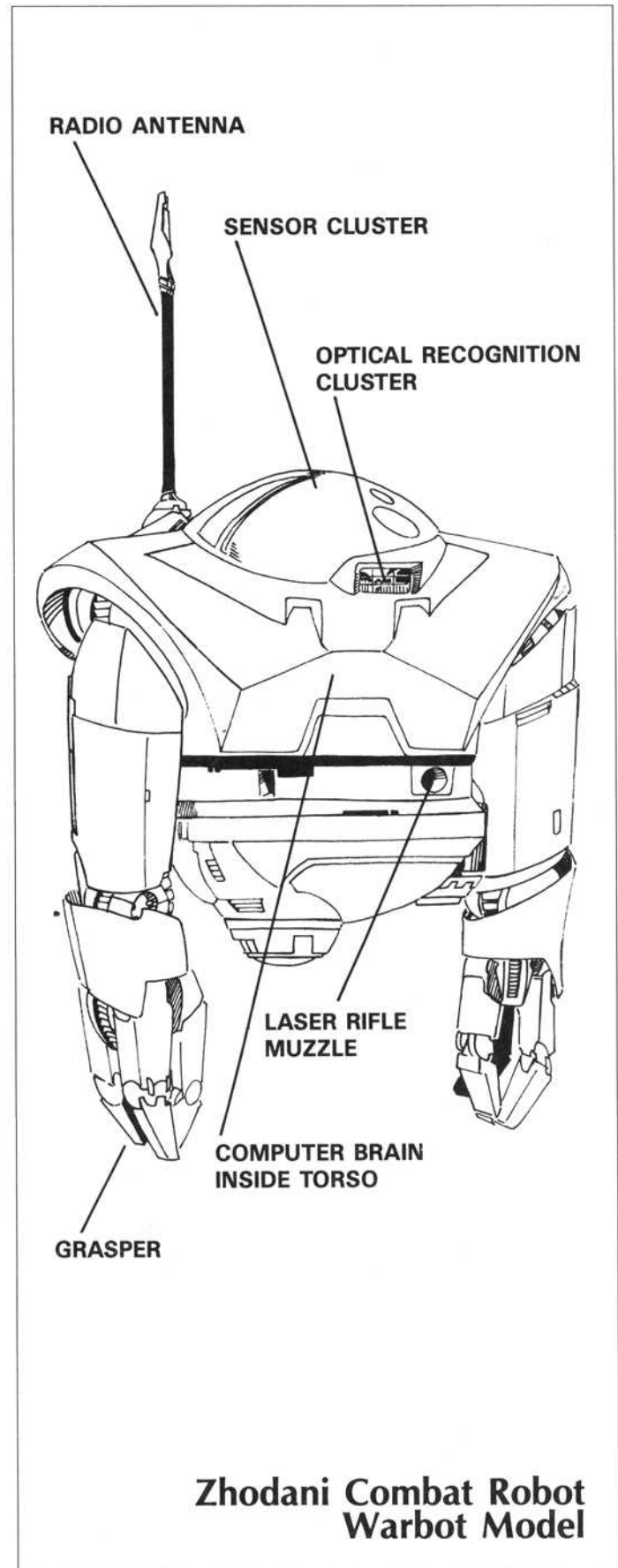
Plasma Gun (specifically PGMP-13). 200 shots.

Fusion Gun (specifically FGMP-14). 200 shots.

RAM Auto Grenade Launcher. 100 shots.

Other weapons are also occasionally installed on warbots.

Warbots effectively ignore the presence of friendly troops when firing and are capable of firing within half a meter of a friendly troop without hitting him.



**Zhodani Combat Robot
Warbot Model**

The Zhodani Language

The language of the Zhodani is a constant throughout the Conulate, adopted as a standard in the 300th Olympiad. A few dialects exist, but they tend to arise from the jargon of specific occupations rather than being differences in language.

ZHODANI SOUND FREQUENCY TABLE

Initial Consonants (128)			Final Consonants (47)		
Sound	Freq	Pronunciation	Sound	Freq	Pronunciation
B	3	bat	B	1	crab
BL	2	blood	BL	4	able
BR	3	bring	BR	4	labor
CH	3	chain	CH	3	which
CHT	7	which type	D	2	had
D	6	doll	DL	4	paddle
DL	4	paddle	DR	4	badder
DR	3	drain	F	3	cliff
F	3	fool	FL	3	waffle
FL	2	flood	FR	3	afraid
FR	2	fry	J	2	age
J	4	joy	K	1	pike
JD	3	charged	KL	2	heckle
K	3	kid	KR	1	cracker
KL	1	heckle	L	7	doll
KR	1	cracker	M	1	dam
L	2	long	N	1	can
M	1	moor	NCH	4	branch
N	5	new	NJ	3	ninja
P	4	poor	NS	3	cans
PL	4	play	NSH	4	n + sh
PR	2	prey	NT	2	cant
Q	1	like king	NTS	2	cants
QL	1	like c/ing	NZ	3	n + z
QR	1	like crown	NZH	4	n + zh
R	3	run	P	1	cap
S	4	sun	PL	4	apple
SH	4	shield	PR	4	prey
SHT	4	lshtar	Q	1	like k
ST	4	store	QL	1	like c/ing
T	3	town	QR	1	like crown
TL	6	Tlaloc	R	3	red
TS	2	cats	SH	4	wish
V	3	vine	T	2	lit
VL	1	Vland	TS	4	lits
VR	1	vroom	TL	5	Tlaloc
Y	2	yellow	V	3	have
Z	3	zebra	VL	2	Vland
ZD	6	mazda	VR	3	vroom
ZH	4	measure	Z	5	zebra
ZHD	6	zh + d	ZH	4	measure
				4	glottal stop

Vowels (31)

Sound	Freq	Pronunciation
A	7	lock
E	8	get
I	5	k/it
IA	4	yank
IE	4	layer
O	2	go
R	1	Przemysl (Polish)

Note: Unpronounceable letter combinations include any combination of two consecutive three-letter consonant clusters and are truncated to just the initial consonant cluster.

The CVC sequence RRR is truncated to R.

Some words in the Zhodani language have been defined, and are included in this module. Other words will be needed in the course of any adventures requiring Zhodani, primarily as individual names and world names. Such words can be generated using the random word generation system shown here.

Words in Zhodani, as in English, have definite letter frequencies and syllable patterns and it is possible to randomly generate Zhodani words using these frequencies and patterns.

Zhodani syllables are formed from up to three elements: an initial consonant sound, a vowel sound, and a final consonant sound. The Zhodani sound frequency table shows the various sounds and their relative frequencies. These sounds produce four types of syllables: vowels (V), initial consonant plus vowel (CV), vowel plus final consonant (VC), and initial consonant plus vowel plus final consonant (CVC).

Word Generation Table: The Zhodani word generation table two dice (one should be red and one white) to determine Zhodani words. Word generation involves three steps: determining word length, determining syllable types, and determining syllable components.

Word Length: Zhodani words may be of almost any length. 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 CV or V; the *alternate* table is used for syllables which occur after syllables of type VC or CVC.

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.

Sometimes the table dictates two consonant clusters in succession (a final consonant followed immediately by an initial consonant); some such combinations are unpronounceable even for the Zhodani and should be truncated to just the initial consonant. Such combinations include any combination of two consecutive three-letter consonant clusters. The sequence RRR is truncated to R.

Word Generation Example: The referee has determined a need for a name for an Zhodani 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 alternate table 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 *pr*. Rolling 1D (2) followed by 2D (6, 3) for the vowel produces *e*. Rolling 1D (3) followed by 2D (2, 5) produces *nch*. The initial syllable is *preench*.

Next, each component must be determined for the syllable VC. Rolling 1D (3) followed by 2D (6, 5) for the vowel produces *i*. Rolling 1D (4) followed by 2D (3, 1) for the final consonant produces *nzh*. The second syllable is *inzh*. The Zhodani name, then, is *Preenchinzh*.

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

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

For initial syllables, or after CV or V.

ZHODANI 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 vowel. 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	V	V	V	V	V	V
2	CV	CV	CV	CV	CV	CV
3	VC	VC	VC	VC	VC	VC
4	CVC	CVC	CVC	CVC	CVC	CVC
5	CVC	CVC	CVC	CVC	CVC	CVC
6	CVC	CVC	CVC	CVC	CVC	CVC

For syllables after VC or CVC.

INITIAL CONSONANT

1	1	2	3	4	5	6
1	B	B	B	B	B	BL
2	BL	BL	BR	BR	BR	BR
3	BR	CH	CH	CH	CH	CH
4	CH	CH	CH	CH	CH	CH
5	CH	CHT	CHT	CHT	CHT	CHT
6	CHT	CHT	D	D	D	D

2	1	2	3	4	5	6
1	D	D	D	D	D	DL
2	DL	DL	DL	DL	DL	DL
3	DR	DR	DR	DR	DR	F
4	F	F	F	F	FL	FL
5	FL	FR	FR	FR	J	J
6	J	J	J	J	J	JD

3	1	2	3	4	5	6
1	JD	JD	JD	JD	K	K
2	K	K	K	KL	KL	KR
3	KR	L	L	L	M	M
4	N	N	N	N	N	N
5	N	N	P	P	P	P
6	P	P	P	PL	PL	PL

4	1	2	3	4	5	6
1	PL	PL	PL	PL	PR	PR
2	PR	Q	Q	QL	QL	QR
3	QR	R	R	R	R	R
4	S	S	S	S	S	S
5	S	SH	SH	SH	SH	SH
6	SH	SH	SHT	SHT	SHT	SHT

5	1	2	3	4	5	6
1	SHT	SHT	SHT	T	T	T
2	T	T	ST	ST	ST	ST
3	ST	ST	ST	TL	TL	TL
4	TL	TL	TL	TL	TL	TL
5	TL	TS	TS	TS	V	V
6	V	V	V	VL	VL	VR

6	1	2	3	4	5	6
1	VR	Y	Y	Y	Z	Z
2	Z	Z	Z	ZD	ZD	ZD
3	ZD	ZD	ZD	ZD	ZD	ZD
4	ZD	ZH	ZH	ZH	ZH	ZH
5	ZH	ZH	ZHD	ZHD	ZHD	ZHD
6	ZHD	ZHD	ZHD	ZHD	ZHD	ZHD

VOWEL

1	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

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

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

4	1	2	3	4	5	6
1	I	I	I	I	I	I
2	I	I	I	I	I	I
3	I	I	I	I	I	I
4	I	I	I	I	I	I
5	I	I	I	I	I	I
6	I	I	IA	IA	IA	IA

5	1	2	3	4	5	6
1	IA	IA	IA	IA	IA	IA
2	IA	IA	IA	IA	IA	IA
3	IA	IA	IA	IA	IA	IA
4	IA	IA	IA	IA	IA	IA
5	IE	IE	IE	IE	IE	IE
6	IE	IE	IE	IE	IE	IE

6	1	2	3	4	5	6
1	IE	IE	IE	IE	IE	IE
2	IE	IE	IE	IE	IE	IE
3	IE	IE	IE	IE	O	O
4	O	O	O	O	O	O
5	O	O	O	O	O	O
6	R	R	R	R	R	R

FINAL CONSONANT

1	1	2	3	4	5	6
1	B	B	BL	BL	BL	BL
2	BL	BL	BL	BR	BR	BR
3	BR	BR	BR	BR	CH	CH
4	CH	CH	CH	D	D	D
5	D	DL	DL	DL	DL	DL
6	DL	DL	DR	DR	DR	DR

2	1	2	3	4	5	6
1	DR	DR	DR	F	F	F
2	F	F	FL	FL	FL	FL
3	FL	FR	FR	FR	FR	FR
4	J	J	J	J	K	K
5	KL	KL	KL	KL	KR	KR
6	L	L	L	L	L	L

3	1	2	3	4	5	6
1	L	L	L	L	L	L
2	M	M	N	N	NCH	NCH
3	NCH	NCH	NCH	NCH	NCH	NJ
4	NJ	NJ	NJ	NJ	NS	NS
5	NS	NS	NS	NSH	NSH	NSH
6	NSH	NSH	NSH	NSH	NT	NT

4	1	2	3	4	5	6
1	NT	NT	NTS	NTS	NTS	NTS
2	NZ	NZ	NZ	NZ	NZ	NZH
3	NZH	NZH	NZH	NZH	NZH	NZH
4	P	P	PL	PL	PL	PL
5	PL	PL	PL	PR	PR	PR
6	PR	PR	PR	PR	Q	Q

5	1	2	3	4	5	6
1	QL	QL	QR	QR	R	R
2	R	R	R	SH	SH	SH
3	SH	SH	SH	SH	T	T
4	T	T	TS	TS	TS	TS
5	TS	TS	TS	TL	TL	TL
6	TL	TL	TL	TL	TL	TL

6	1	2	3	4	5	6
1	V	V	V	V	V	VL
2	VL	VL	VL	VR	VR	VR
3	VR	VR	Z	Z	Z	Z
4	Z	Z	Z	Z	Z	ZH
5	ZH	ZH	ZH	ZH	ZH	ZH
6	'	'	'	'	'	'

Zhodani Traveller Rules

Because of the different culture and psychology of the Zhodani, the basic Traveller rules (written to apply to the typically human Imperium) need certain alterations and changes to accomodate the alien Zhodani. Where not specifically changed, the standard Traveller rules apply; where changes are provided in this module, they apply instead.

Zhodani Character Generation

Zhodani characters are created using a variant of the basic **Traveller** character generation system. Differences in the system take into account Zhodani culture and psionics training.

When generating player-characters, Nobles and Intendants have greater potential for interest, especially for the first few characters. The Zhodani Prole can be reserved for the more experienced Zhodani role-player.

INITIAL CHARACTER GENERATION

All Zhodani characters begin the game much as their other human counterparts do: untrained and inexperienced; about 18 standard 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.

Seven characteristics are generated randomly for Zhodani characters. The first six — Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing — are identical to the standard human attributes and are recorded in the UPP in the normal manner. The seventh, the Psionic Strength Indicator (or Psi) is the Psionic Strength Rating addressed in the Psionics rules. Psi is recorded in the same way as a skill: along with other skills, a character might have listed Psi-6 or Psi-11.

All attributes are rolled with two dice. Characteristics initial-range from 2 to 12; they may rise as high as 15, or may be reduced to 1 during the character generation process.

Because Nobles and Intendants are more interesting as player-characters, the referee may (prior to character creation) institute special measures to help make a character or characters an Intendant or Noble. One way is to make Psi 1D + 6 instead of 2D; this method raises the chance of becoming an Intendant from 28% to 50%. Another way is to specify a range of numbers (9, 10, 11, 12) and allow the players to randomly pick them as Psi characteristics. Other measures are equally possible.

Social Classification: Zhodani society has three broad social classes. Social Standing determines which of these classes an individual is in. Nobles have Social Standing B+. Intendants have Social Standing A. Proles have Social Standing 9-. The player should determine and note which social class the character is in.

Characteristic Adjustment: Zhodani society has certain customs and restraints which will affect some characters with changes in their characteristics.

Proles with high Psi characteristics are elevated to Intendant rank. If Psi 9+ and Social Standing 9-, raise Social Standing to A.

Education never exceeds Social Standing initially. If Education exceeds Social Standing, reduce Education to equal Social Standing.

Nobles and Intendants receive better educations than Proles. If Social Standing A+ and Education 7-, increase Education to 8.

Psionic Training: All Nobles and Intendants undergo Psionic Training at an early age, and have well-developed powers (consistent with their Psi characteristic) by the time they reach 18. Training consists of determining which psionic talents an indi-

ZHODANI CAREERS

The six basic Zhodani career types are general careers common to Zhodani society.

Navy: Members of the interstellar space navy which patrols the space between the stars. The navy has the responsibility for the protection of the frontiers and interstellar trade routes from foreign powers.

Guards: Members of the elite Consular Guard, a military formation representing the best armed forces from throughout the Consulate.

Army: Members of the planetary armed fighting forces of individual worlds or world groups. Soldiers deal with planetary surface actions, battles, and campaigns. They also serve as marine contingents aboard starships.

Merchants: Members of various commercial enterprises. Merchants generally crew the ships of large trading companies within the Consulate.

Proles: The pursuits of the lower classes or the common man in Zhodani society.

vidual has learned. The individual throws 2D six times, with each throw determining if a specific talent has been learned. There is a throw to receive each of the six psionic talents. Throws against talents may be made in any order, but each throw is subject to an increasingly difficult negative DM (-1 on the first throw; -2 on the 2nd throw; through -6 on the 6th throw). The individual makes his or her own choice as to which talents to try for in what order.

For example, a character may throw for talents in the order given, feeling that it would maximize total talents received. Someone who specifically wants Teleportation might throw for Teleportation first (with the lowest DM) and then for the others.

Psionic training is given only to Nobles and intendants. Proles do not receive any training, and should ignore the Psionic Strength attribute entirely.

Naming and Titles: Proles take a family name from either their mother or father (different families have different customs, and may trace lineage through either the father or the mother). Each has a child's name which is used until age 18, at which point the individual selects his or her own personal name for use in adulthood. Intendants follow the same naming system as Proles, but suffix -iepr after their surname.

Ranks (such as military ranks) are stated before a name.

Nobles have only one name with a suffix which indicates Social Standing. The character generation tables indicate the proper noble rank suffixes.

Terms of Service: Each term of service is four standard years (slightly more than five Zhodani years).

THE PRIOR CAREER

A newly generated Zhodani character must choose one of six services (Navy, Guards, Army, Merchants, Government, or Other) and attempt to enlist. Intendants and Nobles may not enlist in the Proles; Proles may enlist in any service. Only one enlistment attempt is permitted per character.

If rejected for enlistment, the character must submit to the draft. A character who is drafted enters a randomly chosen service. It is possible for a character to be drafted into the very service which had just rejected an enlistment attempt.



Draftees are not eligible for position during their first term of service; they become eligible during the second or subsequent terms of service if they reenlist. Drafted Nobles receive automatic commissions in their second term of service.

