

A futuristic spaceship is shown in the lower right quadrant, flying towards the left. The background is a vast, dark blue space filled with stars and a large, cratered planet or moon in the upper left. The overall color palette is dominated by deep blues and blacks, with a bright light source in the bottom right corner creating a lens flare effect.

DARKEST STARS

A CLASSIC TRAVELLER FANZINE

ISSUE #2
JUNE 2020

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LETTER FROM THE EDITOR

I have planned to publish this issue early in May. However, life sometimes has a way to throw a wrench in my gears. An enormous “day job” workload, combined with my chronic medical condition, has limited my ability to work on Traveller and Cepheus related materials. But here I am, a month late, ready to share with you a varied fanzine – choke-full of setting material, variant rules, and Traveller musings. As always, this fanzine is for the original Classic Traveller rules, and thus falls under the “Fair Use” license kindly provided by Far Future Enterprises (FFE) and Marc Miller. It is a labor of love for our much-adored game, by me – and by several others.

Indeed, I am no longer the sole author of Darkest Stars articles. To my great pleasure and gratefulness, this fanzine’s initial publication was met with far more enthusiasm and love from the Traveller community. Several people stepped up and volunteered their own work for this fanzine – which I gladly accepted and added to these pages. If you wish to join them and publish articles or artwork in this fanzine – feel free to drop me an e-mail at golan2072@gmail.com. However, when writing articles for Darkest Stars, please note that this fanzine is for Classic Traveller, or for edition agnostic Traveller material, and that the default setting here is the Dark Nebula region.

Note, once again, that Darkest Stars presents a “Proto-Traveller” setting, the Dark Nebula. It is set within a variant of the Official Traveler Universe (OTU), during the early Long Night. However, it does deviate from official material in certain places, especially in its astrography, which is inspired by the old Dark Nebula board game (created by the same authors who wrote Classic Traveller). On the backdrop of the Rule of Man’s collapse, remnant Terran states clash with the young Aslan – and with each other. The frontier between and around them is wide-open and sparsely settled. And, within the Dark Nebula itself, dark things steer. High adventure, terrible secrets, a wide-open future – all open for your exploration. In this issue, you will find the full Library Data for the Dark Nebula region – which will, hopefully, inspire countless adventures!

- Omer Golan-Joel, Editor and Lizard-in-Chief



IN DEFENSE OF DYING IN CLASSIC TRAVELLER CHARACTER GENERATION

By Omer Golan-Joel

A common complaint about Classic Traveller is that characters can die during character generation. At the surface of it, it looks like a strong and robust complaint - why should character generation be based on chance rather than the player's choice, and why should a character die even before starting the game?

However, there are good reasons to follow this controversial, and lethal, rule.

First, Classic Traveller game starts not after character generation, but rather at the beginning of character generation. It is a mini-game all by itself - a game of chance if you will. And like all gambles, it has its own thrill in it. Will your character survive multiple terms of combat as a Marine? Will you muster out as a General, or, alternatively, finish your career at a state funeral reserved to military heroes? Go on, gamble!

Another thing to keep in mind is that, if you stick to Book 1 and Supplement 4, Classic Traveller character generation is FAST. VERY FAST. Once you know the system well, generating a character takes a mere five minutes. So even if your character dies, you do not lose much time - in fact, you've only played a little game of dice for several moments, no harm done.

But the real reasons for the chances for character death in Classic Traveller character generation are twofold: from a setting perspective and from a game-mechanics perspective.

From a setting perspective, a military career, especially in actual combat service (when you can learn all these nifty combat skills), is a risky thing. Combat is no picnic, after all. You do not earn combat experience by sitting behind a desk, but rather by shooting and being shot at. Soldiers die in many cases; that is the nature of war. And the game reflects that.

From a game-mechanics perspective, keep in mind that Classic Traveller - like most versions of Traveller - uses the 2d6 curve for task resolution. This curve is overly sensitive to modifiers, so even a mere +1 is significant; high skill levels will skew the curve much towards the character's favor, and thus are highly valuable. The chance of death during character generation, therefore, exists in order to make higher skills rarer and more valuable. Otherwise, why not just stick in, say, the Scouts for terms and terms on no end and have a character with Pilot-5? This presents the player with a choice: do you muster out now alive but with a smaller amount of skills, or risk a certain chance of death in the line of duty to earn better

combat experience? Are you determined enough to become an officer to risk your life in the line of duty, or do you muster out as a Private and stay alive for the time being? Choices. Choices. And risks. This is the essence of Classic Traveller character generation.

I hope that these few arguments would make you think again about the reasoning behind these seemingly arbitrary mechanics.



SCOUT/COURIER AND SEEKER DECK PLANS

By Richard Rose

Welcome to my first installment of what I hope to be many more in a series for the new Dark Stars fanzine. For starters, as the title suggests, these are being rendered in the old school MS Paint program, a classic piece of software for a classic game. All my deck plans will be rendered lowest deck to uppermost deck/left to right. I have made modifications to the canon designs but for the most part have stayed true to the originals. First and foremost of said modifications will be the larger drive depictions, I am of the belief that a 49cc moped engine will never move an 18 wheeler tractor trailer...so yeah, my engines are depicted a bit larger to better visualize the concept of moving at a decent velocity (no sleights to the original designers, it's just my preference).

For this round, I am choosing two classic ships from the game, the Type-S Scout/Courier and its cast-away sibling, the Type-J Seeker. Right away you may notice that I eliminated a pair of hatches from the stern, I feel that four access points in a 12x6 meter area is a bit much...after all who wants to stage a ship to ship meeting in the engine room and why does another area need two such hatches? Also noteworthy is the forward crew ramp on the lower deck, this is part of the lengthy nose gear section that terminates at the maintenance hatch in Avionics on the mid-level. The cargo holds have an aft ramp to ease loading of crates and other larger items that are simply too big to pass through an iris valve.

That said, on with the first ship: the tested, tried, and true Scout/Courier. Specs are the same as presented in the Introductory Adventure (Imperial Fringe), Book-2 (Starships), and Supplements 7 & 9 (Traders & Gunboats and Fighting Ships respectively). One really has to admire the overall basic utilitarian concept of this craft, you could even go so far and say it's the space going equivalent of the old Terran Volkswagen Beetle (the original rear engine Bug, not the newer retro reskinned front wheel drive Golf). Or...Vanagon. You get the idea. It is a simple no-frills design that does its job well, and that job is ferrying the crew along with messages, packages, and small amounts of equipment from system to system.

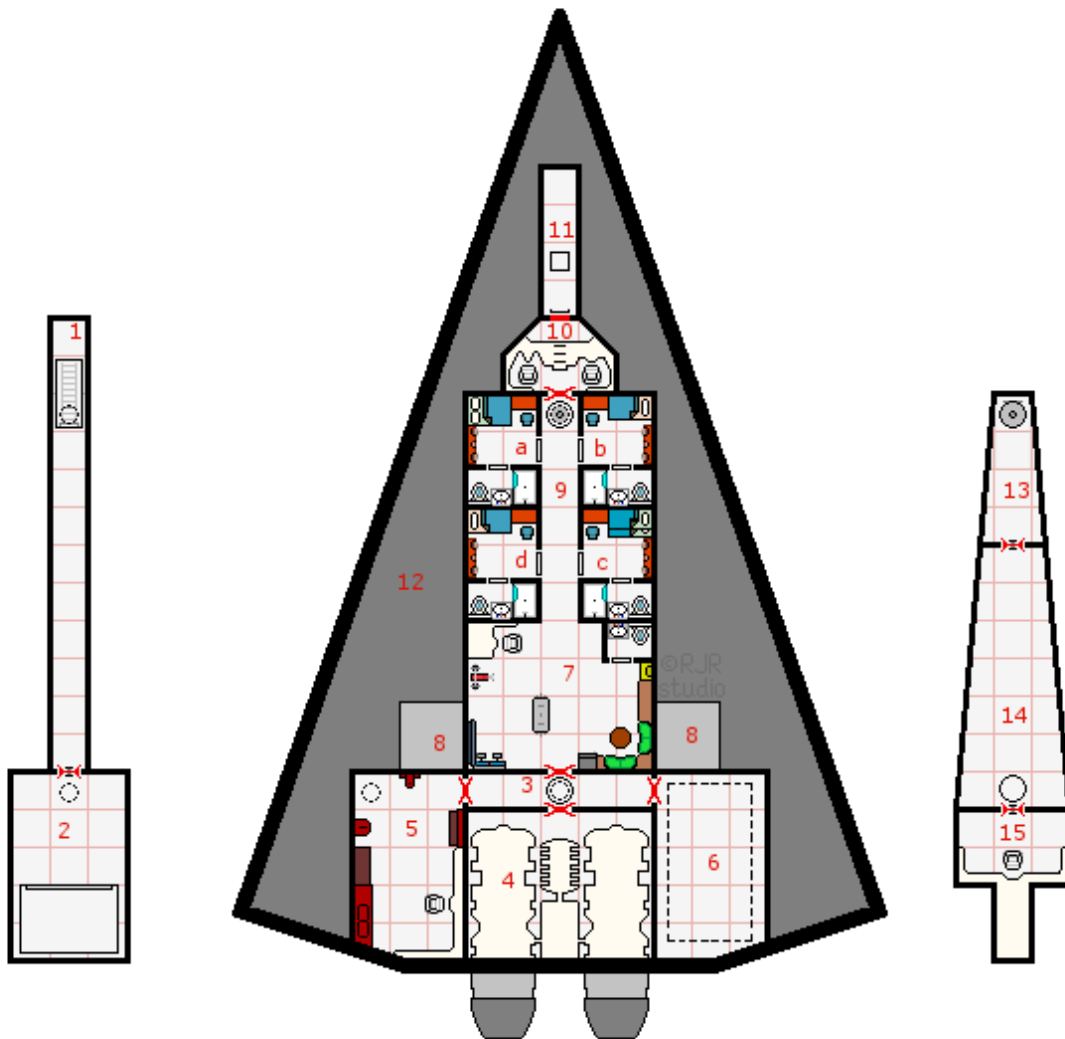
Starting on the lower deck, position 1 is the forward crew boarding ramp/airlock. An iris valve directly above leads just aft of the helm, and a lengthy accessway goes directly aft to the hold (2). Lockers embedded in the accessway serve to contain vacc suits and other supplies & gear. The hold has an aft ramp for cargo loading & unloading, and another iris valve above leading to the junction-way of the main deck (3). The junction-way has four more iris valves,

one aft leading to the engine room (4), port to the workshop & maintenance area (5), starboard to the vehicle bay (6), and fore to the galley & common area (7).

The workshop/maintenance area has monitoring equipment for the maneuver and jump drives as well as the power plant, along with a laser-lathe, drill press, foundry, and workbench/tool storage. The engine room hosts the power plant, twin maneuver drives, and jump motivator. The vehicle bay is capable of storing anything up to four tons, with an air/raft being the typical choice for use with the upper bay doors...although some detached duty craft eventually get modified with a floor lift to accommodate a ground vehicle. The common area features a galley, dining area, basic entertainment facilities, a fresher, and a computer station to operate the Model/1 bis that comes standard with the craft. Landing gear wells (8) and fuel tanks (12) flank the bulk of the main deck.

Moving fore from the common area is a hallway (9) leading to the helm (10) and four crew cabins (a through d). The cabins each have a fresher, desk & chair, dresser & storage areas, and a bed. The beds are rigged to tracks on the walls and can be configured in several ways: single occupancy (both beds stacked one on top of the other on the deck), double occupancy bunks (one bed elevated and locked for two persons), and single or double occupancy double bed (bottom bed slides out/top drops down level). The helm has stations for two crew members, the pilot (port station) and auxiliary crew member (typically a navigator or engineer) at the starboard position. Handholds split the duty stations to crawl over the control panel and access the avionics section (11) via a maintenance hatch. Another maintenance hatch in the floor of the avionics section allows access to the nose gear.

A manual hatch at the fore and an iris valve in the junction-way serve as access to the top level, which is more of a crawlway than an actual deck. The communications and sensors access (13) is barely half a meter high, just enough space to open the manual hatch. The attic (14) leads aft and gradually gets a little higher as you crawl to the stern, peaking at 1.5 meters at the iris valve leading down to the junction-way and manual hatch leading to the gunnery position (15).



DARKEST STARS

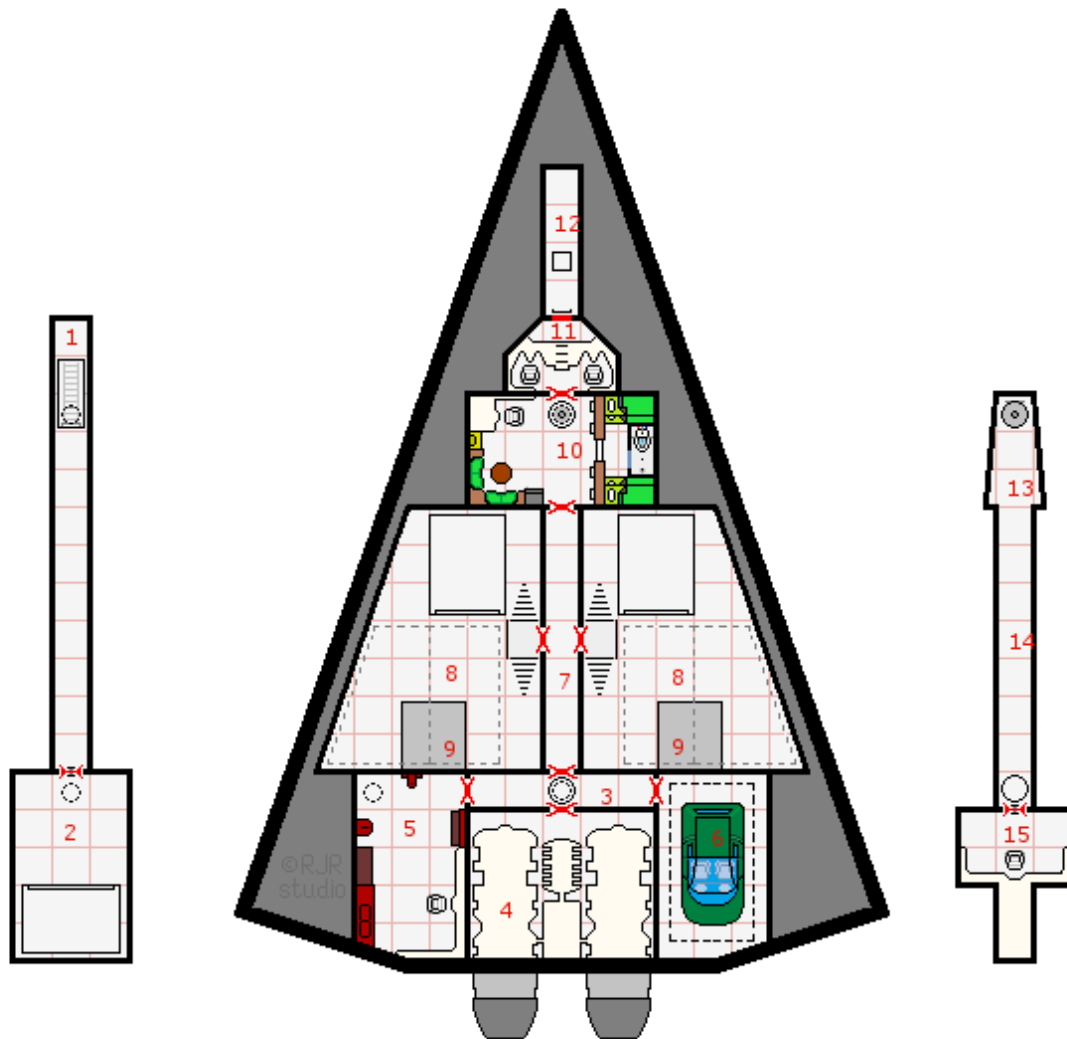
The Seeker

This starship also carries the canon specifications as listed in Supplement-7, with the same map changes noted for the Scout/Courier. Areas 1-6 remain the same with the exception being the vehicle bay typically carries a "prospecting buggy" version of the air/raft. Moving fore from the junction-way (3) is a corridor (7) to the helm. Midway in this corridor are a pair of iris valves, port & starboard. Each of these lead to their respective ore bays (8). Each recessed bay has a double stairwell leading down from the main deck, dorsal bay doors, and ventral loading ramps. The rear landing gear wells (9) also take up residence in these bays.

The crew galley and bunks (10) allow for a total of four persons with a communal fresher, closets, dining area & galley, and access station for the Model/1 bis computer. An iris valve in the fore deck leads down to the crew ramp (1) and a manual hatch leads up to the sensor array (13). An iris valve at the fore leads to the helm (11) and avionics (12), which remain the same as they are on the base Type-S.

The sensor array (13), much like the similar area in the Scout/Courier, is also close quarters with a 0.5-meter ceiling height. The corridor (14) leading aft also rises to a height of 1.5 meters at the aft, terminating at a manual hatch that leads to the gunnery position (15).