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 choose prior to character generation, a failure of the survival roll can be converted to injury instead. The character is not dead, merely injured, and leaves the service at the end of the current term (after recovery). The term of injury counts for mustering-out benefits, but the character does not receive a eligibility for a skill for that term of service.

Position: Each service has a position number; in order to be commissioned as a military officer or appointed to a post of authority within a career, the character must throw the stated number or greater. Die modifiers may apply to the throw. If the position is achieved, the character receives rank 0 in the service. A character may attempt to acquire a position once per term of service until successful; a draftee cannot attempt position in the first term of service.

Nobles and Intendants automatically receive position in their first term of service, with the exception of draftees: drafted Nobles and Intendants automatically receive position in their second term of service.

The Table of Ranks shows the ranks available. Achieving position awards rank 0. Promotions increase rank. Within the Navy and the Army, Nobles and Intendants have a different rank title at rank 0 than do Proles. Above rank 0, ranks are identical.

Promotion: In the same term of service that a position is earned, and in each subsequent term of service, a character may attempt to be promoted. Each service has a promotion number and DMs affecting that promotion throw. If a promotion is achieved, the character advances to the next higher rank in the service. A character is eligible for one promotion per term of service. Any character may be promoted to the highest available ranks regardless of Social Standing, except: Proles and Inten-

dants in Government may not be promoted above rank 3.

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, position, and promotion. The Basic Skill Eligibility Table shows when skills can be acquired.

Skills are received by rolling (1D) on the Acquired Skills Table once for each skill allowed. There are four tables, each containing different general types of skills. One of the tables is chosen before the die is rolled, and the single die roll determines the specific skill acquired.

Of the four acquired skill tables, Table 1 (Personal Development), Table 2 (Service Skills), and Table 3 (Education) may always be used by any character. Table 4 (Noble/Intendant Education) is only to Social Standing A+.

Automatic Skills: Some skills are automatically acquired by a character (without using eligibility) by virtue of rank or service. These automatic skills are listed on the Rank and Service Skills Table. At the point when a character achieves the indicated rank or service, he or she gets the indicated skill.

Psionics Advances: Characters may receive additional expertise in psionics as their career continues. Individuals may receive a new psionic talent (one they do not already hold) in the course of acquiring skills. If the talent received is already held, the individual adds 1 to Psi instead (but Psi may not be raised to more than 15).

ENDING A CAREER

At the end of any term of service, an individual must decide whether to end the career and set out as an adventurer, or to continue for another term.

Re-enlistment: Each character must roll for re-enlistment at the end of each term of service (except for a term spent in Psionic Games competition). If the result is successful, the character may re-enlist. If it is 12, exactly, the character must re-enlist.

Retirement: A character may serve up to 11 terms of service voluntarily, and may leave after any term (provided mandatory re-enlistment — a re-enlistment throw of 12 exactly — does not occur). A person may retire anytime after the end of the eighth term. Retirement grants the individual an annual retirement pay (in addition to any mustering-out benefits); rates of retirement pay are shown on the appropriate table. No more than seven terms of service may be taken unless required to re-enlist by a throw of 12.

AGING

Zhodani characters age in a manner similar to that for ordinary humans. The aging table shows the specific throws involved in the aging process. In addition, Psi is subject to aging effects. While the specific values involved are different (reflecting the somewhat different evolutionary and cultural path the Zhodani have taken), the procedure is the same as in *Traveller*.

Aging Crisis: If, as a result of aging, a characteristic is reduced to zero, the character is considered to have undergone an aging crisis. This is handled as discussed for standard characters in *Traveller*.

If psionic strength is reduced to 0 through aging, it does not constitute an aging crisis, but the character loses all psionic ability and can never regain it.

Disability: Characters may quit adventuring when they reach

the age of 70, 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.

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.

The Muster-Out Benefits Tables shows eligibility for benefits. A character may freely choose which of the two tables on which rolls will be made, but no one may consult the Cash table more than three times during the mustering-out process.

Mustering-out Benefits

In addition to the skills acquired while actually in service, the following skills and substantial rewards can be acquired through the mustering-out process.

Retirement Pay: Any character who leaves the service at the end of the eighth or later term of service is considered to have retired, and receives retirement pay. This pension is paid at the beginning of each numbered olympiad, and may be collected at any class A or B starport within the Zhodani Consulate. The table indicates the rate of pay, which is dependent on total terms of service. Nobles receive double the stated amount.

Travel Allowances: The mustering-out procedure makes a variety of benefits which may generally be called travel allowances. Such allowances take three basic forms: money, passages, and the Legion of Merit.

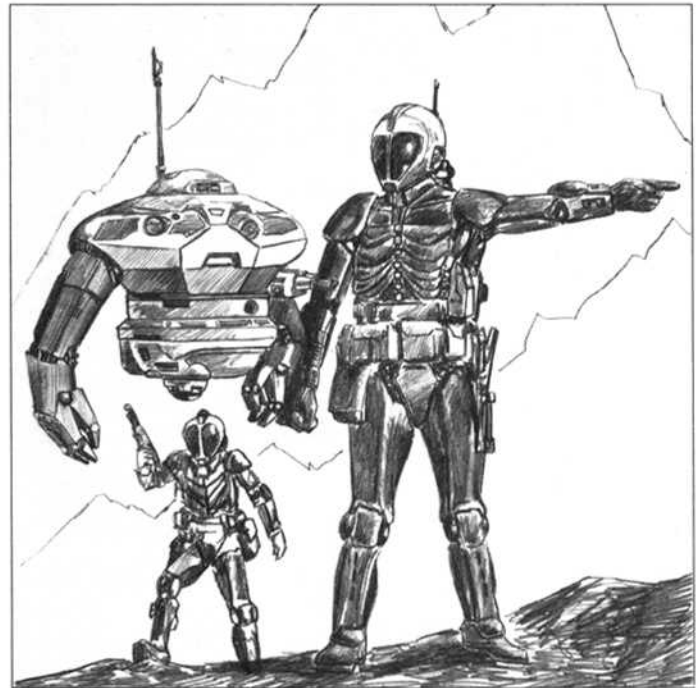
- **Money:** The Cash Table indicates specific amounts of money which become available. Some portion of this should be considered to be severance pay or life's savings; the remainder is a travel allowance.

- **Passages:** Passages may be treated just as they are in *Basic Traveller*. Intendants and Nobles never receive low passages; if one is awarded, it is upgraded to middle (for Intendants) or high (for Nobles) instead.

- **The Legion of Merit:** Enrollment in the consular Legion of Merit is a high honor awarded to distinguished military and governmental figures. Those who have won enrollment in the legion are entitled to wear the distinctive gold sash of honor that marks them as recognized elite of the Consulate. Though it is largely honorary, legion members do receive concrete benefits. Patriotic Zhodani citizens almost invariably grant legion members a 10% discount on just about everything, from meals to equipment purchases to starship passages. Sums in excess of Cr1,000,000 are rarely so discounted, but bank loans in these amounts are made without interest. Legion membership is for life, and is not transferable, but companions of a legion member may share in the benefits when he or she does the buying.

Material Objects: The mustering-out process makes two types of material objects available: weapons and starships.

- **Weapons:** Weapons benefits are handled as discussed in



the basic rules, with weapons selected from among those generally available to the Zhodani.

- **Starships:** Two types of starship are available as mustering-out benefits: *type ZM Traders* and *type ZC Couriers*. Each is more fully explained in the starship design rules.

The type ZM Trader is a 400-ton merchant vessel which can handle both cargo and passengers. Receipt of the benefit confers possession of the ship, but also liability to make the monthly payments for the next 40 years, as well as meeting normal operating expenses. Additional receipts of this benefit reduce the time remaining on the debt by 10 years each, so that a character receiving the trader benefit 5 times could receive the starship free and clear of bank payments.

The type ZC Courier is a ship placed at the disposal of high governmental figures for diplomatic or fact-finding missions. Such ships are granted without any strings attached, to be used in the public interest. Fuel and maintenance are available at naval bases; all other costs are borne by the character. Since governmental figures do not have occasion to learn spacefaring skills, the character must hire a crew, as well.

Characteristic Alteration: Finally, the skills and benefits table makes provision for some characteristic alterations. These tend to be increases in education, intelligence, social level, or psionic strength. Social standing may not be increased if the increase would change a character's social class (Prole to Intendant or Noble, Intendant to Noble). No characteristic may be increased beyond 15.

THE PSIONIC GAMES

Any Intendant may apply once during his or her prior career to compete in the Psionic Games by throwing Psi or less on 3D. If successful, the individual devotes that term of service to competition in the Psionic Games instead of to career matters.

Preliminary Competition: For each psionic talent held, throw Psi or less on 3D. Record those preliminary competitions in which successful and unsuccessful.

Final Competition: Throw 2D for 12+; DM +1 for each

ZHODANI CHARACTER GENERATION CHECKLIST

1. Roll six standard personal characteristics (2D each): Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. Roll Psi (2D) and record separately.
2. Determine social classification.
3. Adjust characteristics.
4. Nobles and Intendants receive psionic training.
5. Select service and roll for enlistment using all applicable DMs.
 - A. If rejected, try draft.
 - B. Intendants may attempt Psionic Games competition.
 - C. Roll for survival.
 - D. Attempt position.
 - 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 5B if successful.
5. Discharge and Muster-out.
 - A. Determine benefits.
 - B. Record characteristics and skills for later use.

BASIC SKILL ELIGIBILITY

- For initial term of service.....2
 Per subsequent term of service...1
 Upon receiving position.....1
 Upon receiving promotion.....1

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
 If Noble.....2
 If Intendant.....1

SOCIAL CLASSIFICATION

Zhodani society has three broad social classes.
Proles: Social Standing 9- .
Intendants: Social Standing A.
Nobles: Social Standing B+ .

CHARACTERISTIC ADJUSTMENT

Elevate any character with Psi 9+ and Social Standing 9- to Social Standing A.
 Reduce Education to Social Standing if it exceeds it.
 If Social Standing A+ and Education 7- , increase Education to 8.

ZHODANI PRIOR SERVICE TABLE

	<i>Navy</i>	<i>Guard</i>	<i>Army</i>	<i>Merchant</i>	<i>Government</i>	<i>Proles</i>
Enlistment	8+	14+	6+	8+	7+	3+
DM+1 if	Intel 8+	Stren 7+	Dext 6+	Stren 7+	Intel 7+	Dext 8+
DM+2 if	Educ 6+	Psi 9+	Endur 6+	Intel 6+	Educ 8+	Educ 7+
DM+3 if	-	Social 10+	Stren 8+	Educ 6+	Social 10+	-
Draft	1	2	3	4	5	6
Survival	5+	6+	5+	5+	5+	5+
DM +2 if	Intel 7+	Endur 8+	Educ 6+	Intel 7+	Educ 8+	Intel 9+
Position	12+	10+	11+	6+	9+	8+
DM+1 if	Intel 10+	Psi 10+	Intel 8+	Intel 9+	Educ 10+	Intel 7+
DM+3 if	Social 10+	-	Social 10+	-	Social 10+	-
Promotion	9+	10+	8+	9+	9+	8+
DM+1 if	Social 11+	Social 11+	Social 11+	Intel 8+	Social 11+	Educ 8+
Reenlist	5+	5+	6+	4+	6+	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; 12 exactly requires reenlistment. All rolls except draft are 2D.

TABLE OF RANKS

Rank	<i>Navy</i>	<i>Guard</i>	<i>Army</i>	<i>Merchants</i>	<i>Government</i>	<i>Proles</i>
0	Spacer*	Subaltern	Trooper*	Deck Hand	Clerk	Worker
1	Ensign	Lieutenant	Lieutenant	4th Officer	Asst Supervisor	Asst Supervisor
2	Lieutenant	Captain	Captain	3rd Officer	Supervisor	Supervisor
3	Lt Cmdr	Major	Major	2nd Officer	Executive	Manager
4	Commander	Lt Colonel	Lt Colonel	1st Officer	Consul	Executive
5	Captain	Colonel	Colonel	Captain	World Consul	Sr Executive
6	Admiral	General	General	Sr Captain	High Consul	Director

*Nobles and Intendants with rank 0 in these services are called *Subalterns*.

MUSTERING OUT TABLES

Die	Benefits Table					
1	+1 Social	+1 Social	+1 Social	+1 Social	+1 Social	+1 Social
2	+1 Intel	+2 Intel	+1 Intel	+1 Intel	+2 Intel	+1 Intel
3	+2 Educ	+1 Educ	+2 Educ	+1 Educ	+2 Educ	+1 Educ
4	Weapon	+1 Psi	Weapon	Weapon	+2 Social	Low Psg
5	Legion	Legion	High Psg	Blade	Legion	Mid Psg
6	High Psg	High Psg	Mid Psg	Low Psg	High Psg	High Psg
7	+2 Social	+2 Social	+2 Social	Trader	Courier	Legion

DM +1 if rank 5+ or Social Standing B+ . Weapon benefits must be declared by type immediately; additional benefits of weapon may be declared as skill. Receiving courier or trader a second or later time results in no additional benefit. Increases in Social Standing cannot raise a Prole above 8.

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

Amounts shown are in credits (Cr). No more than three rolls may be made on this table. DM +1 if retired. Amounts received by Nobles are doubled.

ZHODANI ACQUIRED SKILLS TABLES

1. Personal Development Table

	<i>Navy</i>	<i>Guard</i>	<i>Army</i>	<i>Merchant</i>	<i>Government Proles</i>
1	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
2	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext
3	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur
4	+1 Intel	Gun Cbt	Gun Cbt	+1 Educ	+1 Intel
5	+1 Educ	+1 Educ	+1 Educ	Blade Cbt	+1 Educ
6	Vacc Suit	Blade Cbt	Brawling	Steward	+1 Educ

2. Service Skills Table

1	Gunnery	Vehicle	Vehicle	Vehicle	Vehicle	Vehicle
2	Mechanical	Vacc Suit	Fwd Obsv	Vacc Suit	Admin	Mechanical
3	Electronic	Mechanical	Mechanical	Jack-o-T	Admin	Brawling
4	Ship's Boat	Electronic	Electronic	Medical	Computer	Prole
5	Blade Cbt	Blade Cbt	Blade Cbt	Electronic	Blade Cbt	Prole
6	Gun Cbt	Gun Cbt	Gun Cbt	Mechanical	Gun Cbt	Prole

3. Education Table

1	Medical	Medical	Medical	Navigation	Computer	Prole
2	Engineering	Tactics	Tactics	Engineering	Admin	Prole
3	Navigation	Tactics	Tactics	Pilot	Liaison	Prole
4	Pilot	Computer	Computer	Computer	Psychology	Computer
5	Computer	Leader	Leader	Gunnery	NV Comm	Brawling
6	Admin	Admin	Admin	Gun Cbt	Liaison	Jack-o-T

4. Noble/Intendant Education Table (only available to Social Standing A+)

1	Telepathy	Teleport	Telekinesis	Clairvoynce	Clairvoynce	—
2	+1 Psi	+2 Psi	+1 Psi	+1 Psi	+1 Psi	—
3	Talent	Talent	Talent	NV Comm	NV Comm	—
4	+1 Psi	+1 Psi	+1 Psi	Psych	Psych	—
5	Clairvoynce	Telekinesis	Awareness	Liaison	Liaison	—
6	Telepathy	Teleport	Telekinesis	Trader	Admin	—

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+	
Strength -1(7+).....		 -1(8+).....		 -2(9+).....				
Dexterity -1(6+).....		 -1(7+).....		 -2(8+).....				
Endurance -1(7+).....		 -1(8+).....		 -2(9+).....				
Intelligenceunaffected before age 66..... -1(9+).....										
Educationunaffected by aging.....										
Social Standingunaffected by aging.....										
Psiunaffected before age 66..... -1(9+).....										

Characteristics are reduced by the number shown if the saving throw (in parentheses) fails. Throw at the end of each term of service (during character generation), and on the first day of a character's personal year when adventuring.

RANK AND SERVICE SKILLS

Navy Lieutenant.....	Leader-1
Navy Admiral.....	+1 Social
Guards Subaltern.....	Blade Cbt-1
Guards Noble.....	+1 Psi
Army Trooper.....	Rifle-1
Army Lieutenant.....	SMG-1
Merchant 2nd Officer..	Engineer-1
Merchant 1st Officer.....	Pilot-1
Government.....	Admin-1
Government Consul.....	+1 Social

PSIONICS TRAINING

Throw 2D for each talent, rolling in any order at the player's option; required DMs: -1 on the 1st throw, -2 on the 2nd, through -6 on the 6th.

Telepathy.....	4+
Clairvoyance.....	5+
Telekinesis.....	5+
Awareness.....	6+
Teleportation.....	7+
Special.....	9+

CASCADE SKILLS

Aircraft: Select from Prop-driven Fixed Wing, Jet-driven Fixed Wing, or Helicopter.

Blade Combat: Select from Dagger, Blade, Sword, Broadsword, and Bayonet.

Gun Combat: Select from Auto Pistol, Carbine, Rifle, Auto Rifle, Shotgun, SMG, Laser Carbine, and Laser Rifle.

Prole: Select a Prole career skill. If more than three skills on the list are already held, one of those skills must be selected.

Talent: Select one psionic talent from the list.

Vehicle: Select from Aircraft*, Grav Vehicle, Tracked Vehicle, Watercraft*, or Wheeled Vehicle. *Aircraft and Watercraft each require further selection.

Watercraft: Select from Large Watercraft, Small Watercraft, Hovercraft, or Submersible.

THE PSIONIC GAMES

An Intendant is allowed to compete in the Psionic Games once by throwing Psi or less on 3D. Competing takes the place of one term of service.

In preliminary competition, throw Psi or less on 3D for each psionic talent held. In final competition, throw 2D for 12+; DM +1 for each successful preliminary competition, and DM -1 for each unsuccessful preliminary competition.

After the games, the character receives +1 Psi if more preliminary events were won than lost, and +2 Psi and Social Standing B if the final competition was won.

RETIREMENT PAY

Service of at least five terms in the same service merits a pension of Cr4,000, plus an additional Cr2,000 per term served after the 5th. Nobles receive a double pension.