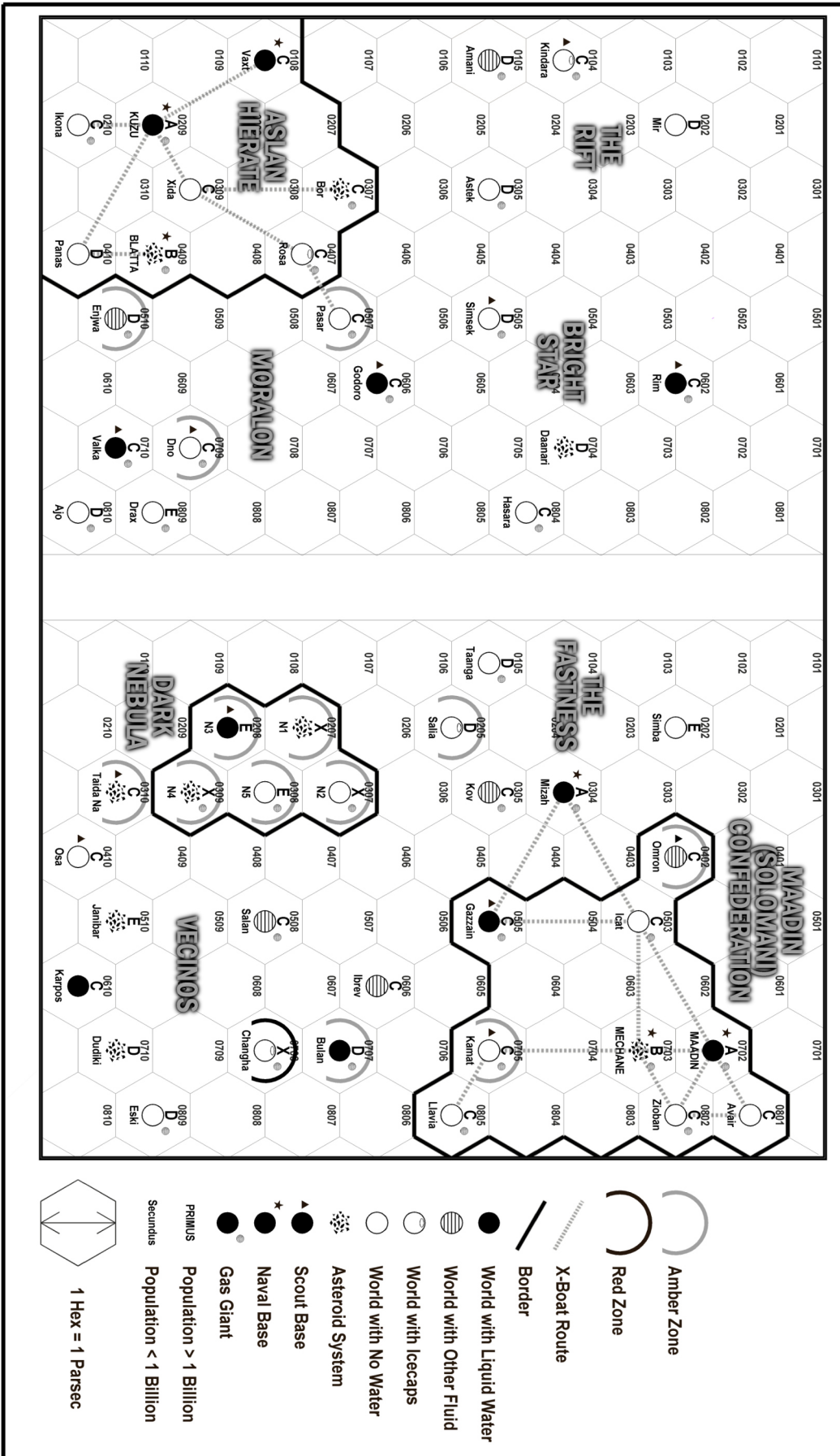


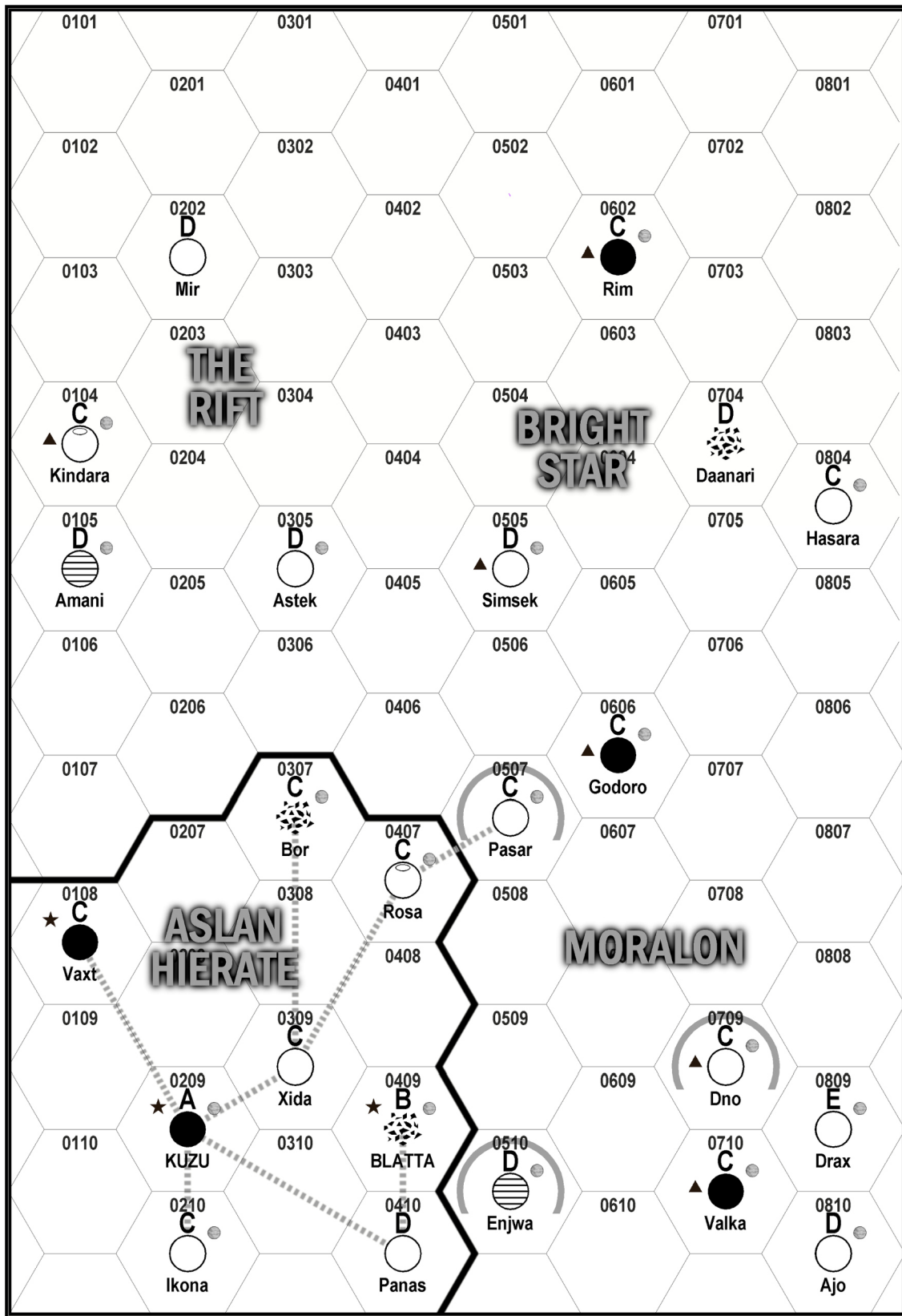
DARK NEBULA - ASTROGRAPHY

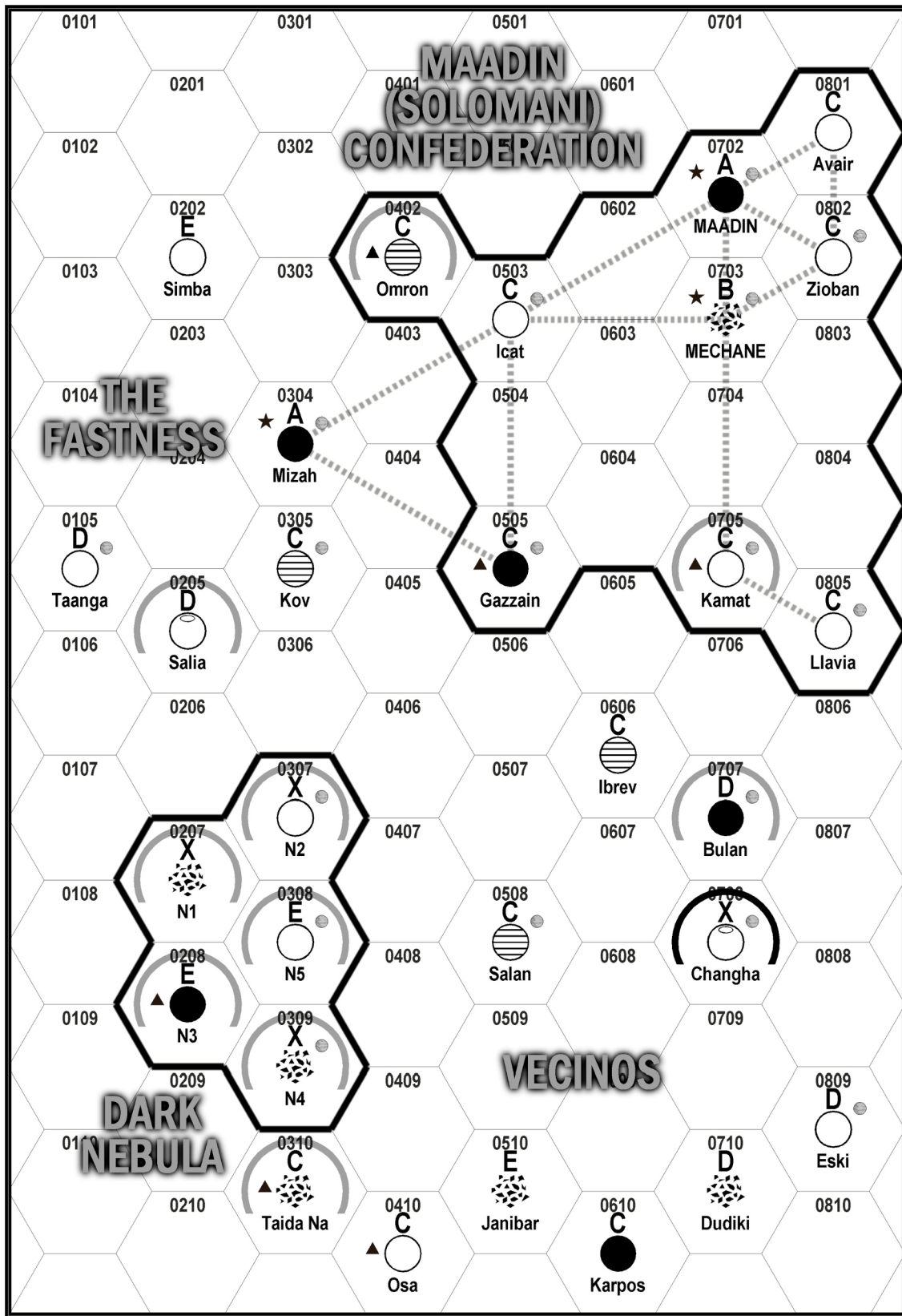
Below, for reference, are the basic Astrographic data for the Dark Nebula region, composed of the neighboring Kuzu and Maadin subsectors. The world statistics come first, followed by high-resolution, easily printable star-maps.