PROLE CAREERS

Administration	Mechanical
Broker	Medical
Computer	Steward
Electronics	Trader

ZHODANI NOBLE TITLES

Zhodani Nobles are identified by a suffix to their names. A new name suffix replaces the previous one when an individual rises in Social Standing.

A	10	-iepr.
B	11	-atl.
C	12	-stebr.
D	13	-tlas.
E	14	-tlasché.
F	15	-iashav.

successful preliminary competition and -1 for each unsuccessful preliminary competition.

Awards: After the final competition, a competitor receives +1 Psi if more preliminary competitions were won than lost. A winner of the final competition also receives +2 Psi and Social Standing B.

An individual may only enter the Psionic Games once in his or her lifetime.

Following the Games, the character may resume an interrupted career. Generally, characters should be permitted to join in the Games only during the character generation process, though a referee might build an adventure situation out of the series of competitions leading to the Psionic Games.

SKILLS

The skills presented here are, for the most part, identical to those available in the basic rules set.

Rare Skills: Four skills from that set are not ordinarily permitted to Zhodani characters — bribery, forgery, gambling, and Streetwise.

Additional Skills: Several new skills are introduced in this module as well. Some are unique to Zhodani and are introduced in this module; others have been presented in other **Traveller** materials, but the definitions are presented here as well. These new skills are: Non Verbal Communication, Psychology, Clairvoyance, Telepathy, Telekinesis, Teleportation, Special, Awareness, Talent, Liaison, and Trader.

Only the new skills are presented in the listings of skills and skill descriptions below.

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 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 in the reaction process.

Referee: Liaison is similar to both Streetwise and Admin skills. Streetwise tends to deal with unsavory aspects of (non-Zhodani) society, while Admin deals with the formal bureaucratic structure. Liaison is a formal training that spans both, but also extends to contact with alien (non-Zhodani) cultures. It may be used as the next lower level of either Streetwise or Admin skill, where needed; thus Liaison-2 equals Streetwise-1.

Non-Verbal Communications: The individual is trained in the understanding of body language and its interpretation, and has a certain degree of ability to determine what another person thinks by his posture and bearing alone.

An understanding of non-verbal communications goes along well with psionic powers, for a telepath can generally learn a great deal about how people express their feelings by comparing sensed thoughts to posture and body language.

A character with this skill is always capable of determining the reaction level of a character with whom he or she is dealing. In addition, a general idea of what the other person is thinking can sometimes be obtained. Roll 11+ for any character to divine general thoughts or intentions from any other character's bearing. DM +3 per level of non-verbal communications skill, DM -2 if the character is a stranger, DM -3 if a member of another culture of the same race (such as Zhodani and Imperials), DM -6 if of an alien race (Zhodani and Vargr, for instance).

DM +3 if a close friend or acquaintance of long standing, and DM +2 if the reading character has psionic talent (trained). The referee is responsible for regulating the depth of understanding in such attempts.

Psychology: The individual is trained in the methods of applied psychology and can use them to sway others to his own ends.

Psychology is another skill that stems from psionics; the Zhodani have become well-acquainted with the techniques of adjusting their behavior and words to put a subject into a responsive mood.

A character with psychology skill may use these techniques to modify rolls on the reaction table. Once an initial roll is set and known, the character may attempt to raise that reaction level by a number equal to his or her psychology skill level. Roll Intelligence or less, with a DM - psychology skill. If the roll is successful, the reaction level can be raised. If it fails, a second roll against intelligence (without DMs) is required, with failure of this roll resulting in a lowering of the other individual's reaction level.

Characters should not expect to change an NPC's motives or goals with a single application. This roll serves generally to establish a degree of trust and friendship. A much longer period of almost constant interaction is required for re-education. Psychology will also not modify a reaction roll of 2, no matter how talented the character may be.

Trader: The individual understands the techniques and practice of commerce of all kinds.

Trader allows the estimation of the resale value of items under the trade and commerce rules. Trader-2 permits one die of the actual value table to be thrown in advance; Trader-4 allows both dice to be thrown (and thus an exact prediction of value for speculative trade). Since conditions change, however, throw 8+ for the prediction to hold until the time of sale; if 8+ is not made, recalculate on the actual value table normally.

Trader is also a favorable DM on the reaction table when involved in commerce.

PSIONIC SKILLS

Some specific entries on the skill tables relate to psionics, as noted below. Each psionic talent is treated as a skill and is listed as a skill in the individual's skill list. The skill level for a psionic talent is the individual's Psionic Strength Indicator. For example, a character with Psi-9 and Teleportation would show Teleportation-9 as a skill.

When a character receives one of the psionic skills as a skill, he or she receives psionic training in that talent. If the talent is already held by the individual, then the individual's Psi is increased by +1 instead.

+1 Psi: The character increases his or her Psionic Strength Indicator by 1.

Talent: The individual may select any psionic talent not already held (Clairvoyance, Telepathy, Telekinesis, Teleportation, Special, Awareness). If all six talents are already held, then the character receives +1 Psi instead.

PROLE CAREERS

Proles tend to be evaluated by the educational system and directed toward certain career paths. When a Prole receives Prole as a skill, consult the Prole Careers list and select one of the skills shown. If more than three of the skills on the list are already held, then one of those skills must be selected.

OTHER SKILLS AND CONSIDERATIONS

New skills may be created as discussed in the basic **Traveller** rules.

Default Skills: Often, some characters will have no skills appropriate to a given situation. A journey across a vacuum plain may be called for, and no one has vacc suit skill. In such cases, the referee may indicate that all individuals not otherwise skilled have vacc suit-0. A level of 0 for a skill indicates that the individual can undertake ordinary activities, but is not experienced enough to try dangerous activities or fancy actions. Level-0 indicates an orientation to the skill by an inexperienced person; it should not be taken as a stepping-stone to level-1. Skills appropriate for level-0 include: forward observer, steward, vacc suit, vehicles, and weapons.

Maximum Skills: As a general rule of thumb, a character may have no more skills (or total levels of skills) than the sum of his or her intelligence and education. For example, a character with UPP 778948 would be restricted to a total of 13 combined skills and skill levels. This restriction does not apply to level-0 skills.

Maximum Attributes: No attribute (including the Psionic Strength Rating) may generally exceed 15 (F). The education characteristic may never exceed the character's Social Standing. Proles may never have a Social Standing higher than 9. Intendants have a Social Standing of 10; they can be elevated to higher levels through receipt of increases in Social Standing.

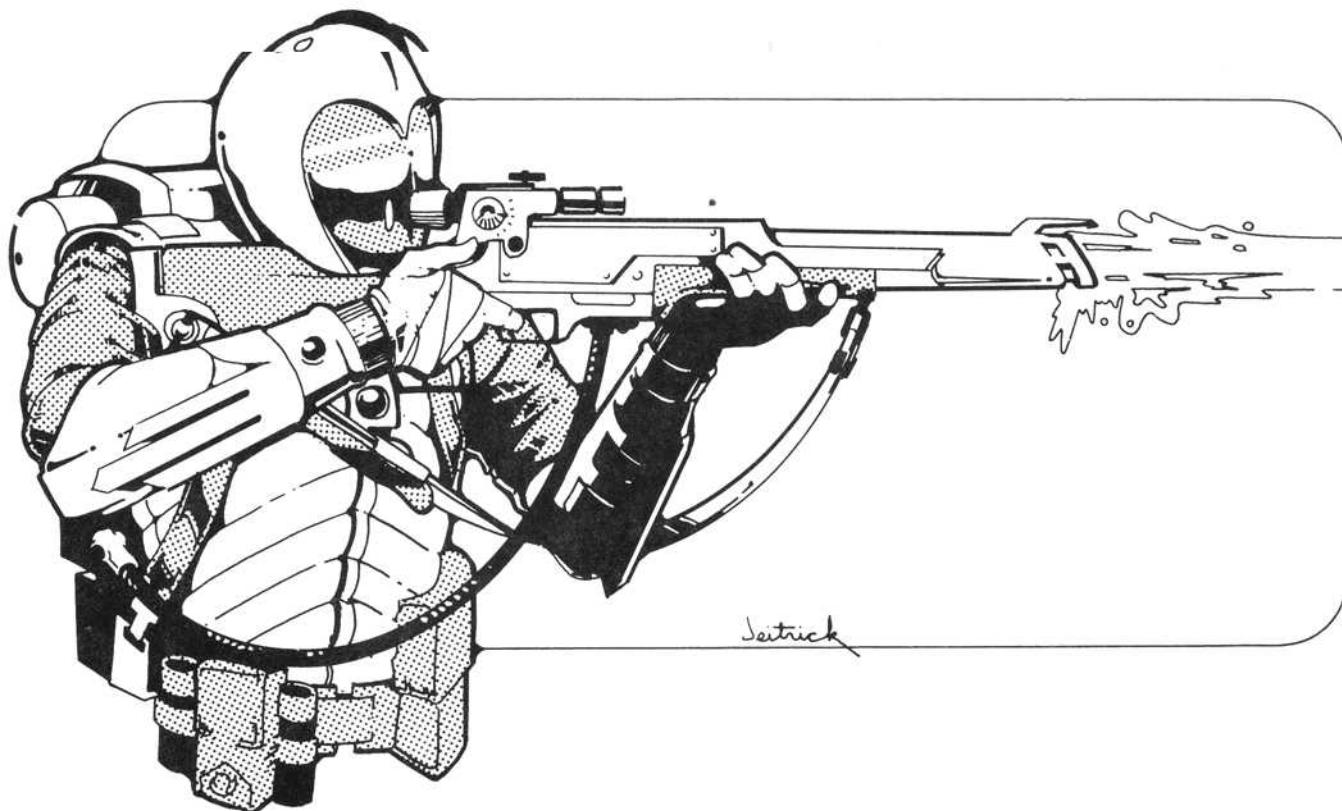
FORMATS

Character listings should use a format identical to that presented in the basic rules. The Psionic Strength Indicator is listed as a skill, stated as Psi- followed by the Psi level. If an individual has not received psionic training, Psi is enclosed in Parentheses. Psionic talents are listed as skills followed by the Psi level (the level of a psionic skill may be recorded as less than Psi if the individual is not yet fully trained in the skill).

Navy Captain Kiriaklabatl 87698B Age 42
 5 terms Cr50,000
 Psi-10, Telepathy-10, Gunnery-2, Pilot-3, Navigation-2,
 SMG-2, Computer-1, Leader-1.
 Legion of Merit, 3 High Passages.

Guard Major Tliablzhdiliepr 89B88A Age 34
 4 terms Cr30,000
 Psi-11, Telepathy-11, Clairvoyance-11, Teleportation-11,
 Leader-2, Admin-1, SMG-3, Blade-1.
 3 High Passages.

Prole Worker Plokl Stadliam 6B7876 Age 30
 3 terms Cr7,000
 (Psi-4), Electronics-2, Jack of All Trades-1, Grav Vehicle-1.
 1 Middle Passage.



Zhodani Mercenary Characters

Zhodani characters enlist in and serve in the Zhodani Army using essentially the same procedures presented in *Mercenary* for members of the Imperial Army.

Some procedures are changed to reflect the different nature of the Zhodani Army, Zhodani society, and Zhodani culture. Only Zhodani humans may enlist in the Zhodani Army. The Zhodani *Mercenary* Character Generation Checklist serves as a guide to the procedure.

Initial Preparation: Characters are generated normally (for Zhodani) by rolling the six basic characteristics and Psi. Each character is examined to determine social classification. Characteristics are adjusted as called for by social classification. Intendants and Nobles receive psionic training.

The tech level of the armed forces being joined is determined. The Zhodani Consulate operates its armed forces at tech levels 10 to 14 (throw 1D+9; maximum 14).

Enlistment: Characters may attempt to enlist in the Zhodani Consular Army or the Zhodani Consular Guards. Enlistment in the Guards is effectively impossible for individuals with Social Standing 9-.

Automatic Commissions: Nobles and Intendants are automatically commissioned as officers at rank OO once they have enlisted.

Basic/Advanced Training: The first year of service is devoted to basic and advanced training; the character receives Combat Rifleman-1. Proles receive one MOS skill. Nobles and Intendants receive one MOS skill, one command skill, and one staff skill.

Combat Arm Selection: The Zhodani Army has five combat arms (Armor, Artillery, Infantry, Support, and Commandos); characters may select any branch except Commandos. The Zhodani Guards has five combat arms (Guards Armor, Guards Artillery, Guards infantry, Guards Support, and Thought Police); characters may select any branch except Thought Police.

Transfers to other combat arms are possible through cross-training (for all except Commando and Thought Police), or through Commando School and Thought Police School.

Assignment Determination: Yearly assignments are determined using the same basic procedure presented in *Mercenary*. Characters throw for general assignments. If the assignment is *not* special, enlisted characters have a unit assignment. Officers receiving *command* are on command duty; others have a staff assignment.

The Unit Assignment Table shows the specific type of duty for the current year.

Psionic Games: Intendants may compete in the Psionic Games once (at anytime in the course of a career) by throwing Psi or less on 3D. Competing in the Psionic Games takes the place of one term of service. Because competing takes place while in the Army, the term of service counts as service in the Army.

Assignment Resolution: Assignments are resolved to determine survival, decorations, promotion, and skills received.

Voluntary DMs (positive or negative) are possible on the survival throw. Such a voluntary DM is then automatically reversed in sign and used as a DM for decoration.

Promotions are determined on the basis of die rolls in assign-

ment resolution. Hero Medals received from the decoration throw can be used to provide DMs for the promotion throw.

Special duty allows consultation of the Special Assignments Table. Special Assignments is the only way enlisted characters can receive officer training.

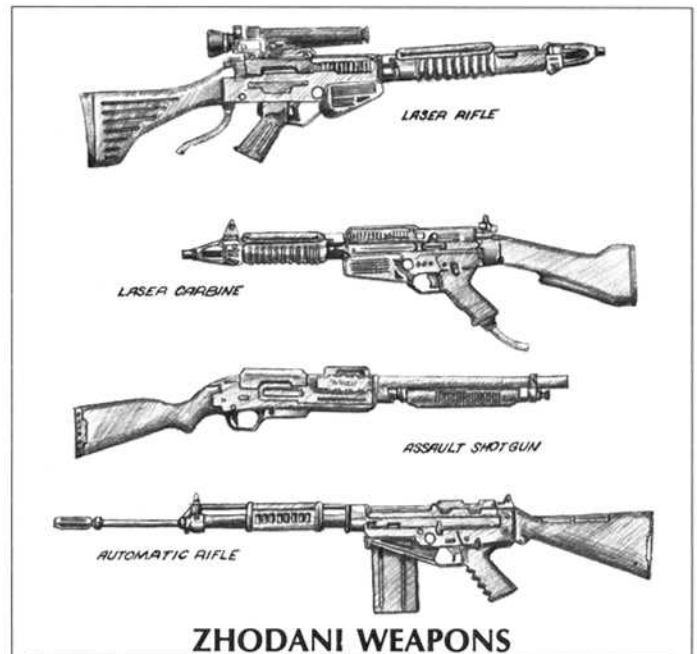
Re-enlistment: At the end of each term of service, the character must make the re-enlistment throw to be allowed to re-enlist. A throw of 12 exactly requires re-enlistment.

Mustering-Out: Characters who have completed their service muster-out using the tables and eligibility from basic Zhodani character generation.

Any character who has received a Hero Medal 6th Class or higher may decide to receive the Legion of Merit in place of one throw on the mustering-out tables.

Aging for the character is also resolved.

Resumes: A resume reflecting the character's service, skills, and experience should be written up and retained for future reference.



ZHODANI WEAPONS

Mercenary provides a large number of higher technology weapons for military situations. The Zhodani Weapons Chart shows the weapons from *Basic Traveller* as well as *Mercenary* weapons and provides statistics for their purchase and use. For all practical purposes, Zhodani weapons are identical to Imperial (or other) weapons. The chart is usable with any human race using weapons.

The weapon statistics from *Mercenary* have been expanded for ease of use. Separate lines are presented for full automatic fire. Several weapons which used variants of other weapon DMs are given their own lines of information.

When using the tables, the appropriate rules from *Mercenary* should be used, including *Full Automatic Fire*, *Group Hits by Automatic Fire*, *Additional Damage by HE Rounds*, *Flechettes*, *High Energy Weapons*, *Zero-G Firing*, *Panic Fire* and *Extreme Range Firing*.

Weapon descriptions are provided in *Basic Traveller* and *Mercenary*.

Zhodani Naval Characters

Zhodani characters enlist in and serve in the Zhodani Navy using essentially the same procedures presented in *High Guard* for members of the Imperial Navy.

Some procedures are changed to reflect the different nature of the Zhodani Navy, Zhodani society, and Zhodani culture. Only Zhodani humans may enlist in the Zhodani Navy. The Zhodani *High Guard* Character Generation Checklist serves as a guide to the procedure.

Initial Preparation: Characters are generated normally (for Zhodani) by rolling the six basic characteristics and Psi. Each character is examined to determine social classification. Characteristics are adjusted as called for by social classification. Intendants and Nobles receive psionic training.

The tech level of the Navy being joined is determined. The Zhodani Consulate operates at tech levels 12, 13, and 14 (throw 1d: 1 or 2 = 12; 3 or 4 = 13; 5 or 6 = 14). Regional (Subsector) Navies operate at tech levels 11 through 14 (TL = 10 + 1D; maximum 14). System (Planetary) Navies operate at tech levels 9 through 14 (TL = 8 + 1D).

Enlistment: Characters may attempt to enlist in one of the available (Consular, Regional, or System) Navies; if that throw is successful, the Navy has been joined by the character.

If the throw for a specific Navy is unsuccessful, then the other available Navies may be tried in turn. If all throws for the three Navies are unsuccessful, then the enlistment is unsuccessful, and the character must try another service.

Automatic Commissions: Nobles and Intendants are automatically commissioned as officers at rank 00 once they have enlisted.

Initial Schooling: Characters who have enlisted are eligible for schooling (Medical School and Flight School) at the expense of the Navy. Only rank 00 are eligible, and the schooling must be undertaken during the first term of service.