Kuzu Subsector							
Hex	World	UWP	Bases	Gas Giants	Trade Codes	Zone	Allegiance
0104	Kindara	C201747-A	Scout	Gas Giant	Ic, Na, Va		Independent
0105	Amani	D5A5698-7		Gas Giant	Fl, Ni		Independent
0108	Vaxt	C5558L2-8	Tlaukhu	Gas Giant	Ag		Aslan
0202	Mir	D100666-A		None	Ni, Va		Independent
0209	Kuzu	A876986-B	Tlaukhu	Gas Giant	In		Aslan
0210	Ikona	C6304K7-8		Gas Giant	De, Ni, Po		Aslan
0305	Astek	D850635-7		Gas Giant	De, Ni		Independent
0307	Bor	C0007H9-B		Gas Giant	As, Na, Va		Aslan
0309	Xida	C1005K6-9		None	Ni, Va		Aslan
0407	Rosa	C5036J8-A		Gas Giant	Ni		Aslan
0409	Blatta	B0009H5-B	Tlaukhu	Gas Giant	As, In, Na, Va		Aslan
0410	Panas	D3105L7-7		None	Ni		Aslan
0505	Simsek	D810310-7	Scout	Gas Giant	Ni		Independent
0507	Pasar	C73058A-7		Gas Giant	De, Ni, Po	Amber	Independent
0510	Enjiwa	D7C27AA-9		Gas Giant	Fl	Amber	Independent
0602	Rim	C761871-8	Scout	Gas Giant	Ri		Independent
0606	Godoro	C676756-8	Scout	Gas Giant	Ag		Independent
0704	Daanari	D000310-8		None	As, Ni, Va		Independent
0709	Dno	CAC0641-A	Scout	Gas Giant	De	Amber	Independent
0710	Valka	C531437-7	Scout	Gas Giant	Ni, Po		Independent
0804	Hasara	C430486-B		Gas Giant	De, Po, Ni		Independent
0809	Drax	E320657-8		Gas Giant	De, Po, Ni		Independent
0810	Ajo	D100342-7		None	Ni, Va		Independent

Maadin Subsector							
Hex	World	UWP	Bases	Gas Giants	Trade Codes	Zone	Allegiance
0105	Taanga	D540756-8		Gas Giant	De, Po		Independent
0202	Simba	E710686-7		Gas Giant	Na, Ni		Independent
0205	Salia	D411616-B	Scout	Gas Giant	Ic, Ni	Amber	Independent
0207	N1	X000???-?		None	?	Amber	Dark Nebula
0208	N3	E544300-A	Scout	Gas Giant	Ni	Amber	Dark Nebula
0304	Mizah	A762853-B	Navy	Gas Giant	Ri		Independent
0305	Kov	C9A5554-9		Gas Giant	Fl, Ni		Independent
0307	N2	X620???-?		Gas Giant	?	Amber	Dark Nebula
0308	N5	E5A7???-?		Gas Giant	?	Amber	Dark Nebula
0309	N4	X000???-?		Gas Giant	?	Amber	Dark Nebula
0310	Taida Na	C00035A-A	Scout	None	As, Ni, Va	Amber	Independent
0402	Omoro	CACA375-9	Scout	None	Fl, Ni	Amber	Solomani
0410	Osa	C100210-A	Scout	None	Ni, Va		Independent
0503	Icat	C620531-8		Gas Giant	De, Ni, Po		Solomani
0505	Gazzain	C764743-8	Scout	Gas Giant	Ag		Solomani
0508	Salan	C5A6754-9		Gas Giant	Fl, Na		Independent
0510	Janibar	E000353-8		None	As, Ni, Va		Independent
0606	Irbev	C7C5551-9		Gas Giant	Fl, Ni		Independent
0610	Kapros	C584676-B		None	Ag, Ni		Independent
0702	Maadin	A8759C8-B	Navy	Gas Giant	In		Solomani
0703	Mechane	B000976-B	Navy	Gas Giant	As, In, Na, Va		Solomani
0705	Kamat	CAC779A-9	Scout	Gas Giant	Fl, Na	Amber	Solomani
0707	Bulan	D869776-6		Gas Giant	Ag	Amber	Independent
0708	Changha	X402000-0		Gas Giant	Ic, Va	Red	Unknown
0710	Duduki	D000431-7	Scout	None	As, Ni		Independent
0801	Avair	C410448-8		None	Ni		Solomani
0802	Zloban	C6A04512-9	Scout	Gas Giant	De, Ni		Solomani
0805	Llavia	C510445-A		Gas Giant	Ni		Solomani
0809	Eski	D711421-7		Gas Giant	Ic, Ni		Independent







DARK LIBRARY LIBRARY DATA

The following common information is easily accessible from a ship's Library program or from planetary datanets in the Dark Nebula region.

Abbas, Armando (later Emperor Armando I; 2723-2812 CE): Maadin's last governor under the Rule of Man and first Emperor of the Maadin Imperium. Founder of the Abbas Dynasty (2785-2870 CE). An effective if ambitious ruler. Reigned 2785-2812 CE.

Accelerando (2690 to 2747 CE): the final period of the Rule of Man's collapse in the Dark Nebula Sector. In the chaos and corruption of the late Rule of Man, well-connected scientists could preappropriate mass budgets for their own projects. Therefore, this was a period of strangely accelerated technological development, often along arcane and unorthodox lines. In the Dark Nebula Sector, the center of this research was in the Dark Nebula itself, leading to the Event in 2747.

Amlaris, Minerva (2625-2711 CE): Second Imperium scout captain. Famous for her successful first contact with the Aslan in 2659 CE, following a misjump, as part of which she fought her famous blade vs. dewclaw single combat against an Aslan male.

Archon Industries: a Mizahni megacorporation, originally an arms manufacturer, but now producing a wide variety of heavy industrial products, from ATVs to jump drives. Archon Industries is a strict but fair employer, and an outspoken proponent of the militant faction in the Mizahni Council of State. However, it strongly denies its ties to dissident factions within the Maadin Confederation, calling such rumors a "well-coordinated Confederate smear campaign".

Alfonso (2750-2843): second emperor of the Maadin Imperium. Emperor Armando I's second eldest son; rumored to have poisoned his elder brother. A mediocre ruler, known for his penchant for ambitious construction and lavish celebrations. Reined 2812-2843.

Armando II (2819-2870 CE): third and last emperor of the Maadin Imperium. An incompetent, hedonist ruler who cared more about court intrigue and luxuries than about rulership and warfare. Appointed many of his close associates to admirals and generals. As most were incompetent in military matters, this was a major factor contributing to the humiliating defeat at the hand of the Aslan in the First iHate War. Following the War, Armando II's already unpopular rule lost any shred of legitimacy in the eyes of the Maadinite populace. This led to mass demonstrations in 2870, which the Emperor attempted to suppress by force - leading to a mutiny by mid-ranked officers and

to a coup, which Armando II did not survive. Reigned 2843-2870.

Aslan: an alien species originating from Kuzu (Kuzu 0209). Despite their clear differences from Terran felines, early explorers described them as "lion-like" and thus gave them the name "Aslan" after a major character in C. S. Lewis's *The Chronicles of Narnia* (published 1950 CE), who was a lion. While said differences from Terran lions soon became apparent, the name and derogatory comparisons to Terran housecats stuck. Aslan society is sexually dimorphic, with males being adept at war but inept in administration or technical matters, which are the province of females. The Aslan male has an inborn territorial instinct, which, in combination with the Aslan inheritance system (giving the father's land to his first son) leads to an endless desire for conquest. As the Aslan developed jump drive themselves in 2520 CE, Aslan consider themselves a "Major Race" alongside the Vilani and the Solomani.

Aslan Heirate: the Aslan interstellar government. Established on Kuzu in the 26th century CE, the Heirate prevented global thermonuclear war by forming a confederative arrangement between the 29 dominant clans, where clan leaders can deliberate and settle matters between them "relatively" peacefully ("relatively" here also means occasional limited wars, but the Heirate prohibits total warfare). The Heirate is decentralized, with its military forces composed of individual clan militaries and most corporations being clan owned. This decentralized nature limits the Heirate's ability to bring its full might to bear against its rivals, as individual clans are often reluctant to wage war to protect other clans' interests.

Aslan Tail: the long "main" of star-systems, all within a parsec or less from each other, to the Spinward and Rimward from Kuzu. The Aslan colonized the Tail early, before they purchased Jump-2 technology from the Solomani. However, the Tail has a high concentration of uninhabitable worlds. Thus, Aslan have a strong incentive to expand to the Trailing, clashing with Solomani interests.