The first year of service (or the first year after Medical School or Flight School) is devoted to initial training; the character receives one branch skill.

Branch Selection: Zhodani Navies have seven branches; they are assigned to characters after they join the Navy (but after any schooling). The Crew branch is available only to enlisted characters; Engineering, Gunnery, and Technical are available to both enlisted and officer characters; Command, Flight, and Talent are available only to officers. Transfers between branches are possible as a result of cross-training.

Assignment Determination: Yearly assignments are determined using the same basic procedure presented in *High Guard*. Characters throw for specific assignments. If the assignment is *not* special duty, then officers determine if they are given command duty for the assignment.

Psionic Games: Intendants may compete in the Psionic Games once (at anytime in the course of a career) by throwing Psi or less on 3D. Competing in the Psionic Games takes the place of one term of service. Because competing takes place while in the Navy, the term of service counts as service in the Navy.

Assignment Resolution: Assignments are resolved to determine survival, decorations, promotion, and skills received.

Voluntary DMs (positive or negative) are possible on the survival throw. Such a voluntary DM is then automatically reversed in sign and used as a DM for decoration.

Promotions are determined on the basis of die rolls in assignment resolution. Hero Medals received from the decoration throw can be used to provide DMs for the promotion throw.

Special Duty allows consultation of the Special Duty table. Special Duty is the only way enlisted characters can receive Officer Training.

Re-enlistment: At the end of each term of service, the character must make the re-enlistment throw to be allowed to re-enlist. A throw of 12 exactly requires re-enlistment.

Mustering-Out: Characters who have completed their service muster-out using the tables and eligibility from basic Zhodani character generation.

DECORATIONS

Decorations in Zhodani service consist of Wound Badges and Hero Medals.

Wound Badges: Individuals who receive wounds while in battle are awarded Wound Badges to recognize their contribution to the Zhodani cause.

In the Navy, a wound is received if the survival throw is made exactly while serving on *battle* or *strike*.

In the Army and Guards, a wound is received if the survival throw is made exactly while serving on *police action*, *raid*, *ship's troops* or *counter insurgency*.

Wound Badges help create increased morale for *Mercenary* situations. Morale is increased +1 for each Wound Badge (to a maximum of +3).

Hero Medals: Exemplary or heroic action is recognized through the award of Hero Medals.

Hero Medals are awarded in a variety of *classes*, ranging from Hero Medal 1st Class (the lowest or most common class) through Hero Medal 10th Class or higher.

Hero Medals are received when the die roll for decoration (with DMs) exceeds the required decoration throw. The *class* of the Hero Medal is the difference between the modified die roll and the required decoration throw. For example, if the decoration throw is 8+, and the modified die roll is 12, then the individual receives the Hero Medal 4th Class.

Hero Medals are distinguished by service; Army, Navy, or Guards is prefixed to the medal to show the service in which it was earned. For example, Army Hero Medal 3rd Class.

Hero Medals affect morale for *Mercenary* situations. For each Hero Medal 1st Class to 3rd Class, allow +1 for morale. For each Hero Medal 4th Class to 6th Class, allow +2 for morale. For each Hero Medal 7th Class or higher, allow +3 for morale. The total morale allowance for one individual may not exceed +6.

Legion of Merit: The Zhodani Legion of Merit is a post-service recognition of valuable service; it is awarded as a mustering-out benefit. Membership in the Legion of Merit is egalitarian—Nobles, Proles, and Intendants are all eligible for the award.

INITIAL CHARACTERISTICS

Generate the six personal characteristics (2D each): Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. Roll Psi (2D) and record separately.

Determine tech level of armed forces involved.

ENLISTMENT

Army: Characters may enlist in the Army on 5+; DM +1 if Dext 6+, DM +2 if Endur 6+. They may re-enlist on 6+; the same DMs apply.

Guards: Characters may enlist in the Guards on 10+; DM +1 if Psi 9+, DM +2 if Stren 7+. They may re-enlist on 5+; the same DMs apply.

Automatic Commissions: Nobles and Intendants automatically receive rank 00 upon enlisting.

COMBAT ARMS

The Army has five combat arms: *Armor, Artillery, Infantry, Support,* and *Commandos*. A character may initially select any branch except *Commandos*.

The Guards also has five combat arms: *Guards Armor, Guards Artillery, Guards Infantry, Guards Support,* and *Thought Police*. A character may initially select any branch except *Thought Police*.

BASIC/ADVANCED TRAINING

All characters spend their first year in basic and advanced training. Basic training provides Combat Rifleman-1. Advanced training gives Proles one MOS skill, while Intendants and Nobles each receive one command, one staff, and one MOS skill.

SURVIVAL

Making the survival throw exactly produces an injury; less indicates death. An injury while in *police action, raid, ship's troops,* or *counter insurgency* is a wound and entitles the character to a Wound Badge (equivalent to the Purple Heart).

DECORATIONS

Throwing *higher than* the decoration number awards a *Hero Medal* for the service. The medal's *class* is the difference between the decoration throw and the die roll. For example, Army Hero Medal 3rd Class.

GENERAL ASSIGNMENT

Die	Artillery	Armor	Infantry	Support	Commando	Thought Police
1	Command	Command	Command	Command	Command	Command
2	Command	Command	Command	Command	Command	Command
3	Staff	Command	Command	Staff	Command	Staff
4	Staff	Staff	Staff	Staff	Command	Staff
5	Staff	Staff	Staff	Staff	Staff	Staff
6	Special	Special	Staff	Special	Staff	Special
7	Special	Special	Special	Special	Special	Special

Only Officers (rank 00 to O10) use this table; all others automatically receive *unit* as their assignment. DM +1 for Intendants.

UNIT ASSIGNMENT

Die	Artillery	Armor	Infantry	Support	Commando	Thought Police
2	Raid	Raid	Raid	Raid	Raid	Ctr Insurg
3	Training	Training	Raid	Intl Sec	Raid	Intl Sec
4	Ctr Insurg	Ctr Insurg	Ctr Insurg	Ctr Insurg	Ctr Insurg	Intl Sec
5	Pol Act	Pol Act	Ship Trp	Ships Trp	Pol Act	Patrol
6	Garrison	Garrison	Garrison	Garrison	Ships Trp	Patrol
7	Garrison	Garrison	Garrison	Garrison	Garrison	Patrol
8	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison
9	Training	Training	Ships Trp	Garrison	Training	Ship Trp
10	Police Act	Police Act	Police Act	Training	Ctr Insurg	Intl Sec
11	Ctr Insurg	Training	Training	Police Act	Raid	Training
12	Training	Police Act	Training	Intl Sec	Raid	Training

ASSIGNMENT RESOLUTION

Infantry, Armor	Police	Counter	Ship's
Artillery	Training	Action	Insurgency
Survival	auto	5+	5+
Decoration	none	9+	10+
Promotion	(6+)	9+	10+
Skills	6+	6+	7+

For survival, DM +1 if any MOS skill 2+. For promotion, DM +1 if Education 9+.

Support	Police	Counter	Ships	Internal
Training	Action	Insurgency	Troops	Security
Survival	auto	4+	5+	4+
Decoration	none	10+	11+	12+
Promotion	(6+)	10+	11+	(6+)
Skills	7+	6+	6+	8+

For promotion, DM +1 if Intel 8+. In garrison, use the Infantry garrison column.

Commando	Police	Counter	Ships
Training	Action	Insurgency	Troops
Survival	3+	4+	5+
Decoration	none	9+	8+
Promotion	(8+)	9+	8+
Skills	5+	6+	5+

For survival, DM +1 if any MOS skill 2+. For promotion, DM +1 if Endurance 8+.

Thought Police	Internal	Counter	Ships
Training	Security	Insurgency	Troops
Survival	auto	3+	4+
Decoration	none	9+	8+
Promotion	(9+)	9+	8+
Skills	6+	5+	5+

For survival, DM +1 if any MOS skill level 2+. For promotion, DM +1 if Endurance 8+.

Note: Only enlisted and NCO may make parenthetical die throws for promotion.

SERVICE SKILLS

<i>Die</i>	<i>Military</i>	<i>NCO</i>	<i>Command</i>	<i>Staff</i>	<i>Psionic</i>	<i>Shipboard</i>
<i>Roll</i>	<i>Life</i>	<i>Skills</i>	<i>Skills</i>	<i>Skills</i>	<i>Skills</i>	<i>Life</i>
1	Brawling	Hvy Wpns	+1 Endur	Fwd Obsv	Telepathy	Fwd Obsv
2	Blade Cbt	Mechanic	Gun Cbt	Vehicle	Telepathy	Gunnery
3	+1 Dext	Electronic	Vehicle	Admin	Clairvoy	Vacc Suit
4	+1 Stren	Gravitic	Admin	Mechanical	Telekinesis	Zero-G Cbt
5	+1 Endur	Hvy Wpns	Hvy Wpns	Tactics	+1 Psi	Vacc Suit
6	Carousing	Leader	Leader	Computer	Teleport	Ship's Boat
7	Gun Cbt	Tactics	Liaison	Electronic	Clairvoy	
8	+1 Educ	Leader	Leader	Instruction	Telepathy	
9	Psychology	Instruction	Psychology	Liaison	+1 Psi	
10	NV Comm	Admin	NV Comm	Admin	Teleport	
DMs: +2 E5-E9. +2 E5-E6. +2 O3-O5. +1 O3-O5 +4 Guards.						
+4 00+. +4 E7+. +4 O6+. +4 O6+.						

MILITARY OCCUPATIONAL SPECIALTY (MOS) TABLE

<i>Die</i>	Artillery	Armor	Infantry	Support	Commando	Thought Police
1	FA Gunner	Vehicle	Gun Cbt	Cbt Engr	Gun Cbt	—
2	FA Gunner	Vehicle	Gun Cbt	Vehicle	Gun Cbt	Liaison
3	Vehicle	Vehicle	Hvy Wpns	Computer	Hvy Wpns	Psychology
4	Gravitics	Hvy Wpns	Hvy Wpns	Gravitic	Demolition	NV Comm
5	Mechanical	Hvy Wpns	Vehicle	Electronic	Survival	Admin
6	Electronic	Recon	Recon	Mechanical	Recon	Telepathy
7	Fwd Obsv	Computer	Vacc Suit	Computer	Battle Dress	Liaison
DM +1 if Guards.						

TABLE OF RANKS

<i>Rank</i>	<i>Enlisted</i>	<i>Rank</i>	<i>Commissioned</i>
<i>Abbreviation</i>	<i>Rank</i>	<i>Abbreviation</i>	<i>Rank</i>
		00 Subaltern	Waiting Officer 0
E1	Recruit	01 Junior Lieutenant	Officer of Twenty 1
E2	Trooper	02 Lieutenant	Officer of Fifty 1
E3	Follower	03 Captain	Officer of One Hundred 2
E4	Leader of Five	04 Major	Officer Advisor 3
E5	Leader of Ten	05 Lt Colonel	Officer of Five Hundred 4
E6	Leader of Twenty	06 Colonel	Officer of One Thousand 5
E7	Leader of Fifty	07 Brigadier	Officer of Two Thousand 6
E8	Leader of One Hundred	08 Lt General	Officer of Five Thousand 6
E9	Leader of One Thousand	09 Major General	Officer of Ten Thousand 6
		010 General	Officer of Millions 6

Notes: For officers, ranks on the left are traditional translations; those on the right are more literal translations from the Zhodani. O0 to O3 are junior commissioned officers; O4 to O6 are field grade officers; O7 to O10 are general officers. The number after commissioned rank is the basic **Traveller** rank. E1 and E2 are enlisted ranks; E3 to E9 are NCOs (non-commissioned officers).

SPECIALIST SCHOOL

<i>Die</i>	<i>Skill Received</i>
1	Mechanical
2	Electronics
3	Gravitics
4	Communications
5	Vehicle
6	Psychology
7	Computer
8	Demolitions
9	+2 Psi
DM +3 if Social A+. DM +1 if Commando or Thought Police.	

SPECIAL ASSIGNMENTS

<i>Die</i>	<i>Enlisted and NCO</i>	<i>Officers</i>
1	Cross Training	Recruiting
2	Protected Forces	Protected Forces
3	Aide	Attaché
4	Specialist School	Staff College
5	Commando School	Intelligence School
6	OCS	Commando School
Note: A character failing OCS may not attend OCS again (reroll). A second Staff College becomes Command College. Guards receiving Commando School receive Thought Police School instead.		

SERVICE SCHOOLS

Cross Training: Roll on any combat arm column of the MOS table and allow reenlistment in that arm. Does not apply to Commando and Thought Police.

Commando School: Throw 4+ (1D) for Combat Rifleman, Heavy Weapons, Demolitions, Tactics. Transfer to Commandos required immediately.

Thought Police School: Throw 3+ (1D) for NV Communication, Psychology, Liaison, Telepathy. Transfer to Thought Police required immediately.

Specialist School: Throw 1D on specialist school table.

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

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

Recruiting: Receive Recruiting-1.

Aide: Receive promotion and +1 Social.

Attaché: Receive +1 Social and specify duty for next assignment (but not attaché).

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

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

SKILL ELIGIBILITY

Skills are received as automatic skills, basic/advanced training, special assignments, or from the skill roll in assignment resolution. Skill table usage is restricted to:

Military Life: Character in Army or Guards.

NCO Skills: Any rank E3 to E9.

Command Skills: Any officer (rank O1 to O10) in command.

Staff Skills: Any officer (rank O1 to O10) in staff assignment.

Psionic Skills: Any Noble or Intendant.

Shipboard Life: Ship's Troops assignment.

MOS Table: Character in the specified combat arm.

TRANSFERS

Individuals may transfer to a different combat arm only if previously assigned to or cross-trained in that new arm (Artillery, Armor, Infantry, and Support), or after attending a school which dictates a transfer (Commandos and Thought Police).

Voluntary transfers take place at the beginning of a term of service. Dictated transfers take place immediately.

PSIONIC GAMES

Intendants may compete in the Psionic Games in the normal manner.

ZHODANI 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, and FGMP-14). 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.

ZHODANI MERCENARY CASCADE SKILLS

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

Field Artillery Gunnery: Select a skill from: Laser Cannon, Mortar, Howitzer, Mass Driver, Multiple Rocket Launcher, Plasma Gun, Fusion Gun, Meson Accelerator, Tac Missile.

Talent: Character must immediately select from Telepathy, Clairvoyance, Telekinesis, Awareness, or Teleportation.

Heavy Weapons: Select from the following: Light Assault Gun, Automatic Weapons, AutoCannon, VRF Gauss Gun, Mortar, Plasma Gun, Fusion Gun, Tac Missile, Recoilless Rifle, Grenadier*.

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

ZHODANI MERCENARY CHARACTER GENERATION CHECKLIST

1. Generate Character.

A. Generate the six personal characteristics (2D each). Generate Psi (2D).

B. Determine social classification.

C. Adjust characteristics.

D. Psionic training for Social A+.

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

2. Enlistment.

A. **Army:** Throw 6+ to enlist; DM +1 if Dext 6+, DM +2 if Endur 8+, DM +3 if Stren 8+.

B. **Guards:** Throw 14+ to enlist; DM +1 if Stren 7+, DM +2 if Psi 9+, DM +3 if Social 10+.

3. Select Arm of Service.

A. Artillery, Armor, Infantry, or Support.

B. Commando and Thought Police not available until after proper school.

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

A. Determine Assignment.

1) General Assignment. Rank E1 to E9 treat staff and command as unit.

2) Unit Assignment.

3) Special Assignment. Schools.

B. Assignment Resolution.

1) Survival.

2) Decoration.

3) Promotion.

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

5. Reenlistment.

A. **Army:** Throw 6+ to reenlist; DM +2 if rank E1 to E9.

B. **Guards:** Throw 5+ to reenlist; DM +2 if Psi 9+.

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 Wound Badge received, allow +1 on morale (to a limit of +3).

For each Hero Medal, 1st Class to 3rd Class, allow +2.

For each Hero Medal, 4th Class to 6th Class, allow +3.

For each Hero Medal, 7th Class or higher, allow +4.

The total morale allowance for one individual is +6.

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

PSIONICS TRAINING

Nobles and Intendants receive psionics training as youths, before beginning a career. Their powers are fully developed (their Psi characteristic is their PSR) by the time they reach age 18 and begin their careers.

Throw 2D for each talent, rolling in any order at the player's option; required DMs: -1 on the 1st throw, through -6 on the 6th.

Telepathy	4+
Clairvoyance	5+
Telekinesis	5+
Awareness	6+
Teleportation	7+
Special	9+

ZHODANI 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.
3. Name World.
4. Generate UPP.
 - A. Note starport type.
 - B. Planetary Size: 2D - 2.
 - C. Planetary Atmosphere: 2D - 7 + size. If size 0, then atmos 0.
 - D. Planetary Hydrographics: 2D - 7 + size. If size 1 -, then hydrographics 0. If atmos 1 - or A+, then DM - 4.
 - E. Population: 2D - 2. If type X starport, population 1D + 4.
 - F. Government: 2D - 7 + population.
 - G. Law Level: 2D - 7 + government.
 - H. Technological Level: 1D + DMs from Zhodani tech level table.
5. Determine local bases.
6. Determine trade classifications.
7. Note statistics for reference.
8. Map system on subsector grid.

LAW LEVELS

Zhodani law level is the throw to avoid harassment by local authorities.

Off-Worlders: Zhodani law level plus 4 is the applicable law level for non-Zhodani visiting a Zhodani world.

Psionic Shields: Non-Zhodani wearing of psionic shield helmets is tolerated for foreign diplomatic personnel. Others must obtain a permit from local authorities: throw law level or less for the permit to be granted.

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 Consular.
C	Upper Average Consular.
D	Maximum Consular level.

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

ZHODANI TECH LEVEL TABLE

Star- Digit	port	Size	Atm	Hyd	Pop	Govt
0		+2	+1	-	-	+1
1		+2	+1	-	+1	-
2		+1	+1	-	+1	-
3		+1	+1	-	+1	-
4		+1	-	-	+1	-
5		-	-	-	+1	+1
6		-	-	-	-	-
7		-	-	-	-	-
8		-	-	-	-	-
9		-	-	+1	+2	-
A	+6	-	+1	+2	+4	-
B	+4		+1			-
C	+2		+1			-
D	-		+1			-2
E	-		+1			-
F			+1			-
X	-4					

The basic tech level roll for Zhodani worlds is 1D, modified by DMs from this table. This table is identical to the basic Traveller table.

Any tech level result greater than 14 is reduced to 14.

Atmosphere Effects

Certain atmospheres on worlds dictate the minimum tech levels shown below. If a world has the indicated atmosphere and its tech level does not meet the minimum, change its population, government, law level, and tech level to 000-0 instead.

Atmosphere 2 -	TL 7
Atmosphere 3.....	TL 6
Atmosphere 4, 7, or 9.....	TL 5
Atmosphere A or B.....	TL 8
Atmosphere C.....	TL 9

REMARKS

The following statements should be included in the remarks section of the world UPP data where appropriate.

Unabsorbed World. If Starport C, D, or E, throw 11+ for a world to be unabsorbed.

Forbidden World. If starport X, the world is forbidden access.

TRADE CLASSIFICATIONS

The standard trade classifications are used except for Zhodani forbidden or unabsorbed worlds.

Rich: Atmosphere 6 or 8, population 6 to 8. Government type 4 through 9.

Government type is ignored for Zhodani forbidden or unabsorbed worlds.

SYSTEM CONTENTS TABLE

Die Roll	Star- port	Gas Giant	Naval Base	Depot
2	A	yes	no	no
3	A	yes	no	no
4	A	yes	no	no
5	B	yes	no	no
6	B	yes	no	no
7	C	yes	no	no
8	C	yes	no	no
9	D	yes	yes	no
10	E	no	yes	no
11	E	no	yes	yes
12	X	no	yes	yes

Roll once for each column.

Naval Bases: DM + 2 if starport type A; + 1 if type B. Do not roll if starport type E or X.

Depots: Do not roll if not starport type A.

Relay Stations: Zhodani naval bases are directly linked by a communications route (the equivalent of an xboat link) if within jump-4. If a gap of greater than jump-4 exists between naval bases, one or more relay stations are established to facilitate ship movements.

Base Codes: The following codes should be used for Zhodani bases in subsector data:
 Zhodani Naval Base.....Z
 Zhodani Depot.....Y
 Zhodani Relay Station.....X

ZHODANI GOVERNMENTS

Zhodani governments parallel the types of government found in Imperial space. Diversity is tolerated on the local level so long as the overall Zhodani interstellar government remains unchallenged.

ZHODANI TRAVEL ZONES

The Zhodani do not maintain a system of travel zones. Some worlds are labelled *forbidden* on Zhodani charts, and others labelled *unabsorbed*.

Forbidden Worlds (equivalent to Imperial Red Zones): Access prohibited by the Consulate government. Typical uses are military training grounds, planetary bombing ranges, Ancient sites, sources of rare or valuable raw materials, and scientific laboratories. Where a forbidden world exists, the entire system is off limits and is usually patrolled by 1 to 6 ships and a contingent of troops.

Unabsorbed Worlds (equivalent to Imperial Amber Zones): World claimed by and governed by the Zhodani Consulate, but not absorbed into the mainstream of Zhodani culture. Psionic training is not available (and possibly not tolerated) locally. Long-range programs to place the local culture into the Zhodani mainstream are in effect. Zhodani covert agents and programs are in place.

INITIAL CHARACTERISTICS

Generate the six personal characteristics (2D each): Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. Roll Psi (2D) and record separately.

CHARACTERISTIC ADJUSTMENT

Elevate any character with Psi 9+ and Social 9- to Social A.
Reduce Education to Social if it exceeds it.
If Social A+ and Education 7-, increase Education to 8.

PSIONICS TRAINING

Only Social Standing A+ receives psionic training. Throw 2D for each talent in any order; DM: -1 on the 1st throw, through -6 on the 6th.

1. Telepathy 4+
2. Clairvoyance 5+
3. Telekinesis 5+
4. Awareness 6+
5. Teleportation 7+
6. Special 9+

ENLISTMENT

Consular Navy 9+
Regional (Subsector) Navy 8+
System (Planetary) Navy 7+
DM + 1 if Intel 8+.
DM + 2 if Educ 9+.

AUTOMATIC COMMISSIONS

Nobles and Intendants automatically receive a naval commission with rank 00 upon enlisting. Others are eligible for commissions through Officer Training.

MEDICAL SCHOOL

Open only to rank 00 as the first term of service (4 years).
Admission 9+ +2 if Educ A+
Success 8+ +2 if Intel 9+
Honors 11+ +1 if Educ B+
Graduates receive automatically: rank 02, +2 Psi, Awareness, +1 Education, Medic-3, Admin-1. Honors graduates receive an additional Medic-1 and Computer-1.

FLIGHT SCHOOL

Open only to rank 00 as the first term of service (4 years).
Admission 9+ +2 if Dext 9+
Success 7+ +2 if Intel 8+
Graduates throw 4+ (on 1D) for: rank 02, Pilot-3, Navigation-1.

BRANCH SELECTION

	<i>Enlisted</i>	<i>Officer</i>
1	Engineer	Engineer
2	Engineer	Engineer
3	Gunnery	Gunnery
4	Technical	Technical
5	Crew	Command
6	Crew	Command
7	—	Talent

DM + 2 if Psi 11+.
Proles: DM - 1 if Education 6+.
Automatic: Technical branch if medical school graduate. Flight branch if flight school graduate. Choice if Noble.

COMMAND DUTY

Officer Branch	Throw
Command	7+
Talent	8+
Flight	9+
Engineering	9+
Gunnery	10+
Technical	11+

This table is used only by commissioned officers rank O1+.
DM - 2 if rank O2-.
DM + 2 if Social B+.
DM + 1 if Psi 11+.
DM + 1 if Education 10+.

SPECIFIC ASSIGNMENTS

Die Roll	Assignment
2	Shore Duty
3	Special Duty
4	Siege
5	Strike
6	Patrol
7	Training
8	Patrol
9	Strike
10	Shore Duty
11	Special Duty
12	Battle
13	Battle

DM: + 1 if Intendant. DM - 1 if rank E1 to E9 and Education 6+.

ASSIGNMENT RESOLUTION

Command/Crew	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Battle</i>
Survival	auto	4+	4+	5+	6+	6+
Decoration	none	12+	11+	10+	7+	6+
Promotion	(6+)	(7+)	8+	9+	8+	7+
Skills	6+	6+	5+	5+	4+	4+

For Survival, DM + 1 if any branch skill level 2+. For Promotion, DM + 1 if on Command Duty. Any officer may use this table if on Command Duty.

Flight	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Battle</i>
Survival	3+	3+	3+	3+	3+	4+
Decoration	none	none	10+	9+	9+	8+
Promotion	none	12+	12+	11+	10+	10+
Skills	6+	none	6+	6+	6+	5+

For Survival, DM equals Pilot skill level.

Gunnery	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Battle</i>
Survival	auto	3+	4+	5+	5+	6+
Decoration	none	12+	11+	10+	9+	7+
Promotion	(6+)	(6+)	9+	9+	8+	7+
Skills	7+	none	6+	4+	5+	5+

For Promotion, DM + 1 if Dext 9+. For Decoration, DM + 1 if Dext 10+.

Engineer	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Battle</i>
Survival	auto	auto	3+	4+	5+	5+
Decoration	none	none	12+	11+	7+	7+
Promotion	(7+)	(7+)	6+	9+	7+	7+
Skills	6+	7+	5+	6+	5+	4+

For Promotion, DM + 1 if Engineering-4+.

Talents	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Battle</i>
Survival	auto	3+	4+	4+	5+	5+
Decoration	none	none	11+	10+	9+	8+
Promotion	12+	9+	9+	9+	9+	9+
Skills	8+	6+	7+	7+	7+	6+

For Promotion, DM + 1 if Psi 12+.

Technical	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Battle</i>
Survival	auto	3+	3+	3+	3+	3+
Decoration	none	none	none	none	9+	8+
Promotion	(7+)	9+	10+	9+	8+	8+
Skills	6+	7+	8+	6+	6+	6+

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

SERVICE SKILLS

Die Roll	Navy Life	Shipboard Life	Shore Life	Petty Officer	Command Officer	Staff Officer
1	Brawling	Zero-G Cbt	Brawling	Vacc Suit	Vehicle	Computer
2	+1 Stren	+1 Dext	Vehicle	Blade Cbt	Gun Cbt	Electronic
3	+1 Educ	Blade Cbt	Fwd Obsv	Gun Cbt	Ship's Boat	Gun Cbt
4	Vacc Suit	Mechanical	Vacc Suit	Mechanical	Pilot	Admin
5	+1 Endur	Ship's Boat	Liaison	Medical	Ship Tactics	Ship Tactics
6	+1 Dext	Vacc Suit	Vehicle	Leader	Leader	Talent
7	+1 Endur	Zero-G Cbt	Fwd Obsv	Zero-G Cbt	NV Comm	Telepathy
8	+1 Educ	Commo	Vacc Suit	+1 Educ	Psych	Clairvoy
9	NV Comm	Admin	Survival	Instruction	Clairoy	Telepathy
10	Psych	Jack-o-T	Battle Dress	Admin	Fleet Tactics	Fleet Tactics
DMs: +4 O0+		+4 O0+	+4 O0+	+2 E5+	+2 O4+	+4 Psi B+
				+4 E7+	+4 O7+	

BRANCH SKILLS

Die	Crew	Flight	Gunnery	Engineering	Talent	Technical
1	Mechanical	Vacc Suit	Fwd Obsv	Mechanical	Admin	Mechanical
2	Steward	Admin	Gun Cbt	Electronic	Jack-o-T	Electronic
3	Gun Cbt	Gun Cbt	Commo	Engineering	+1 Psi	Gravitic
4	Computer	Commo	Computer	Mechanical	Telepathy	Computer
5	Commo	Pilot	Gunnery	Vacc Suit	Medical	Computer
6	Liaison	Navigation	+1 Dext	Engineer	Computer	Computer
7	Zero-G Cbt	Pilot	Gunnery	Engineer	Awareness	Jack-o-T
8	Battle Dress	Pilot	Gunnery	Engineer	+1 Psi	Psych
DMs: No DM if planetary Navy; +1 if subsector Navy; +2 if Consular Navy.						

TABLE OF RANKS

Rank Abbreviation	Enlisted Rank	Rank Abbreviation	Commissioned Rank
		O0 Subaltern	Waiting Officer 0
E1	Recruit	O1 Ensign	Learning Officer 1
E2	Trainee	O2 Sublieutenant	Watch Officer 1
E3	Spacer	O3 Lieutenant	Deck Officer 2
E4	Advanced Spacer	O4 Lieutenant Commander	Destroyer Officer 3
E5	Section Leader	O5 Commander	Cruiser Officer 4
E6	Compartment Leader	O6 Captain	Battleship Officer 5
E7	Deck Leader	O7 Commodore	Squadron Officer 6
E8	Crew Leader	O8 Fleet Admiral	Fleet Officer 6
E9	Base Leader	O9 Sector Admiral	Sector Officer 6
		O10 Consular Admiral	Consulate Officer 6

Notes: For officers, ranks on the left are traditional translations; those on the right are more literal translations from the Zhdani. O0 to O3 are junior commissioned officers; O4 to O6 are field grade officers; O7 to O10 are general officers. The number after commissioned rank is the basic **Traveller** rank. E1 and E2 are enlisted ranks; E3 to E9 are NCOs (non-commissioned officers).

SPECIALIST SCHOOL

Die	Skill Received
1	Administration
2	Medical
3	Liaison
4	Mechanical
5	Electronics
6	Gravitics
7	Vehicle
8	Navigation
9	Computer
10	Ship's Boat

SPECIAL DUTY

Die	Enlisted	Officer
1	Specialist School	Naval Attaché
2	Recruiting Duty	Recruiting Duty
3	Gunnery School	Intelligence School
4	Technical School	Command College
5	Engineering	Staff College
6	Cross Training	Staff College
7	Officer Training	Cross Training
8	Specialist School	Psionics School
Any character with Education 7+ may take DM +2 if desired.		

SERVICE SCHOOLS

Attaché: Receive promotion and +1 Social.

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

Cross Training: Select any branch (enlisted must select enlisted branches; officers must select officer branches) and resolve one year of service in that branch. Allow reenlistment in that branch at end of term of service.

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

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.

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

Officer Training: Receive rank O0 in original or cross-trained branch. Roll once each for officer command skill, officer staff skill, and appropriate branch skill.

Psionics School: Throw 1D on the Psionics Training table for one specific talent.

Recruiting Duty: Receive Recruiting-1.

Specialist School: Throw 1D on specialist table with optional DM +0 to +4.

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

Technical School: Roll 4+ (1D) each for Mechanical, Electronics, Gravitics.

SURVIVAL

Making the survival throw exactly produces an injury; less indicates death. An injury in battle or strike is a wound and results in the award of a Wound Badge.

DECORATIONS

Throwing *higher than* the decoration number awards a Naval Hero Medal. The medal's *class* is the difference between the decoration throw and the die roll. For example, the Navy Hero Medal 2nd Class.

INITIAL TRAINING

The first year of service is spent in initial training. Character receives one branch skill.

NON-PSIONIC OFFICERS

Officers who have not had psionic training (Proles commissioned through officer training) cannot receive psionic skills. If such a skill is dictated by the tables, throw instead on the staff officer table or the navy life table.

ZHODANI HIGH GUARD INCLUDED SKILLS

Handgun: Includes skill in Automatic Pistol, Revolver, Body Pistol. It also includes Snub Pistol if Mercenary is used.

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.

ZHODANI 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 if homeworld atmosphere 5-), Jet-driven Fixed Wing (TL 5 to 9; not if homeworld atmosphere 3-), or Helicopter (TL 6 to 9; not if homeworld atmosphere 5-), or Lighter Than Aircraft (TL 3 to 9; not if homeworld atmosphere 5-).

Blade Combat: Character must select from: Dagger, Blade, 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.

Talent: Character must immediately select from Telepathy, Clairvoyance, Telekinesis, Awareness, or Teleportation.

Vehicle: Character must select (subject to tech level and other restrictions) from: Aircraft*, Grav Vehicle (TL 8+), Ship's Boat (TL 7+; only if homeworld size 2- and atmosphere 1-), Tracked Vehicle (TL 6 to 9; not if homeworld hydrographics A), Watercraft*, or Wheeled Vehicle (TL 5+; not if homeworld hydrographics A), or Vacc Suit (TL 7+; only 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 hydrographics 2-) or Hovercraft (TL 7 to 9; not available if homeworld atmosphere 3-).

ZHODANI HIGH GUARD CHARACTER GENERATION CHECKLIST

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

1. Generate Character.

A. Generate the six personal characteristics (2D each). Generate Psi (2D).

B. Determine social classification.

C. Adjust characteristics.

D. Psionic training for Social A+.

E. Determine tech level of navy to be joined.

2. **Navy Enlistment:** Throw 8+ to enlist; DM +1 if Intel 8+, DM +2 if Educ 6+.

A. Automatic Commissions.

B. Initial Schooling.

3. **Select Branch.** Initial Training.

4. **Assignment** (*one per year after first year*).

A. Command Duty.

B. Specific Assignment. Schools.

C. Psionic Games Competition allowed for Intendants^g.

5. **Assignment Resolution.**

A. Survival.

B. Decoration.

C. Promotion.

D. Skills. Take skills if received. Plus other eligibility.

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

7. **Mustering Out.**

8. **Resume Writing.**

THE PSIONIC GAMES

An Intendant is allowed to compete in the Psionic Games once by throwing Psi or less on 3D. Competing takes the place of one term of service.

In preliminary competition, throw Psi or less on 3D for each psionic talent held. In final competition, throw 2D for 12+; DM +1 for each successful preliminary competition, and DM -1 for each unsuccessful preliminary competition.

After the games, the character receives +1 Psi if more preliminary events were won than lost, and +2 Psi and Social Standing B if the final competition was won.

BLADE WEAPONS

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

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
Snub Pistol	10+	6-	4D	.38

PSIONICS

Nobles and Intendants receive psionics training as youths, before beginning a career. Their powers are fully developed (Psi is the Psionic Strength Indicator) by the time they reach age 18 and begin their careers.

When psionics talents are received as a skill, the individual receives that specific talent if he or she does not already possess it (if he or she does, then the individual receives +1 Psi instead, increasing Psi).

DARING AND BRAVADO

Any character may select a negative DM for survival (decreasing the chance of survival) and then use that same number as a positive DM for decoration (increasing the chance of decoration). The choice for the negative survival DM must be made before throwing for survival.

Cowardice: Any character may select a positive DM for survival (increasing the chance of survival) and then use that same number as a negative DM for decoration (decreasing the chance of decoration). The choice for the positive survival DM must be made before throwing for survival.

PROMOTIONS

Promotions increase rank, but no rank increase can elevate an NCO to commissioned officer; only officer training can achieve that.

Decorations: Decorations increase the chance of promotion. The DM on promotion is the class if any previously unused Hero Medal held (Wound Badges are not considered). For example, if the Navy Hero Medal 2nd Class is held, a DM of +2 is allowed. Each Hero Medal may be used to produce a promotion DM only once; it then remains on the record, but can produce no more promotion DMs.

ZHODANI 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 Zhodani space, use Patron List Three twice per week on 5+ (1D): once at the starport, and once on the world.

DMs: On red die, DM -1 if naval character; DM +1 if merchant character.

On white die, DM -1 if other. DM +1 if Administration-1+.

ZHODANI 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: (noble male) 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 E).