Big Five, the: the five Mizhani megacorporations - Crystal Ventures, Tua-Tong Incorporated, Archon Industries, Golden Sun, and HexaCorp, each owned by a Great House.

Carcosa: a spacers' legend - the preputed sixth world of the Dark Nebula, orbiting a red sun, which may only be reached by a misjump. There, a massive alien city is said to reside. There is no evidence of such sixth star, let alone a red dwarf, despite meticulous research, but many spacers still adhere to this legend.

Crystal Ventures: a Mizahni megacorporation, focused on high-tech light industry, with secondary activity in financial and telecommunication services. Well-known for the quality of its goods and for the elitist attitudes of well-paid but competitive employees. HexCorp's main domestic competitor in electronics

Dark Nebula Sector: our Sector, located on the far Spinward edge of former Rule of Man space. The Dark Nebula's nominal Sector Capital was on New Libdis (Kimson's Stand 0502), but this world has eventually lost its status. The Dark Nebula Sector surrounds the eponymous Dark Nebula, an anomalous region of space located inside a small nebula. This Sector was sparsely colonized in the waning years of the Rule of Man.

Dark Nebula, the: a small nebula at the center of the Dark Nebula Sector. There are five star-systems within the Nebula. Early explorers reported anomalous readings in these systems. In 2717 CE, Unit #72 set up its research bases in these systems. On November 3rd, 2747 CE, the Event occurred, causing the disappearance of all five star-systems from the Dark Nebula. These systems returned, unexpectedly, in August 2892 CE. Both Maadin Confederation and Mizhani authorities consider the Nebula as a navigational hazard and urge travellers to avoid it. Currently, other than a "scout base" (and informal community of "Stalkers") on N3, the Nebula is considered uninhabited.

Desertborn: a minor race native to Rim (Kuzu 0602), with strong reptilian characteris. They stand on two legs and have a long tail. Their eyes are large and bulbous, with slit pupils, and their fingers and toes hold adhesive pads. The Desertborn language sounds like a collection of clicks and chirps, and they speak alien tongues in a particularly chirpy voice. On their homeworld of Rim, Desertborn patiently lurk on dry, rocky cliffs, standing motionless for hours, their natural coloration and absolute stillness helping them blend into the desert surroundings. Then they strike their prey, swiftly and mercilessly. While their society is often based on small, closely-knit tribal units with a low population density, they already had an industrial civilization when Solomani explorers discovered them in 2641 CE. Following human contact, they developed their own spacefaring technologies and began exploring and settling the Rim system, though they still depend on Terran worlds - especially Mizah - to purchase starships from.

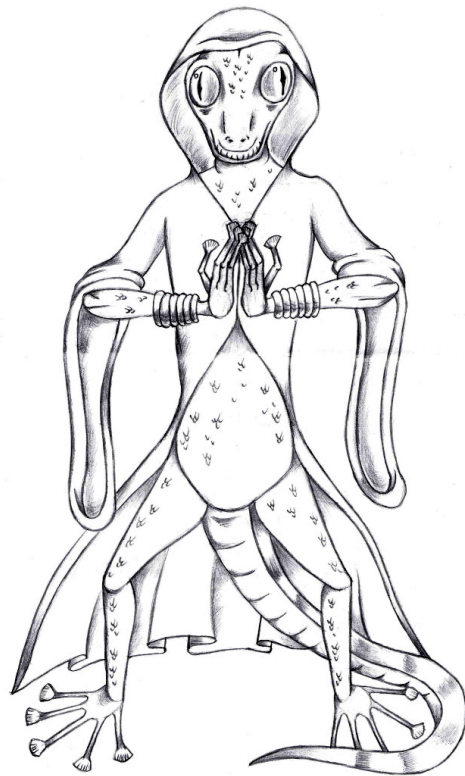
Droyne: an alien species living on Kapros (Maadin 0610) and potentially on several additional worlds in the old Imperium. Droyne present both reptilian and insectoid characteristics. Their society includes a multitude of "castes", resembling eusocial insects.

While, contrary to popular human opinion, they lack a "hive mind", the "lower" castes show far less individual drive than members of other species. Recent research of old Vilani record shows a 98.73% probability that the Droyne are an identical species to the Nugiiri from Kilennur (Sol/Harlequin 0808), or a closely related species. Droyne seem to operate jump drives of their own design but seem to be uninterested in interstellar expansion or colonization. Thus, debate still rages whether or not they are a Major Race.

Dust Front: militant (and highly illegal) wing of the United Miners of Salia (UMS; Maadin 0205), agitating and, rumordly, organizing for an armed insurrection against HexaCorp. The latter accuses Dust Front of being a proxy for Maadin Confederation covert operations, an accusation the UMS categorically denies.

Event, 1st (2747 CE): the disappearance of all five star-systems in the Dark Nebula on November 3rd, 2747 CE, apparently resulting from experimentation in exotic physics.

Event, 2nd (2892 CE): the reappearance of the five Dark Nebula stars in the skies of Taida Na in August 2892 CE, leading to dangerous attempts by various parties to re-explore the Nebula.



The Desertborn

Golden Sun: a Mizahni aerospace and shipping megacorporation. Operates lines to all major worlds in the Maadin Subsector, focusing on Mizah-Confederation trade and transportation. Intensively competing with the Confederation-based Nine Stars Incorporated, the Subsector's other transportation megacorp.

HexaCorp: a Mizahni generalist megacorporation invested in anything from biotechnology to mining. Crystal Ventures' main domestic competitor in electronics and Tua-Tong Incorporated greatest rival in biotechnology. HexaCorp is notorious for its bad record in labor rights and its dabbling in morally questionable research. This company owns the neighboring world of Salia, where it engages in heavy mining. HexaCorp is the Subsector's primary robot manufacturer, and thus, naturally, has a keen interest in AI research.

Hrea Aoiyil Euarosei (2869 CE to present): Kouaolew Yehi Hlya's wife and shrewd executive officer. This Aslan will be instrumental to any future expansion by her husband, as she is talented and experienced in managing military logistics. She enjoys popularity among females as her husband enjoys among males. Maadinite media presents her as the evil mastermind behind her husband's nefarious dreams of conquest.

ihatei: "Second Sons". Aslan inheritance laws grant the father's land to his firstborn son. Second sons must, therefore, seek their own lands. With the advent of star travel, such young non-inheriting Aslan males become explorers in search of unclaimed territories - or invaders seeking conquest. Fueled by the hormones of youth and by the Aslan male's inborn territorial drive, they are a force to be reckoned with.

ihatei War, 1st (2862-2866 CE): the first major military conflict between humans and Aslan. A wave of Aslan ihatei seeking new territories invaded the human-colonized space to the Trailing of Kuzu. Within two months, they controlled Pasar (Kuzu 0507), Godoro (Kuzu 0606), and Simsek (Kuzu 0505), with harsh fighting continuing on Enjiwa (Kuzu 0510). Within a year, they went as far as Salia (Maadin 0205), threatening Mizah and Maadin directly. Faced with a common threat, Maadin and Mizah quickly signed an unease mutual defense pact and launched a counterattack. However, despite the fierce human military efforts, the Aslan emerged victorious and retained their conquests of Pasar, Godoro, Simsek, Astek, and Daanari. These events destabilized the Maadin Imperium and eventually brought its downfall.

ihatei War, 2nd (2882-2885 CE): the second, recent confrontation between the Aslan and the human colonies. The ihatei attacked Hasara (Kuzu 0804), Taanga (Maadin 0105), and Salia (Maadin 0205),

threatening Mizah and declaring the aim of conquering the Maadin Confederation as well. The Confederate fleet, bolstered by allied Mizahn squadrons, launch a counterattack, pushing the Aslan back to Daanari. By 2884, Aslan lines collapsed under the combined human attack, liberating Pasar (Kuzu 0507), Godoro (Kuzu 0606), Simsek (Kuzu 0505), Astek (Kuzu 0305), and Daanari (Kuzu 0704) and forcing back the Aslan to old Hierate space. Signing a ceasefire in 2885, the Aslan agreed to relinquish their former conquests in return for the Solomani forces' withdrawal.

Ilana (2811 to present): the current Queen of Mizah. Third child of Maxim II; her two elder brothers falling in war against Maadin and the Aslan. The aging Ilana is still of good health but is rumored to abdicate in favor of her daughter, Princess Ilana II, in the "near" future. Reigns from 2867 to the present. Oversaw Mizah's part in victory against the Aslan in the Second ihatei War, and built reasonable relations with the Maadin Confederation, though these relations have soured recently following the Confederation's rapid

Imperium: see Ziru Sirka.

Kouaolew Yehi Hlya (2872 to present): Popular and ambitious Aslan ihatei leader, promising his many, multi-clan followers' glory and territory if they follow him to war against the humans. Young and brave, this Aslan is the second son of a prominent warrior of the Hkeakhya Clan. Maadinite media considers Koualolew to be the greatest single threat to the Confederation, an accusation he is proud of.

Last Ship from Terra, the: see Rose of Aggida.

Lizard Chow: see SPAM LOAF.

Maadin (Maadin 0702; A8759C8-B): first human colony in the Maadin Subsector, established in 2600 CE; today, capital of the Maadin Confederation. An industrialized, densely populated world suffering from three centuries of pollution, Maadin is not necessarily a pleasant world to live on. However economic activity and opportunities abound, especially with the Confederation's current rapid economic growth and war preparation - both of which creating millions of jobs. The Military Praesidium rules Maadin directly, in what amounts to permanent martial law. However, its rule is relatively lenient for such type of Charismatic Oligarchy government. This world attracts industrial job seekers, traders, and anyone interested in Confederate politics - and, according to rumors, a significant number of Mizahn industrial spies.