PATRON LIST SEVEN (Zhodani)

Die	Patron Type
11	Naval Officer (Noble)
12	Army Officer (Noble)
13	Guards Officer (Noble)
14	Noble on hunting expedition
15	Starport Warden
16	Naval Officer (Intendant)
21	Reporter
22	Technician
23	Doctor
24	Intendant
25	Noble
26	Government Official (Noble)
31	Subject Race Traveller
32	Army Officer (Intendant)
33	Researcher
34	Soldier
35	Writer
36	Professor
41	Naval Officer (Intendant)
42	Scientist
43	Prospector
44	Naval Architect
45	Steward
46	Financier
51	Navigator
52	Broker
53	Caseworker
54	Thought Police Officer
55	Pilot
56	Merchant
61	Imperial Tourist
62	Shipowner
63	Speculator
64	Prospector
65	Government Official (Intendant)
66	Diplomat

RANDOM ENCOUNTER LIST

Die	Qty	Type	Remarks
11	1D	Peasants	-3
12	2D	Peasants	-2
13	2D	Workers	-1
14	3D	Celebrating Workers	L
15	1D	Thought Police	LGV
16	1D	Imperial Tourists	+2
21	2D	Soldiers	+1LGA
22	2D	Soldiers	LGAV
23	1D	Thought Police	+1GAV
24	2D	Consular Guard	LGA
25	3D	Thought Police	+1GAV
26	2D	Soldiers on leave	LV
31	1D	Zhodani Adventurers	+2GAV
32	2D	Noble with retinue	LGAV
33	2D	Hunters and Guides	+1LGV
34	2D	Zhodani Tourists	+1
35	2D	Researchers	+3V
36	1D	Thought Police	VG
41	1D	Subject Race Traders	-1V
42	2D	Subject Race Rioters	-3LB
43	1D	Thought Police	+1LGV
44	2D	Noble with Retinue	LGAV
45	1D	Intendant with Retinue	LV
46	2D	Imperial Scientists	+3LV
51	1D	Merchants	+1L
52	2D	Traders	V
53	2D	Religious Group	
54	1D	Prole Beggars	
55	1D	Noble with Retinue	+1LVG
56	2D	Thought Police	LV
61			
62			
63			
64			
65			
66			

REACTIONS

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

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

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

Character

is Prole.....	+1
is Intendant.....	+2
is Noble.....	-1
is Thought Police.....	+1

Encounter

is Prole.....	-1
is Intendant.....	+1

All situations:

Zhodani dealing with Zhodani.....	+3
Zhodani dealing with non-Zhodani....	-2
Outside Zhodani space.....	-2
Forbidden World system.....	-1
World Population 9+	-1
Both are Legion of Merit holders.....	+1

UNABSORBED WORLDS

Unabsorbed worlds within Zhodani space do not use these encounter and patron tables. Instead, individual tables must be created for each unabsorbed world based on its character and population.

Unabsorbed worlds (similar to Amber Zones) are each distinct, non-Zhodani cultures and have few Zhodani humans present.

FORBIDDEN WORLDS

Forbidden worlds in Zhodani space (similar to Red Zones) do not use these encounter and patron tables. Because all Zhodani contact is proscribed (except with very special authorization), orbital patrols warn off ships before they may land (there are potential Zhodani contacts at this point). On the world surface, entirely new encounter tables are required.

Zhodani Starships

Because the principles of physics and of jump drive are constant in the universe, Zhodani starships are similar to the starships in use by other human races.

Psionic Switches: The one major difference between Zhodani ships and those of other cultures is an abundance of psionic switches. Simple psionically sensitive switches are components of iris valves, simple automatic doors, and many convenience items such as lights, temperature or environment controls, and entertainment or communication devices. Psionically trained individuals with Telepathy-1+ can activate the switches with a minor flick of their minds (no actual cost in Psi points).

Starship Purchase: Usual procedures are followed for most starship purchases, but characters enrolled in the Legion of Merit receive a very special bonus. Bank financing is offered free, without interest or other charges, to Legion members. The ship payments for Legion members must be completed in 25, rather than 40, years, with the character making 300 equal payments, each 1/300th of the purchase price.

Ship Design and Construction: It is customary for ships on Commercial service within the Consulate to travel without weaponry; many commercial designs do away with hardpoints entirely. Ships intended for service beyond the frontiers, or for non-commercial service, are more frequently armed.

STANDARD SHIP DESIGN PLANS

The following ship designs are standard Zhodani types, all frequently encountered within Consulate space.

Zhodani Scout (type ZS): Using a 100-ton hull, the Zhodani scout is an exploratory vessel used both by the military and by commercial concerns for frontier exploration and reconnaissance. 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 one jump-2. Adjacent to the bridge is a computer Model 1/bis. There are four staterooms and no low passage berths. The ship has one hardpoint and one ton allocated for fire control. Installed on the hardpoint is a double turret carrying double beam lasers. There are no ship's vehicles. Cargo capacity is seven tons. The hull is streamlined.

The Zhodani scout requires a crew of one: pilot/engineer. The ship can carry 3 to 5 additional personnel, depending on function and other requirements. It is not commonly employed in commercial service. The ship costs MCr 30.9969 (including architect's fee and 10% standard design discount) and takes 9 months to build.

Zhodani Trader (type ZM): Using a 400-ton hull, the Zhodani trader is a merchant vessel used by small companies or individuals in frontier regions of the Consulate. It mounts jump drive-D, maneuver drive-B, and power plant-D, giving performance of jump-2 and 1G acceleration. Fuel tankage for 100 tons supports the power plant and one jump-2. Adjacent to the bridge is a computer model/2. There are 16 staterooms and 32 low berths. The ship has two hardpoints and two tons allocated for fire control. Installed on the hardpoints are two single turrets, one mounting a pulse laser, the other, a sandcaster. There is

one ship's vehicle, a ship's boat. Cargo capacity is 125 tons. The hull is streamlined.

The Zhodani trader requires a crew of 6: pilot, navigator, two engineers, medic, and steward. Two gunners may be added. The pilot operates the ship's boat. The ship can carry 10 high or middle passengers (8 if gunners are on board) and 32 low passengers. The ship costs MCr 118.12455 (including architect's fee and 10% standard ship design discount) and takes 11 months to build.



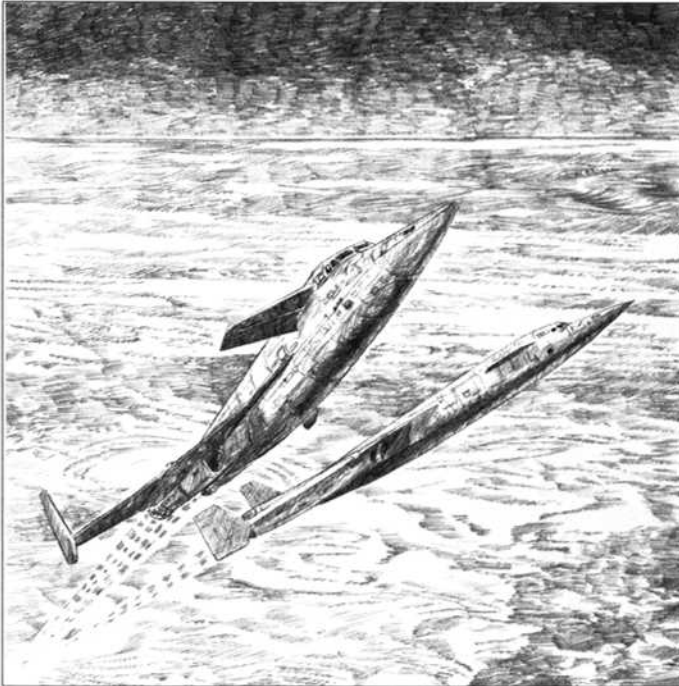
Zhodani Liner (type ZR): Using an 800-ton hull, the Zhodani liner is a passenger vessel used primarily in the core regions of the Consulate. It mounts jump drive-R, maneuver drive-D, and power plant-R, giving performance of jump-4 and 1G acceleration. Fuel tankage for 360 tons supports the power plant and one jump-4. Adjacent to the bridge is a computer Model/4. There are 42 staterooms and 34 low berths. The ship has no hardpoints and cannot carry weaponry. There is one ship's vehicle, a 40-ton slow pinnacle. Cargo capacity is 50 tons. The ship is not streamlined.

The Zhodani liner requires a crew of 12: pilot, navigator, medic, five engineers, and four stewards. The pilot operates the slow pinnacle. The ship can carry 30 high and middle passengers, and 34 low passengers. The ship costs MCr 414.2313 (including architect's fee and 10% standard ship design discount) and takes 25 months to build.

Zhodani Escort (type ZE): Using a custom 600-hull, the Zhodani Escort is a military vessel employed in patrol and commerce protection roles along the frontier. It mounts jump drive-J, maneuver drive-Q, and power plant-Q, giving a performance of jump-3 and 5G acceleration. Fuel tankage for 230 tons supports the power plant and one jump-3. Adjacent to the bridge is a computer Model/3. There are 24 staterooms and no low berths. The ship has 6 hardpoints and 6 tons allocated for fire control. Installed on the hardpoints are six triple turrets; three mount triple beam lasers, two mount triple missile racks, and one mounts a triple sandcaster. There are three ship's vehicles: two fighters and a launch. Cargo capacity is 80 tons. The hull

is streamlined.

The Zhodani Escort requires a crew of 13: pilot, navigator, four engineers, six gunners, and a medic. Three small craft pilots, one extra gunner, a troop NCO, and 12 ship's troops (the latter in double occupancy) are the standard additional crew carried. The ship does not carry passengers commercially. Small craft pilots operate the launch and the two fighters. The ship costs MCr 383.46165 (including architect's fee and 10% discount for standard ship designs), and takes 24 months to build.



Zhodani Courier (type ZC): Using a custom 200-ton hull, the Zhodani Courier is a private vessel used by government officials for travel and diplomatic purposes. It mounts jump drive-C, maneuver drive-B, and power plant-C, giving a performance of jump-3 and 2G acceleration. Fuel tankage for 90 tons supports the power plant and one jump-3. Adjacent to the bridge is a computer Model/3. There are nine staterooms and no low berths. The ship has one hardpoint and one ton allocated to fire control. Installed on the hardpoint is a triple turret, which mounts two beam lasers and a sandcaster. There is one ship's vehicle: a gravitic speeder. Cargo capacity is 11 tons. The ship is streamlined.

The Zhodani courier requires a crew of five: pilot/navigator, engineer, medic, steward, and gunner. A qualified crewman operates the speeder. The ship can carry four passengers — the owner and his retinue. The ship costs MCr 101.67165 (including architect's fee and 10% standard ship design discount), and takes 12 months to build.

STARSHIP ENCOUNTERS

Ship encounters in Consulate space are generally peaceful, with unlawful activities such as piracy being extremely rare. The standard Starship Encounter Table may be used in Zhodani space with piracy effects excluded. Military vessels will routinely check on the identity of ships, and undertake a routine boarding for confirmation about half the time (such boardings allow thought police agents to check on the mental health and attitudes of crew members as well).

TRAVEL

The various aspects of interplanetary and interstellar travel are largely unchanged. In Zhodani space, there are a few differences, however.

Stowaways are rare; simple procedures provide for a quick sweep of ships before lift-off: to catch accidental boardings by well-wishers or stowaways; to catch boardings by animals such as rats; and to make sure no one is in the wrong place during the delicate lift-off procedure.

The Low Lottery is a custom which is not observed in Zhodani space.

The Legion of Merit: Zhodani characters enrolled in the Legion of Merit (a mustering-out benefit) may receive a 10% discount on passage costs (in addition to other aspects of the Legion).

Hijacking: Stealing starships is always a risky business, and the fact that a good percentage of Zhodani citizens could perceive of the intent before it could be implemented makes hijacking a very infrequent event. Even though non-psionic, some Zhodani Proles can read body language and other non-verbal clues and understand intentions before they are carried out.

The majority of attempted hijackings in Zhodani space are violent assaults by passengers of subject races within the Consulate.

Skipping: Skipping does not arise in Zhodani space.

Piracy: As with hijacking, piracy is so infrequent as to be left for the referee to implement specially, rather than left up to an encounter table.

WEAPONS AND EQUIPMENT

Guns and Accessories

Item					Base		Required	Advantageous	Maximum	TL
	Weight	Weight	Rds/ Clip	Length Overall	Price	Ammo Price	Dexterity Level DM	Dexterity Level DM	Effective Range ¹	
Body Pistol	.250	.050	6	.100	500	20	7-	-3 11+	+1 medium	7
Automatic Pistol	.750	.250	15	.175	200	10	6-	-2 10+	+1 long	5
Revolver	.900	.100	6	.200	150	5	6-	-2 9+	+1 long	4
Carbine	3.000	.125	10	.750	200	10	4-	-1 9-	+1 very long	5
Rifle	4.000	.500	20	1.000	200	20	5-	-2 8+	+1 very long	5
Automatic Rifle	5.000	.500	20	1.000	1000	20	6-	-2 10+	+2 very long	6
Shotgun	3.750	.750	10	1.000	150	10	3-	-1 9+	+1 long	4
Submachinegun	2.500	.500	30	.450	500	20	5-	-2 9+	+2 very long	5
Laser Carbine	5.000	-	-	.800	2500	-	5-	-3 10-	+2 very long	8
LC Power Pack	3.000	-	50	-	1,000	200	-	-	-	8
Laser Rifle	6.000	-	-	1.000	3,500	-	6-	-3 11+	+2 very long	9
LR Power Pack	4.000	-	100	-	1,500	300	-	-	-	9
Assault Rifle	3.000	.330	30	.850	300	20	4-	-1 8+	+2 very long	7
LAG	4.000	.500	5	.900	600	20	6-	-2 10+	+2 very long	8
ACR (slug)	3.500	.500	25	.750	1,000	15	5-	-2 8+	+2 1,000	10
HE	3.500	.500	25	.750	1,000	20	5-	-2 8+	+2 1,000	10
DS	3.500	.500	25	.750	1,000	25	5-	-2 8+	+2 1,000	10
Gauss Rifle	3.500	.400	40	.750	1,500	30	6-	-2 10+	+2 1,260	12
Accelerator Rifle	2.500	.500	15	.800	900	25	5-	-1 9+	+1 very long	9
Snub Pistol	.250	.030	6	.100	150	10	6-	-2 10+	+1 medium	8
Combat Snub	.250	.125	20	.100	250	40	6-	-2 10+	+1 medium	8
Hand Grenade	-	1.000	-	-	-	10	6-	-2 11+	+1 medium	5
Grenade Launcher	3.000	.200	1	.750	200	5	7-	-3 11+	+1 very long	7
Auto GL (Pintle)	6.000	3.500	16	.900	1,400	85	7-	-3 11+	+1 very long	7
Auto GL (Turret)	6.000	40.000	200	.900	1,900	1,000	7-	-3 11+	+1 very long	7
RAM GL	4.000	1.400	3	.900	400	50	7-	-3 11+	+1 1,000	8
RAM Auto GL (Pintle)	6.500	9.000	20	.900	2,200	350	7-	-3 11+	+1 1,000	8
RAM Auto GL (Turret)	6.500	9.000	20	.900	2,900	350	7-	-3 11+	+1 1,000	8
AT GL	6.300	1.000	1	.850	200	20	7-	-1 10+	+1 long	6
AT RL	6.500	1.000	1	1.000	300	30	7-	-1 10+	+1 very long	7
LMG with bipod	5.500	2.500	100	1.100	1,200	120	6-	-2 10+	+2 very long	6
LMG with tripod	9.000	2.500	100	1.100	1,450	120	6-	-2 10+	+2 1,000	6
Heavy MG	70.000	13.000	100	1.600	3,000	400	6-	-2 10+	+2 1,300	6
AutoCannon (Pintle)	300.000	100.000	200	1.500	7,500	1,000	6-	-2 10+	+2 1,000	8
AutoCannon (Turret)	400.000	100.000	200	1.500	12,000	1,000	6-	-2 10+	+2 2,000	8
PGMP-12	6.000	-	-	.800	10,000	50	7-	-2 11+	+1 750	12
Power Pack	-	3.000	40	.600	-	2,500	-	-	-	12
PGMP-13	.900	7.000	-	.900	65,000	20	6-	-2 11+	+1 1,000	13
Power Pack	-	7.000	*	.600	-	50,000	-	-	-	13
PGMP-14	9.000 ²	1.600	-	.800	300,000	50	7-	-2 11+	+1 1,000	14
Power Pack	-	9.000 ³	*	.600	-	250,000	-	-	-	14
FGMP-14	1.000	9.000	-	.900	100,000	-	6-	-1 10+	+1 1,500	14
Power Pack	-	9.000	*	.600	-	65,000	-	-	-	14

Notes: 1. Extreme range for Mercenary weapons.

2. Weighs 50 grams with grav field generator on.

3. Weighs 90 grams with grav field generator on.

*Effectively unlimited.

Weapon types further described in basic Traveller or in Mercenary.

Abbreviations: ACR Advanced Combat Rifle. AT Anti-Tank. DS Discarding Sabot. FGMP Fusion Gun Man Portable. GL Grenade Launcher. HE High Explosive. HEAP High Explosive Armor Piercing. LMG Light Machine Gun. MG Machine Gun. PGMP Plasma Gun Man Portable. RAM Rocket Assisted Munition.

WEAPONS AND RANGE MATRIX

Attacker's Weapon	Defender's Armor							Range				Very Long	Wound Inflicted
	nothing	Jack	Mesh	Cloth	Reflec	Ablat	Combat	Close	Short	Medium	Long		
Body Pistol	0	0	-2	-4	-4	-2	-7	+2	+1	+6	no	no	3D
Automatic Pistol	+1	+1	-1	-3	+1	-1	-5	+1	+2	-4	-6	no	3D
Revolver	+1	+1	-1	-3	+1	-1	-5	+1	+2	-3	-5	no	3D
Carbine	+2	+2	0	-3	+2	-1	-5	-4	+1	-2	-4	-5	3D
Rifle	+3	+3	0	-3	+2	+1	-5	-4	+1	0	-1	-3	3D
Automatic Rifle	+3	+3	0	-3	+2	+1	-5	-4	+1	0	-1	-3	3D
full auto	+6	+6	+2	-1	+6	+3	-3	-8	0	+2	+1	-2	3D
Shotgun	+5	+5	-1	-3	+5	+2	-5	-8	+1	+3	-6	no	4D
Submachinegun	+5	+5	0	-3	+5	+2	-4	-4	+3	+3	-3	-9	3D
Laser Carbine	+2	+2	+1	+1	-8	-7	-6	-2	+1	+1	+1	0	4D
Laser Rifle	+3	+3	+2	+2	-8	-7	-6	-4	+2	+2	+2	+1	5D
Assault Rifle	+2	+2	-1	-3	+2	-4	-5	-4	+1	-1	-2	-4	3D
full auto	+4	+4	+2	-1	+4	+2	-4	-4	+1	+2	0	-3	3D
LAG (DS)	+3	+3	+2	+1	+3	+3	0	-8	0	+2	+1	-2	4D
HE	+3	+3	0	-2	+3	+1	-4	-4 ¹	+1 ¹	+1	0	-1	4D
Flechette	+5	+5	0	-3	+5	+2	-5	-4 ¹	+1 ¹	+3	+2	-1	2D
ACR (Slug)	+2	+2	-1	-3	+2	0	-5	-4	+1	0	-1	-2	3D
Slug full auto	+4	+4	+2	-1	+4	+2	-4	-4	+1	+2	+1	0	3D
DS	+3	+3	0	-2	+3	+1	-3	-4	+1	0	-1	-2	3D
DS full auto	+5	+5	+3	0	+5	+5	-1	-4	+1	+2	+1	0	3D
HE	+2	+2	0	-3	+2	+2	-4	-4 ²	+1 ²	-1	-2	-4	4D
HE full auto	+4	+4	+2	-1	+4	+4	-3	-4 ²	-4 ²	+1	0	-2	4D
Gauss Rifle	+4	+4	+2	+1	+4	+4	-2	-4	+1	+2	+3	0	4D
full auto	+7	+7	+5	+3	+7	+7	0	-4	+1	+4	+5	+1	4D
Accelerator Rifle	+3	+3	0	-2	+3	+1	-5	-8	-6	+2	+1	no	3D
full auto	+4	+4	+1	-1	+4	+2	-4	-8	-6	+4	+2	no	3D
Snub Pistol (Slug)	+1	+1	-1	-3	+1	-1	-8	+1	+2	-8	no	no	3D
HE	+2	+2	-1	-3	+2	0	-8	no	+2	-8	no	no	4D
HEAP	+2	+2	+1	-1	+3	+2	-3	+1	+2	-8	no	no	4D
Tranq	-1	-1	-4	-6	-1	-4	no	+1	+2	-8	no	no	Varies ³
Hand Grenade (HE)	+5	+5	0	-3	+5	+2	-5	-	-	+1	-	-	8D ⁴
Auto GL (HE)	+4	+4	+2	+1	+4	+4	-2	no	no	+3	+2	-4	6D
RAM GL (HE)	+4	+4	+2	+1	+4	+4	-2	no	no	+3	+2	-4	8D
Flechette	+7	+7	+3	-2	+7	+3	-6	no	no	+3	+2	-4	3D
HEAP	+2	+2	+2	+2	+2	+2	0	no	no	+2	0	-4	8D
RAM Auto GL (HE)	+6	+6	+4	+3	+6	+6	0	no	no	+6	+6	+1	8D
Flechette	+9	+9	+5	0	+9	+5	-4	no	no	+6	+5	0	3D
HEAP	+4	+4	+4	+4	+4	+4	+2	no	no	+4	+2	-4	8D
AT GL ⁵	0	0	0	0	0	0	-2	no	no	+2	+1	no	10D
AT RL ⁵	0	0	0	0	0	0	-2	no	no	+1	+1	-4	10D
LMG with bipod	+6	+6	+2	-1	+6	+3	-3	no	-6	+4	+2	0	3D
LMG with tripod	+6	+6	+2	-1	+6	+3	-3	no	-5	+5	+3	+1	3D
Heavy MG	+6	+6	+5	+4	+6	+5	+2	no	-4	+5	+4	+2	4D
AutoCannon (DS)	+6	+6	+6	+6	+6	+6	+4	no	no	+6	+4	+2	6D
HE	+6	+6	+6	+6	+6	+6	+2	no	no	+6	+4	+2	8D
PGMP-12	+2	+2	+2	+1	+2	+2	0	no	no	+2	+1	0	10D ⁶
PGMP-13 ⁸	+4	+4	+4	+4	+4	+4	+1	no	no	+3	+3	+2	12D ⁶
PGMP-14	+4	+4	+4	+4	+4	+4	+1	no	no	+3	+3	+2	12D ⁶
FGMP-14 ⁸	+4	+4	+4	+4	+4	+4	+3	no	no	+4	+3	+3	16D ⁶
FGMP-15	+4	+4	+4	+4	+4	+4	+3	no	no	+8	+5	+2	10D ⁷

Footnotes: 1. Treat as rifle shots for armor and wounds. 2. Treat as carbine shots for armor and wounds. 3. Tranq inflicts 2D hits and causes unconsciousness immediately, but if the hits do not cause death, the individual recovers completely after 30 minutes. 4. At TL 9; varies with tech level. 5. Normally fired against armoured vehicles; these statistics deal with human-sized targets; use group hits by HE rule as well. 6. Wounds halved at very long range; wounds quartered at extreme range. 7. Wounds halved at extreme range. 8. Battle Dress required to fire. **Note:** All weapons are taken from basic Traveller and from Mercenary.

Psionics

Psionics have been integrated into Zhodani society through a system of extensive psionic training for those who meet specific criteria. Hereditary Nobles (those born with Social Standing B+) and hereditary Intendants (those born with Social Standing A) automatically receive psionic training, regardless of their Psi rating. Any Prole who indicates a Psi rating of 9+ in preliminary testing as a child is elevated to Intendant and receives psionic training. Any individual who, in the course of his life advances to Psi rating 9+ receives psionic training when his or her rating advances.

Psionics Rules: The basic psionics rules provided in *Traveller* are used by the Zhodani, with some additions and clarifications provided to address differences in Zhodani society.

Psionic Strength Indicator: Psi is the individual's personal psionic strength rating and may range from 0 to 12. Psi is shown as a skill in a character's personal information: for example, an individual with a rating of 8 would show Psi-8 as a skill. If the individual is untrained, the information is in parentheses.

Psionic strength indicators show two things: the maximum level of activity which may be performed and the number of strength points at the character's command for the performance of specific tasks.

TRAINING

Zhodani who receive psionic training usually receive it as children, and thus have achieved their full potential long before they reach age 18. Individuals who receive training in later life follow the normal procedure provided in basic *Traveller*.

Training consists of determining which psionic talents an individual has learned. The individual throws 2D six times, with each throw determining if a specific talent has been learned. There is a throw to receive each of the six psionic talents. Throws against talents may be made in any order, but each throw is subject to an increasingly difficult negative DM (-1 on the first throw; -2 on the 2nd throw; through -6 on the 6th throw). The individual makes his or her own choice as to which talents to try for in what order.

For example, a character may throw for talents in the order given, feeling that it would maximize total talents received. Someone who specifically wants Teleportation might throw for Teleportation first (with the lowest DM) and then for the others.

Psionic training is given only to Nobles and Intendants. Proles do not receive any training.

THE PSIONIC GAMES

Any Intendant may apply once during his or her prior career to compete in the Psionic Games by throwing Psi or less on 3D. If successful, the individual devotes that term of service to competition in the Psionic Games instead of to career matters.

Preliminary Competition: For each psionic talent held, throw Psi or less on 3D. Record those preliminary competitions in which successful and unsuccessful.

Final Competition: Throw 2D for 12+; DM +1 for each successful preliminary competition and -1 for each unsuccessful preliminary competition.

Awards: After the final competition, a competitor receives +1 Psi if more preliminary competitions were won than lost. A winner of the final competition also receives +2 Psi and Social Standing B.

An individual may only enter the Psionic Games once in his or her lifetime.

Following the Games, the character may resume an interrupted career. Generally, characters should be permitted to join in the Games only during the character generation process, though a referee might build an adventure situation out of the series of competitions leading to the Psionic Games.

SPECIAL ABILITIES

Two special psionic abilities are taught to all trained individuals: shield, and flicking.

Shield: All trained individuals (not just those with telepathic talent) learn how to create a mental shield which protects the mind against unwanted telepathic interference. Such a shield is automatically in force at all times and requires no strength point expenditure to maintain.

Shield has proven important in order to keep out distracting influences when engaged in psionic activity.

Flicking: Psionic investigators have blended psionics and technology in the production of psionically sensitive switches capable of sensing very basic psionic activity; they can be tripped by anyone (psionically trained) who has learned the technique called *flicking*. Switches are elementary on-off devices used to which respond to a command by shifting from one state to the other. They can be used to operate light or communicator switches, or other devices. Most ships are equipped with such switches which allow Nobles and Intendants to operate equipment without being in physical contact with it.

PSIONIC TESTING

All Zhodani are given psionic tests early in life. Throw 2D for Psi (Psionic Strength Indicator).

PSIONICS TRAINING

As indicated in character generation, Nobles (Social Standing B+) automatically receive psionics training. Intendants (Social Standing A) also automatically receive psionics training.

Proles with Psi 9+ are elevated to Intendant status and also receive psionic training.

Psionic Training: Throw 2D for each talent, rolling in any order at the player's option; required DMs: -1 on the 1st throw, -2 on the 2nd, through -6 on the 6th.

- Telepathy 4+
- Clairvoyance 5+
- Telekinesis 5+
- Awareness 6+
- Teleportation 7+
- Special 9+

DETERIORATION

No character may have Psi greater than the sum of Strength, Dexterity, Endurance, and Intelligence. If such a situation exists, then Psi is reduced to that amount.

AGING EFFECTS

Untrained individuals have their Psi reduced by -1 every four years.

RANGES

Close: In physical contact.

Short: At sword or polearm point; approximately 1 to 5 meters.

Medium: At pistol range; from 6 to 50 meters.

Long: At rifle range; from 51 to 250 meters.

Very Long: At the limits of most small arms fire; 251 to 500 meters.

Distant: Beyond normal contact; from 500 to 5,000 meters.

Very Distant: Out of sight; from 5 to 50 kilometers.

Regional: From 50 to 500 kilometers.

Continental: From 500 to 5,000 kilometers.

Planetary: From 5,000 to 50,000 kilometers.

Far Orbital: From 50,000 to 500,000 kilometers.

PSIONIC SKILL SUMMARIES

Level	Name/Description	Time Required	Cost
Telepathy			
0	Shield	constant	0
2	Life Detection	60 seconds	1 + range
3	Telempathy	60 seconds	1 + range
4	Read Surface Thoughts	60 seconds	2 + range
5	Send Thoughts	120 seconds	2 + range
9	Probe	600 seconds	8 + range
10	Assault	2 seconds	10 + range
Clairvoyance			
2	Sense	60 seconds	1 + range
3	Direction	60 seconds	0 + range
5	Clairvoyance	60 seconds	2 + range
5	Clairaudiance	60 seconds	2 + range
9	Combined Clairvoyance/Clairaudiance	60 seconds	2 + range
Telekinesis			
1	Move 1 gram	60 seconds	1 + range
2	Move 10 grams	60 seconds	2 + range
3	Move 100 grams	60 seconds	3 + range
5	Move 1 kilogram	60 seconds	5 + range
8	Move 10 kilograms	60 seconds	8 + range
10	Move 100 kilograms	60 seconds	10 + range
Awareness			
2	Suspended Animation	7 days	3
4	Psionically Enhanced Strength	60 minutes	1 per point
5	Psionically Enhanced Endurance	60 minutes	1 per point
9	Regeneration	60 seconds	1 per point
Teleportation			
5	Personal Teleportation (unclothed)	instantaneous	0 + range
7	Personal Teleportation (clothed)	instantaneous	0 + range
9	Personal Teleportation (with equipment)	instantaneous	0 + range

PSIONIC RANGES

Range	Tele- pathy	Clair- voyant	Tele- kinesis	Tele- port
Close	0	0	0	1
Short	1	1	1	2
Medium	2	1	2	3
Long	3	2	4	3
Very Long	3	2	9	3
Distant	4	3	—	4
V Distant	4	3	—	4
Regional	5	4	—	5
Continent	5	4	—	5
Planetary	6	4	—	5
Far Orbital	7	5	—	6

PSIONIC STRENGTH INDICATOR

Psionic Strength Indicator (Psi) indicates:

Maximum Activity Level: An individual may not perform any activity whose level exceeds the individual's maximum activity level.

Available Strength Points: Available strength points pay costs for psionic activity and are regained at the rate of one per hour.

SHIELD

All psionically-trained Zhodani receive Shield as an ability, regardless of whether they have Telepathy as a talent. Shield is a level-0 skill and costs no points.

PSI DRUGS

Psionic drugs are used to increase an individual's Psi on a temporary basis. Psi drugs increase Available Strength Points (for paying costs associated with psi activity); they do not increase the Psionic Strength Indicator and do not allow psionic activity levels above that Maximum Activity Level.

Psi-Booster: Increases PSP +3 for one hour.

Psi-Double: Increases PSP +6 for one hour.

Psi-Special: Increases PSP +1 per hour to maximum 15.

Additional Game Rules

The following are minor changes or alterations in the basic *Traveller* game rules which more correctly address situations which include Zhodani.

WORLDS

Minor changes have been made in the world generation procedure in order to more accurately reflect the nature of Zhodani worlds.

Physical Data: The basic physical information for worlds (starport, size, atmosphere, and hydrographics) are generated in the normal manner.

Population: Population is generated normally (2D-2) except in the case of class X starport worlds. If the starport is class X, then population is determined by 1D+4.

Government: Government is generated normally with 2D - 7 + population. Government refers to the local ruling system, and may or may not include Proles in the governing apparatus. Consulate-wide government remains open only to citizens (Nobles).

Law Level: Law level is generated normally with 2D - 7 + government. Law level is the throw to avoid harassment by local authorities. Off-worlders (non-Zhodani) are subject to law level plus 4 on a world.

Law level or less is also the throw for non-Zhodani to be granted a permit to possess and use psionic shield helmets. Lower law levels are less likely to allow psionic shields because of the lowered probability of encounters with police enforcers, and the greater availability of weapons.

Technological Level: Tech level is determined from 1D + tech level table DMs and is identical to the basic *Traveller* table. In addition, certain minimum tech levels are dictated by atmospheres.

Travel Zones: The standard color-coded travel zones of the Travellers' are not established in Zhodani territory, by roughly parallel codes do exist. Forbidden worlds (equivalent to Red Zones) have access prohibited by the Consulate government. Unabsorbed Worlds (equivalent to Amber Zones) are worlds which have not as yet been absorbed into the mainstream of Zhodani culture and which may present dangers to Zhodani.

Charts and Tables: The world generation charts and tables page includes a checklist for world generation.

EXPERIENCE

The process of gaining experience (*The Traveller Book*, page 103, or *Traveller Book 2*, pages 42 to 43) remains the same, but because of improved educational techniques and an improved understanding of the learning process, the throw for self-improvement is 7+ rather than 8+.

EQUIPMENT

Some differences in equipment availability are apparent in Zhodani territory.

Unavailable Equipment: The following equipment is not available in Zhodani territory.

Disguise Kit.

Lockpick Set.

Artificial Psionic Shield Helmet.

Special Equipment: Most electronic equipment produced in Zhodani territory (recorders, communicators, sensors) contains integral psionic-sensitive controls (in addition to regular controls) which allow it to be operated from a distance (up to 50 meters) by flicking.

Prices are the same as for standard equipment.

ENCOUNTERS

Encounters with Zhodani are basically the same as in Imperial space, but new tables are provided for reactions and patrons.

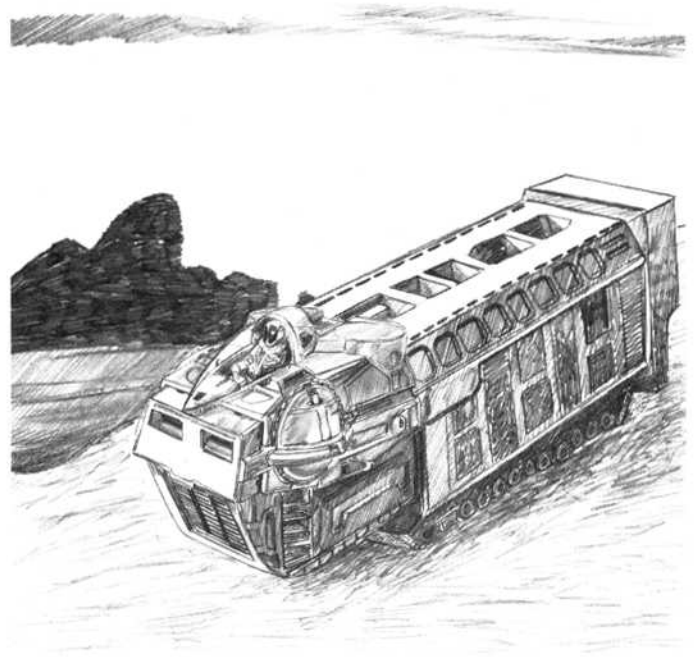
Patrons: Patron List Seven is provided to allow generation of patrons in Zhodani territory.

Random Encounters: A special random encounter list is provided for the generation of random character encounters when in Zhodani space.

Reactions: The special Zhodani reaction table is provided to allow the determination of Zhodani character reactions.

TRADE AND COMMERCE

Trade and commerce is conducted according to the basic *Traveller* rules.



Vlezpridliashav

This adventure allows the material in this module to be put into practice—gradually. As the characters increase their acquaintance with the Zhodani mind and culture, they receive greater and greater opportunities to learn and interact.

VLEZPRIDLIASHAV

Vlezpridliashav is a high-ranking Zhodani Noble. Since he is a senior member of the Supreme Council, he is now 50 years old (8 terms) and rank 6.

Generate a Zhodani Noble in Government service with eight terms and rank 6.

Vlezpridliashav may be played as a non-player character by the referee, or one of the players may be given this character to play. Whoever is to play Vlezpridliashav should generate the character.

SYNOPSIS

In 1101, the Supreme Council began long-term preparations for the next Core Expedition, tentatively planned to set off around 1150. In the course of those preparations, Vlezpridliashav (a senior member of the council) began extensive examination of the Ancient map projector hidden deep in the Archives of the Council. While examining the maps it produced, he had a complex vision which he carefully recorded in detail.