Maadin Confederation (2870 CE to present): a human interstellar state centered on Maadin (Maadin 0702), with its industrial hub concentrated on Maadin itself and in the asteroid belt of Mechance (Maadin 0703). Established 2870, the Confederation is a militarized, authoritarian state led by the popular Military Praesidium. It encompasses 9 star-systems. The Maadin Confederation sees itself as a heir to the old Terran Confederation, and formally rejects the aristocratic culture of the later Rule of Man. Its main rivals are the independent human world of Mizah and the Aslan themselves.

Maadin Imperium (2785-2870 CE): following the Rule of Man's collapse, citing "Continuity of Government" laws, Maadin's governor, Armando Abbas (later Emperor Armando I), declared himself Emperor. While he attempted to expand his imperium to the rest of the Maadin Subsector, he only managed to control nine worlds, Maadin included. The Maadin Imperium was an aristocratic state replete with nepotism, corruption, and incompetence, unlike its much more stable neighboring monarchy of Mizah. Defeated by the Aslan in the 1st ihatei War (2862-2866 CE), this state lost its final shreds of legitimacy among its subjects, leading to its overthrow and the establishment of the Maadin Confederation.

Marcus, Maxim (later King Maxim I, 2729-2819): last Rule of Man governor and first King of the Kingdom of Mizah (Maadin 0304), founder of the Marcus Dynasty. An astute statesman and skilled strategist who was able to guide Mizah through the war with Maadin (Maadin 0702) despite Maadin's numerical and material advantage. One key to Maxim I's success was his strict adherence to remnants Rule of Man nobility privileges and corporate interests, forming a powerbase of powerful families backing him. Reigned 2785-2819.

Maxim II (2770-2867): second King of Mizah. Oversaw civic and military development and partial industrialization of Mizah. Led Mizah to victory in the Second Mizahni War (2820-2823). Held in high regard by Mizahni nobility, eclipsing even his legendary father. Under his reign, Mizah regained its TL-B classification and was awarded with "Rich" status by the Mercantile Guild. Reigned 2819-2867.

Mercantile Guild: an association of smaller interstellar merchants, from Free Traders to small companies. Founded in 2662 by Free Traders desiring a better competitive position compared to Rule of Man megacorporations. The Mercantile Guild maintains facilities on all worlds rated with Starport C or better, and allows non-Merchants, particularly military personnel, to invest in it in return for periodic passage tickets. It also publishes the bi-annual Merchant Review, a guidebook for traders operating

in the Maadin and Kuzu Subsectors, rating worlds and starports for easy reference by interstellar traders.

MiliFab: "Military Fabrication", a Maadinite state-run arms megacorporation. In addition to supplying the Confederation armed forces, it aggressively markets "Export variants" of Confederate military tech to various interstellar factions and mercenary units favored by the Maadin government. Known for its reliable products and internal military discipline, the lines between this corporation and the Confederate government are quite blurred.

Military Praesidium: the seven-member "head of state" of the Maadin Confederation. Despite its authoritarian rule for the past 130 years, and despite the change in its composition along the years, the Praesidium still enjoys significant popularity among the Confederation citizenry. The Praesidium includes two representatives each of the Army, Navy, and Marines, and one of the Military Intelligence. It has a Chairman, coordinating its sessions and making immediate decisions when needed; the Praesidium members rotate in this position, each service for one standard year.

Mizah (Maadin 0304; A762853-B): a major human colony in the Maadin Subsector, a political power of its own. Mizah is a pleasant, if dry, world, considered to be the richest world in the Maadin and Kuzu Subsectors. In 2785, the Governor of Mizah, Maxim Marcus, declared himself King of Mizah, and after a short war with the Maadin Imperium, gained full sovereignty. His descendants still rule Mizah to this very day. Outside observers classify Mizah's regime as a "Techno-Feudal Regime", where the Emperor and the Great Houses control giant megacorporations and thus most of the world's economy and technology. Mizah is a pleasant world to live on, with a high standard of living and very lenient laws, though it lacks the industrial might and boundless technical job opportunities of Maadin.

Mizahni Independence War: see Mizahni War, 1st.



Mizahni Nobility: the aristocratic classes on Mizah, descending from Rule of Man noble families. Mizahni nobles either belong to one of the five Great Houses, or to one of the numerous Minor Houses. Great House heads, the Archdukes, are parts of the Mizahni government. The five Archdukes form the Council of State, which advises directly to the Queen of Mizah. Lesser nobles within the Great Houses also hold positions of tangible political or economic power, from megacorp CEOs - as each Great House owns a megacorporation - to hereditary positions of power in the government. Minor Houses usually lack direct political power but may vote and be elected to the Mizah Senate. Such nobles are numerous, comprising approximately 8% of the population. Their families often enjoy great wealth and enjoy official privileges, though these are much lesser than those of the Great Houses.

Mizahni War, 1st (2787-2788): Emperor Armando I's attempt to subordinate Mizah to his rule immediately after taking power on Maadin. Mizah's governor, Maxim Marcus, declared himself King of Mizah and organized a hasty, though effective, defense against the Maadinite invasion. The war was short and bloody, culminating at the Battle of Omoro (Maadin 0402), in which the Mizahni counterattack destroyed the only Maadinite battlecruiser, forcing Maadin to sue for peace.

Mizahni War, 2nd (2820-2823): attempted invasion of Mizah by Emperor Alfonso of the Maadinite Imperium. This war was significantly longer than the 1st Mizahni War, involving significant ground action on Mizah itself (Maadin 0304), as well as Omoro (Maadin 0402), Icat (Maadin 0503), and Gazzain (Maadin 0505), as well as naval action in their orbits. the Maadin Imperium's defeat in this war further weakened its regime and hastened its decline. Mizah, on the other hand, enjoyed a wave of patriotism, and its victory strengthened the Marcus Dynasty's hold on the throne.

New Libdis (Kimson's Stand 0502; formerly A87A9BB-C; currently C87A871-8): once the formal Rule of Man capital of the Dark Nebula Sector, today an irradiated hell. Contact with New Libdis was sporadic at best when travel was still economically viable. The latest official data (dated 2882 CE) indicates economic collapse and widespread internecine warfare, including tactical nuclear combat. There are at least three warlords on New Libdis claiming the title of "Sector Duke", ruling their own irradiated domains with a handful of remaining TL-B equipment. Later informal data received from independent scouts indicates a certain political stabilization, though radiation levels are still high.

Night, the: the current situation in which interstellar communications and trade routes with Terra and the

rest of the Rule of Man have collapsed. Academic consensus places its beginning in the 2740's CE, but public opinion sees the arrival of the Last Ship from Terra in 2780 as its actual beginning.

Nine Stars Incorporated: the Maadin Confederation's largest privately-owned corporation, specialized in aerospace and shipping, as well as asteroid mining. In intense competition with the Mizahni Golden Sun megacorporation. Headquartered in the Mechane Belt.

Nugiiri: see Droyne.

Psionics: "powers of the mind" allowing telepathy, telekinesis, and teleportation, among other supernatural abilities. While there are no clear evidence of their existence, rumors of them abound, especially connected to conspiracy theories surrounding the Dark Nebula itself. Ziru Sirka records note Vilani research in this field, which results were ambiguous.

Pyramid Builders: a reportedly extinct alien species who colonized the Dark Nebula Sector around approximately 9,000 BCE. The Pyramid Builders lacked Jump Drive technology travelled in slower-than-light sleeper and generation ships. The Pyramid Builders were adapted to live in what humaniti considers to be insidious atmospheres, and "terraformed" several local worlds to suit their preferred environment. An example for such world is Kamat (Maadin 0705). Their sites usually include pyramids, hence their contemporary name. To the present, no written script or other records of this species were found.

Ramshackle Empire: see Rule of Man.

R.A.T.S: rage Against the Total State, a controversial dissident powerpunk band from Mechane (Maadin 0703). Anarchistic to the bone, R.A.T.S band members cycle in and out of Confederation jail due to "disturbing the peace", "disorderly conduct", and engaging in "sedition". They songs bluntly attack the "stuffed shirts" of the Maadin Confederation and its "Totalitarian" culture, calling for "A Storm of Fire" to bring about "Absolute Freedom". Popular among youth, its music is often blamed for juvenile delinquency and acts of vandalism.

Rose of Agidda, the: a Type-A2 Far Trader, Imperial Registry Number 42893-7. The last ship bearing news from distant Terra to reach Maadin (Maadin 0702) in 2780. Its arrival, and the horrid tales it crew brought from the dead Rule of Man, heralded the fall of the Night. Common Maadini and Mizahni opinion sees its arrival date as the actual beginning of the Night. The ship now resides in the Grand Confederate Museum on Maadin.

Rule of Man: the imperial successor state of both the Ziru Sirka and the Terran Confederation. Saw the unraveling of the Vilani social and economic system, leading to to incredible instability and to its eventual collapse within four centuries. Terran optimism about the superiority of their dynamic economy to Vilani custom turned into despair as the introduction of meritocratic elements and open economics into the Vilani system led to destruction of everything the Vilani meticulously built over millennia. Maadini public opinion and state propaganda see the Rule of Man as a betrayal of the Terran Confederation's values and blame it for the fall of the Night.