The vision had three important parts. First, internal clues in the vision placed it at a star system in subsector J of Savria sector in approximately 1107. Second, it showed a Zhodani Council Cruiser in combat with an unidentified ship. Third, it showed a specific group of non-Zhodani humans involved in the action.

Vlezpridliashav immediately saw that he had less than six years to find that group of humans, carry them to Savria sector, and allow the vision to come true. Council policy had long been to ensure that the visions of the projector be carried out—observation and manipulation of the events was preferable to allowing them to take place unobserved.

Placing all of the available information in the hands of various intelligence agencies, Vlezpridliashav drew a Council Cruiser and set out for the Spinward Marches, hoping that the group he sought would be located by the time he arrived.

Within three months of arrival in Chronor subsector, his operatives had located the group. By making arrangements with a local operative, the adventurers were taken on a hunting expedition into the isolated wilds of a planet. There, Vlezpridliashav and his security forces captured the group and took them aboard the cruiser.

The journey from the Spinward Marches to Savria sector proceeds at high speed. Jumps of four parsecs are used whenever possible, with a layover in each new system for refuelling at the local starport whenever possible. Only when the starport is class D, E, or X will the ship skim gas giants instead.

But along the way, three events are necessary. Vlezpridliashav must stop at his homeworld (referee's selection) for a quick meeting of the local council. He must also stop at a Zhodani Naval base in Dalchie Jdatl sector for certain surface modifications to the *Echtovr Dazhia* (to match the configuration he saw

in the vision), and he must train the group in anticipation of the battle he saw in the vision.

Potential Outcomes: This adventure can be resolved in a large number of ways, depending on what the player-characters do. The vision from the Ancient map projector did not show an outcome, only a circumstance. That circumstance is unclear enough that many different events can be construed as making it happen.

The essential event which must be produced is arrival in the specific star system sometime in 1107. There, the *Echtovr Dazhia* must become involved in combat with another ship. And, the adventurers must be present and involved. Those three conditions encompass a large number of situations. Enemy attack, hijacking, the *Echtovr Dazhia*'s own courier attacking the cruiser, boarding party action.

Final Events: The action at the climax determines what happens afterward. Friendly, cooperative, or heroic action by the adventurers results in the group being ferried back to the Spinward Marches (and turning up sometime in 1112 (having missed the entire Fifth Frontier War)! Uncooperative action may place the group in control of one of the ships and set them on a journey through or around Zhodani territory.

THE ECHTOVR DAZHIA

Vlezpridliashav is commander of the *Echtovr Dazhia*, a 2,000-ton Zhodani Council Cruiser. *Echtovr Dazhia* is a Zhodani expression which translates as *Ambitious Enterprise*.

Zhodani Council Cruiser (type ZF): Using a 2,000-ton hull, the Council Cruiser is a fast vessel typically placed in the hands of senior supreme council members or agents for use on council business. It mounts jump drive-Y, maneuver drive-Y, and power plant-Y, giving performance of jump-4 and 4G acceleration. Fuel tankage for 1240 tons supports the power plant and a total of six jump-1 (a maximum of one jump-4 at any one time). Adjacent to the bridge is a Model/6 computer. There are 40 staterooms and 10 emergency low berths. The ship has twenty hardpoints and twenty tons of fire control. Installed on the hardpoints are twenty triple turrets, each mounting one beam laser, one missile rack, and one sandcaster. There are three ship's vehicles: one GCarrier, one 40-ton pinnacle, and one type ZC courier; all three fit into farings on the outer hull. Cargo capacity is 50 tons (there is also a cargo capacity of 11 tons on the Courier). The hull is streamlined.

The Council Cruiser requires a crew of ten: pilot, navigator, seven engineers, and medic. It typically operates with a crew of 30, which adds a Noble commander, an Intendant commander's assistant, three watch officers, a courier crew of five, and a force of ten gunners (who also act as a security force). Members of the security force are capable of operating the pinnacle and the GCarrier. The ship can carry passengers in empty staterooms (usually up to ten in the ship and four more in the Courier). The ship costs MCr966.93165 to build (including the cost of the Courier) and takes 32 months to build.

The three watch officers are Nobles, about half of the crew are Intendants.

OPPORTUNITIES

This adventure is a perfect opportunity for a group of player characters to acquaint themselves with Zhodani culture, but in small parcels rather than all at once. Ordinarily, Imperials would

find it impossible to move into Zhodani society and to mingle with the population; Zhodani distaste for non-psionic Imperials is too great.

But when a group of Imperials are being carried aboard a Zhodani ship under the command of a high-ranking Noble, tolerance suddenly seems a reasonable course. Consequently, the crew of the *Echtovr Dazhia* can slowly teach the group the Zhodani language, talk to them about their respective cultures, and gradually share much of the information in this Zhodani Module with them.

Noble and Intendants can sense (psionically) when (or if) the group intends a hijacking, or some violent or unacceptable activities, thus keeping them in check, but allowing them to have relative freedom aboard the ship. Even when a tool or piece of metal is found that might help in a later plot, an Intendant will surely find it later and move it away with telekinesis.

Psionic Testing and Training: The crew of the ship does not have the capability to provide psionic training, but simple psionic testing can be provided. Those adventurers with Psi-9+ would be eligible for psionic training if they cared to accept it.

SPECIAL RULES

The following special rules deal with situations which will be encountered during the course of the adventure.

Language: Anyone can attempt to learn the Zhodani language. All that is required is an instructor and time in which to learn. The process, however, is long and slow.

An individual begins with Zhodani-0. For each eight weeks spent trying to learn the language, throw 8+ for the learning time to be successful; DM +1 if the instructor is a native speaker of the language being learned, DM +1 if the student is intelligence 9+, DM -1 if the student is intelligence 5-, DM +1 if the instructor is a Zhodani Intendant or Noble. If the student is successful, then language ability is increased by 1.

Language ability ranges from 0 to 12. The ability level is the throw (or less) for the individual to understand what is being said; the ability level minus 2 is the throw (or less) for a speaker to be understood by a Zhodani. The ability level plus 1, provided ability is at least 1, is the throw (or less) for written Zhodani to be understood. In all cases, the referee must carefully impose negative DMs if the vocabulary being used is unfamiliar.

Language ability cannot exceed 12.

Frustration: When learning a language, throw intelligence or greater at the end of each eight week period in order to continue the learning process; otherwise, the individual becomes frustrated and stops learning.

Individuals who become frustrated and give up may try to begin language learning sessions again every twelve weeks: throw intelligence or less to begin again.

Navigation in Unknown Space: Mapping out the entire set of sectors that the ship will travel through is a monumental task, and not at all necessary for the course of the adventure. If navigation by the players is required (if they steal a ship, for example), the unknown space navigation chart allows the referee to generate the position of star systems as the travellers journey through space. Only as the information becomes available can the travellers map the systems. This gradual unfolding lets the players see what better routes they could have taken, had they only had good maps, and what better routes that can take if they come this way again.

The star in the center of the chart indicates the system or deep space hex which the ship presently occupies. Die rolls are allowed based on the density of star systems in the sector or subsector; the referee determines the stellar density from information presented below, or by his or her own decision. The number of throws allowed is shown below the table.

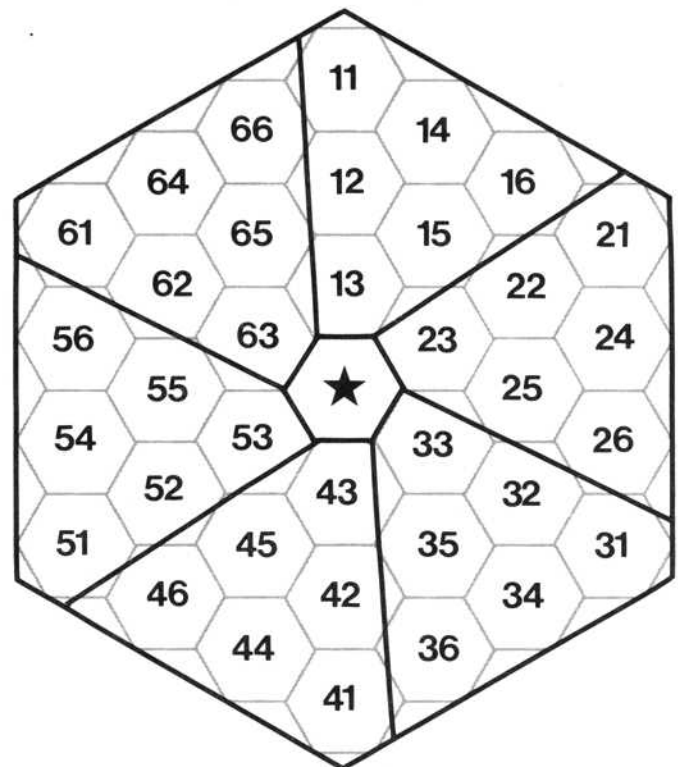
Each roll used two dice rolled in succession to produce a two digit

number. That number indicates the relative position of one star system with regard to the ship's present position. Throw one die; if it matches the tens digit of a wedge on the chart which already has one or more systems mapped in it, then the throw is wasted. If not, then throw the second die, note the two digit number created by the two consecutive throws, and mark the presence of a system in that numbered hex.

Gas giants can be detected in a star system by the ships' computer: the referee secretly determines if there is a gas giant present in the unknown system and rolls 1D; DM +ships computer model (Model/4 would give DM +4). If the result is 10+, the computer has detected the gas giant if one is present. A computer cannot detect the absence of a gas giant.

For example, assume the ship is in a system in hex 0405 on a subsector map grid. Further, the ship has arrived via a world in hex 0504. The hex which would be 0504 is number 15 on the chart. Mark it to show that has been charted. By consulting the map, the players see that they have mapped systems in hexes 22, 26, and 31 as well, and they are marked.

The navigator then consults the table to determine the number of allowed throws: the referee rules the area is sparse, and after



UNKNOWN SPACE NAVIGATION TABLE

Throws Allowed: Rift = 1. Sparse = 6. Scattered = 12. Standard = 17. Dense = 24.

arguing with fate for a minute, the navigator concedes that the area is sparse, and notes that she is allowed six throws.

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arguing with fate for a minute, the navigator concedes that the area is sparse, and notes that she is allowed six throws.

On the first throw, the navigator rolls 1D and receives a 1. Since

there are already systems in the wedge with the tens digit, that throw is wasted. On the second throw, the navigator rolls 1D and receives a 2. Since there are already systems in the twenties wedge, that throw is also wasted. On the third throw, she rolls 1D and receives a 6. Throwing a second die, she again receives a 6, making the hex number 66. A system is marked in hex 66. Unfortunately, the group wants to jump toward the fifties wedge, and there is some talk of replacing the navigator. Cooler heads prevail, however, and another throw is made. The navigator throws 1D for the fourth allowed throw and receives a 4; the second throw is 3. A system is marked in hex 43. For the fifth throw, the first die throw is 5 and the second die throw is 1: a system is marked in hex 51. For the final throw, the first die throw is 4 and the second throw is 2: a system is marked in hex 42.

The navigator now knows that there are worlds in hexes 15, 22, 26, 31, 42, 43, 51, and 66, and (of course) in the starred center hex. The players and referee map the systems on their maps; the navigator uses the computer to determine where gas giants are; the group prepares for its next jump.

REFEREE'S NOTES

This adventure can be as single-minded, or as wide-ranging as the referee cares to make it. It can be a direct journey from the Spinward Marches to Savria sector and back, or it can be a monumental odyssey in which the player-characters discover the nature of Zhodani society, come to be sympathetic with parts of it, and ultimately leave with a respect (if not an acceptance of the Zhodani way). To open as many ways as possible, the following suggestions are presented to the referee.

Using Vlezpridliashav: Whether Vlezpridliashav is administered by the referee or is a player-character, the Zhodani Noble is a powerful force in the conduct of the adventure. His knowledge that the adventurers will be involved in a crucial battle (and it is uncertain yet which side they will take) puts pressure on him to conceal the true nature of the mission while still trying to gain their friendship and trust. The result is a curious requirement for the Zhodani Noble to be dishonest to the group, a trait which Zhodani detest in Imperials. Some role-players may choose instead to have the Zhodani behave strictly honestly, regardless of the consequences; others will feel it necessary to follow the secretive route.

The suffix on Vlezpridliashav's name indicates his Social Standing F, but that may not be recognized by the players for a period of time. An incident during the voyage (perhaps during a language lesson) can reveal Vlezpridliashav's status with an off-hand comment.

The Fifth Frontier War: During the course of this adventure, the Fifth Frontier War breaks out. It lasts from mid-1107 to mid-1111. The adventurers will already be well within the Consulate's borders by the time the war begins, but rumors, overheard gossip, and other clues can be dropped for the group to deal with. The group returns to Imperial space after the war ends, which may cause comment later when authorities wonder where they were during the hostilities.

Adventures: There is no reason for cooperative player-characters to remain confined to the ship for the entire voyage. After Vlezpridliashav has determined that the group is no danger to his ship or his crew, he can begin training them to use Zhodani combat armor in anticipation of the final battle in Savria sector.

Along the way, there is potential for preliminary battles (to

serve as familiarization exercises) against enemy forces just outside the Zhodani border.

There is also potential for a visit to a Zhodani world where local attractions can be encountered. Visits to museums may enlighten the group on the subject of Zhodani history (and present the referee with the opportunity to relate much of the historical information in this booklet to the players). Books or videotapes can be purchased, and they may be valuable intelligence materials for sale to Imperial agents once this mission is completed. Thought Police may become interested in the group as they wander through a Zhodani city, and the group may need to be rescued by Vlezpridliashav after the interrogation gets interesting.

CONCLUSIONS

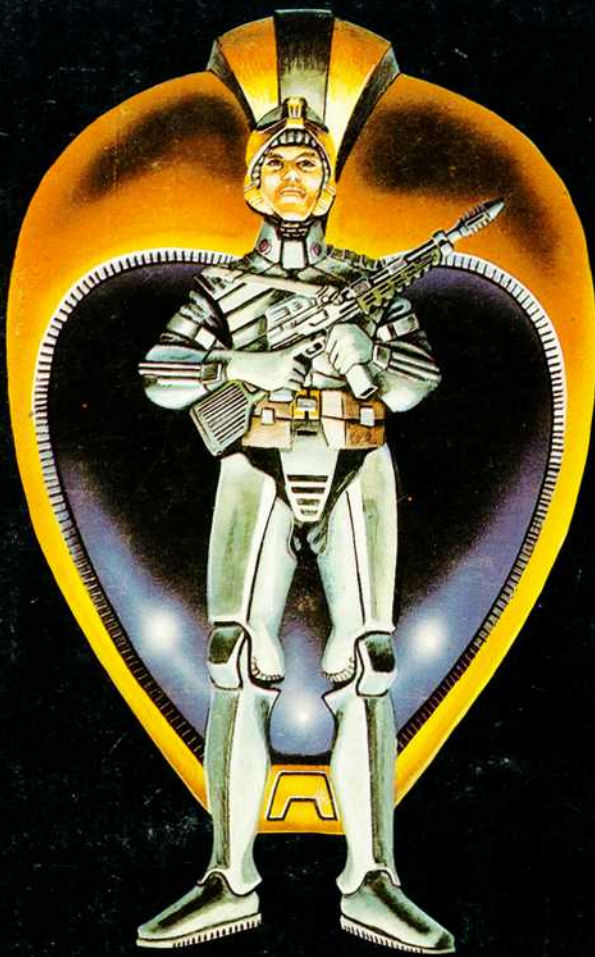
This entire adventure allows the referee to introduce the players to Zhodani culture, and it presents an opportunity for one player to actually role-play an influential Zhodani. The conclusion of the adventure can be kept undecided until the group has had a chance to make its own evaluation of the Zhodani. This scenario can prove to be an adventure for the referee as well as the players.



A TRAVELLER Alien Module

Zhodani

Encounters with the Psionic Masters



In a culture where psionics is an accepted talent, available to all with high enough potential, the very fabric of society is changed. Those with the talent are naturally the elite; those without are the proletariat. Such a society can naturally evolve to oppress the masses. But a psionic society also allows perfect communication, and can produce a better society for everyone. The Zhodani, humans who discovered and adopted psionics early in their history, had both choices, and took a little of each. The result is a psionic society where everyone is happy and content, because psionic re-education ensures the discontent are found and shown the errors of their ways.

Zhodani, Traveller Alien Module 4, describes in detail this alien race, its homeworld, and its starfaring society.

This Alien Module includes—

- **Zhodani History and Culture:** Detailed essays on the nature of the Zhodani, their culture, their behavior, and their society.

- **Zhodani Character Generation:** Six basic careers adapted for Zhodani culture. Careers include Army, Navy, the elite Guards, Merchants, Government, and Proles.

- **Advanced Character Generation:** Character and skill tables for *Mercenary* and *High Guard* (you must have *Mercenary* and *High Guard* to make full use of them).

- **World Generation:** Tables and rules for creating Zhodani worlds.

- **Zhodani Encounters:** Patrons and random encounter lists for ventures into Zhodani territory.

- **Weapons:** Complete data tables for both basic *Traveller* and *Mercenary* personal weapons.

- **Zhodani Word Generation:** Fast and easy generation of Zhodani names and words— to add depth to any Zhodani adventure.

- **The Zhodani Consulate:** Basic multi-sector map of Zhodani territory showing its relationship to the Imperium.

- **And Adventure:** The scenario in this module allows players and referee to actually participate in an alien culture, using the background and data provided for role-playing with these alien characters.

For Use With Traveller

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 pencil.

Design: Marc W. Miller, Frank Chadwick
John Harshman, Loren Wiseman,
J. Andrew Keith.
Development: Marc W. Miller.
Art Director: Paul R. Banner.
Artwork: David Deitrick,
Steve Venters, Bryan Gibson.



TRAVELLER®

The Game of the Far Future

Game Designers' Workshop

P.O. Box 1646, Bloomington, Illinois 61702-1646

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