Samueloff, Nadezhda (General; 2856 to present): the Confederate Military Presidium's current Chairwoman and member on behalf of the Confederate Marine Corps. A decorated heroine of the Second ihatei War (2882-2885). Chairwoman Samueloff enjoys great popularity among the Confederate population, and leads an aggressive line in interstellar relations, particularly towards Mizah, but also the Aslan.

Scout: a generic term describing various explorers and couriers, whether military, corporate, or independent. In 2555, the Rule of Man rejected a proposal for unifying all official exploratory and courier activity under a single governmental service, leaving this activity distributed between various competing interests.

Scout/Courier (Type-S): a common starship classification dating back to the Ziru Sirka. A 100-ton general-purpose courier ship capable of light exploration activities.

Solomani: humans of Terran descent. "Terrans". Many of the humans in the Dark Nebula Sector claim Solomani ancestry, which is only partially correct. While many of the colonists who reached the sector came indeed from the old Terran Confederation worlds, the Rule of Man population there was of mixed Solomani and Vilani descent, and so were the colonists reaching Maadin and subsequent colonies. Alongside the Vilani and the Aslan, Solomani consider themselves a "Major Race".

Solomani Confederation: see Maadin Confederation.

SPAM LOAF: canned fatty cultured meat battle-ration produced by MiliFab for the Confederate armed forces. Includes all the calories and protein a soldier would need in a grueling day of strenuous activity and is enriched with vitamins and minerals. However, it is made in a vat by a state-run arms manufacturer and tastes accordingly. There are as many ways to make it more edible as there are soldiers in the Confederate military, However, for some obscure reason, Desertborn love it, in its original form, with a passion. Hence the term "Lizard Chow".

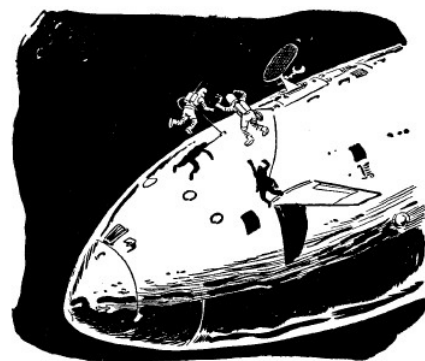
Spinward Frontier: Mizahni sci-fi holodrama set in the far future of the 57th century CE, far to the Coreward from the Dark Nebula. It follows the adventures of Captain Miller and his free-trader crew as they engage in honest trade and less legal shenanigans at the edge of a futuristic New Imperium. Miller's famous nemesis is the extra-dimensional alien Grandmother, though recurring threats include mind-bending human-alien, wolfmen from the stars, and an insidiously sentient computer virus. Rebooted twice, Spinward Frontier still retains its enormous fan base. Despite being lambasted by Confederate politicians as "dripping with monarchist drivel", it enjoys its greatest popularity on Maadin.

Stalker (slang): an opportunistic explorer or looter (depending on who you ask) searching for artifacts on N3 in the Dark Nebula or in other alien (and human!) ruins across the Dark Nebula Sector. Stalkers are reputed to be shady characters and to sometimes use violence to wrest choicy finds out of the hands of their competitors.

Three-Year War: see Mizahni War, 2nd.

Tlasayerlahel: a relatively new Aslan corporation established by the Yerlyaruiho clan in 2788 CE to provide transport services to the clan's holding in the Aslan Tail. Today (2900 CE) it provides cargo and passenger services to both the Aslan Tail and the Kuzu Subsector, as well as less frequent lines to the Maadin Subsector. As usual with Aslan companies, the clan's dominant males serve as Tlasayerlahel's top executives, as well as starship pilots and gunners, while the clan's females perform administrative and engineering work.

Terra (Terra/Sol 0207; A877A89-C): also known as Earth; the Solomani homeworld. Apparently, one of the several homeworlds on which Humaniti has evolved. Terra rose to interstellar prominence in the 22nd century, with the Terran Confederation's conquest of the vastly larger Ziru Sirka but was eventually replaced by Dingir as capital of the Rule of Man. Terra's status as of 2900 CE is unknown. The above UWP was derived from old Rule of Man records and may vary greatly given the current situation.



Terra Ascendant: Maadinite alt-history holodrama set in a universe where the Ziru Sirka subjugated Terra in 1947 CE. Terra Ascendants takes place in 2258, after a Terran rebellion overthrew the Vilani yoke. It follows the travels of the starship Avenger and her daring captain Faith León. Currently (2900 CE) in its 10th season, this holodrama is hugely popular both within the Confederation and outside it - and even in Aslan space. Much to the dismay of Mizahni authorities, this show, with its Confederate propaganda undertones, is incredibly popular on Mizah as well.

Terran Confederation: the old Terran state founded in the early 22nd century CE out of the old United Nations in face of the Vilani threat. A republic in essence, the dynamic nature of the Confederation and its aggressive nature led to its eventual victory over the Ziru Sirka, despite the latter's massive strength on paper. Eventually replaced by the imperial Rule of Man. Maadinite public opinion, as well as propaganda, sees the Terran Confederation as the glorious "Golden Age" of interstellar humanity - and its replacement by the Rule of Man as a betrayal of all it stood for.

Tua-Tong Incorporated: a Mizahni megacorporation specializing in agritech, competing the HexaCorp in the field of biotechnology. It is Mizah's largest food manufacturer - where it enjoys a vertical monopoly from mechanized farms to processing plants to grocery stores and restaurants.

Vilani: humans who originated from Vland. The Vilani ruled the vast Ziru Sirka for millennia, only to be conquered by the young Terran Confederation in the 24th century CE. Vilani culture emphasizes tradition and stability, often at the expense of technological progress. Vilani society is bureaucratic, stratified, and quite collectivist. Vilani technological designs are rarely innovative - indeed, most were in service of centuries - but are highly reliable. Many humans in the Dark Nebula sector are of mixed Solomani-Vilani descent. Alongside the Solomani and the Aslan, Vilani consider themselves a "Major Race".

Visitors: an urban legend about mysterious aliens residing deep in the Dark Nebula, emerging from it abduct victims from human worlds for unknown ends. These rumors resemble the old, pre-starflight Terran legend about "Gray Aliens". This type of legends was, of course, proven to be mostly or completely false once the Terrans encountered the Ziru Sirka and the Vegans.

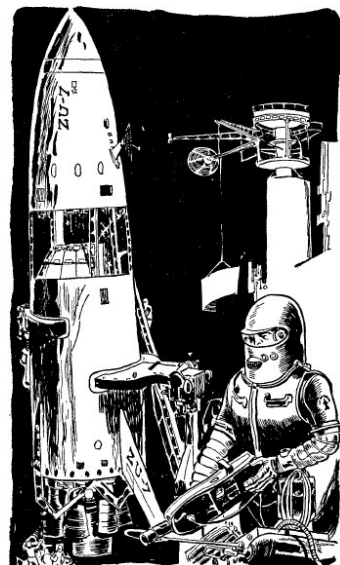
Vland (Vland/Vland 0307; A967A9A-C): Vilani homeworld and the old Ziru Sirka's capital. One of the several proposed human homeworlds. Vland reached spaceflight millennia prior to Terra and built the vast Ziru Sirka around it. Eventually replaced by Terra and then Dingir as capital of the Rule of Man. Vland's

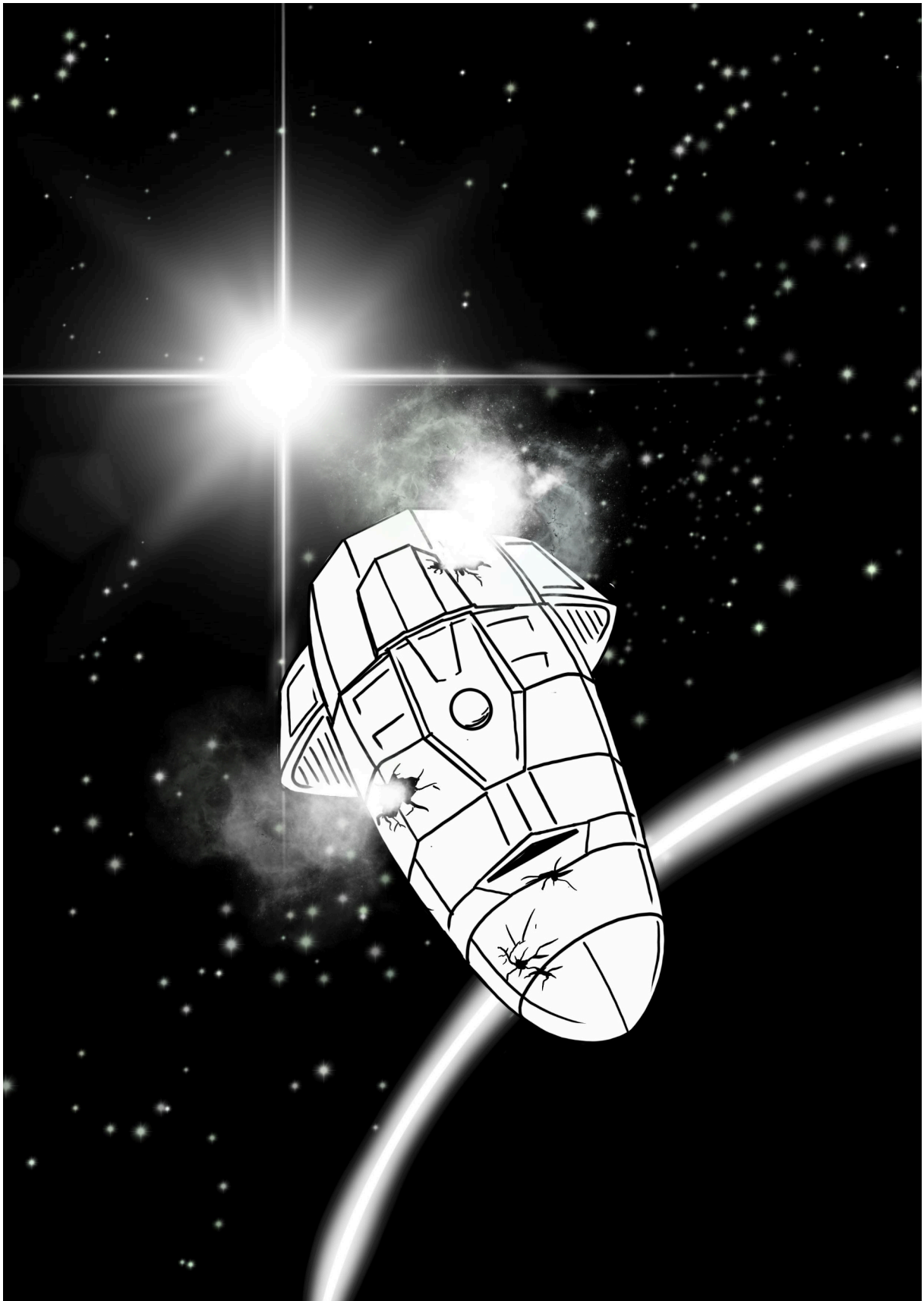
status as of 2900 CE is unknown. The above UWP was derived from old Rule of Man records and may vary greatly given the current situation.

Unit #72: a Rule of Man research unit established 2712 CE. Appropriating billions of desperately needed funds, the unit chose five stars within the previously unexplored Dark Nebula itself as their base. There, they tried to develop technologies which will - so they claimed - save the ailing Rule of Man from its inevitable collapse - artificial intelligence, cybernetics, genetic engineering, and, especially, new technologies for interstellar travel and, theoretically speaking, faster than light communication.

United Miners of Salia (UMS): illegal union of miners on Salia (Maadin, 0205), fighting for better pay and better safety measures in the dangerous mines controlled by the Mizahni HexaCorp. The latter is notorious for its strict security measures, low pay, and lenient safety regulations, leading to mining accidents. Following a violent crackdown by corporate security during the failed strike of 2897, the UMS leaders fled to Maadin, where they were granted political asylum.

Ziru Sirka: "Grand Empire of the Stars", the millennia old Vilani imperial state which once ruled known space. Founded in 500 CE following five millennia of interstellar exploration and centuries of war, it ruled with an iron fist and unimaginably complex bureaucracy. It was headed by three Bureaux and a Shadow Emperor, based on a stable semi-planned economy. However, stability brought about stagnation. Faced with the dynamic Terran Confederation in the 22nd to the 24th centuries CE, the Ziru Sirka's stagnation and petty bureaucratic politics brought about its conquest by the much smaller Terran state. Maadinite propaganda usually likens Mizah, as well as the old Maadin Imperium, to the Ziru Sirka's final years.





VARIANT RULES: MOBS, GRUNTS, AND MONSTERS

By Omer Golan-Joel

Sometimes the Referee wants to create a situation in which the player characters face many undisciplined, unskilled combatants - an angry mob of locals with torches and pitchforks, looters in a disaster - or even a zombie horde! In the Classic Traveller combat system, as written, this will create much paperwork and die rolls as each member of a mob suffers wounds to their characteristics and makes their attack rolls at the DM-5 "unskilled" level.

The following variant rules reduces that paperwork and die-rolling load and thus facilitate situations in which skilled PCs face many unskilled or minimally skilled combatants. Additionally, this includes rules for relentless monsters who do not easily die from accumulated wounds.

Mobs

A mob includes several untrained irregulars who lack adequate combat training or tactical awareness. They may be enraged or fanatical but will typically rush at their enemies instead of employing a more cautious tactical approach. As noted above, the classical "low-tech local peasants chasing the spacemen with pitchforks and torches" or "zombie apocalypse" are good examples of this theme.

Each mob includes up to 12 members. In many cases there will be multiple mobs involved. Do not track individual characteristics, damage, or skills of mob members. The mob moves as one unit. It makes a single attack roll per round. Make this roll at an effective "Skill-0", with DM+1 for every four active members in the mob, or part of four. Thus, a big mob of 12 members will attack at base DM+3, modified, of course, by weapon and range DMs; a mob of 5 members will attack at base DM+2. Make the attack as if the mob is one character; apply automatic fire or shotgun rules as usual. While the entire gang might be unloading a hail of bullets, these shots are badly aimed and only a few have a chance of striking true.

PCs attack the mob as if it is one target. Most mobs are either unarmored or wearing Jack or Mesh armor; apply DMs accordingly. A non-automatic ranged attack which hits the mob incapacitates one member. When auto-fire, a shotgun, or a grenade hit a mob, throw 1d6; this is the number of mob members who fall. When using a flamethrower or machine gun, throw 2d6. Obviously, "incapacitated" does not necessarily mean "killed by a bullet" but rather "out of the fight" - killed, wounded, or maybe just shocked enough to be ineffective in fighting. The latter is the reason why auto-fire can incapacitate up to 6 mob members while a Classic Traveller auto-fire burst only contains 4 bullets.

Mobs are much more dangerous in melee, with a to-hit DM+1 per 2 members rather than per 4 and making two attacks per round rather than one. When skilled characters fight a mob in melee, they "cleave" - each hit incapacitates a number of mob members equal to the skilled character's relevant melee skill.

Mobs rarely fight well under fire. In any of the following cases, throw 5+ for the mob to disperse in panic and be effectively removed from the fight. This number rises to 8+ for frenzied mobs. Fanatical mobs are immune to this effect and will continue swarming the PCs regardless of death. Reasons for such morale throws include:

- The first time the mob comes under ranged fire.
- The first time the mob loses a member.
- When the mob first falls to half or less of its size.
- Each time the mob is attacked with fire, explosives, or similar shocking attacks.
- When first attacked by armored vehicles or troops in battledress.

Grunts

Conscripts out of basic training, as well as street criminals with some combat experience, fight far better than a mob of rabble. However, they still are not a match for professionals. Grunts fight individually, as per the standard rules, including movement and attacks. However, they have a total DM+0 base modifier (from skill, characteristics, etc.) to hit targets, subject to armor and range DMs. Any attack which hits a grunt incapacitates them. Note that Classic Traveller Book 1 Morale applies to grunts.

The Referee might also want to consider various small-to-medium-sized wild animals, but not apex predators or particularly large animals, as grunts.

Monsters

Sometimes, felling a monster is not a simple matter of riddling it with bullets or chopping it one piece at a time - it just keeps fighting! In this case, attack the monster as per the Classic Traveller Books 1 and 3 rules, and roll damage on a hit. However, do not count accumulated damage. Instead, ignore any attack which does 14 or less damage. Any attack doing 15 or more damage kills the monster. For particularly fearsome monsters, make that 16 or less damage; this monstrosity will continue fighting even under a hail of bullets until a lucky attack rolls 17+ damage (which is unlikely on the typical gun with 3D damage).

VARIANT RULES: TRAUMA SURGERY

By Omer Golan-Joel

In Classic Traveller, you die when all your three physical characteristics fall to zero. The following alternative rules, however, allow the mortally wounded character a second chance in life - typically at a terrible price. A good surgeon, following timely first aid and triage, can sometimes save a critically injured traveller from certain death.

Under these rules, a character whose all three physical characteristics fall to zero is not necessarily dead, but only possibly so. There is still some hope - given prompt medical attention.

The key is to bring the mortally wounded character to a hospital within the "Golden Hour" of trauma medicine - that is, within one hour from injury. Even with advanced first aid, critically injured characters whose three physical characteristics were reduced to zero will not survive without trauma care within an

Trauma Surgery Table

2D	Surgery Result
5-	Patient is dead
6-7	Significant internal damage
8-10	Radical measures required
11+	Normal recovery

Trauma Surgery DMs

Condition	DM
no first aid provided within 10 minutes of the injury	DM-2
Injured by an explosion or high-energy weapons	DM-2
TL6- facility	DM-2
TL12+ facility	DM+2
Patient has END 5-	DM-2
Patient has END 10+	DM+2

Trauma Surgery Results

Patient is dead: character dies on the operating table. No further resuscitation attempts possible.

Significant internal damage: multiple organs severely damaged. Permanently subtract 1D from each physical characteristic. If any of them reaches zero or less, the character dies. At TL7-8, several organ transplants costing Cr500,000 and requiring a throw of 8+ per year to locate, restore the damage. TL9+ vat-grown or bionic organs costing Cr150,000 repair such damage.

Radical measures required: Throw 1D:

1-3: internal organ removed. Permanently reduce one physical characteristic by 1D. Character dies if it reaches zero or less. At TL7-8, an organ transplant costs Cr100,000 and requires a throw of 8+ per year to locate, which restores the damage. TL9+ a vat-grown or bionic organ costing Cr50,000 repair such damage.

2-3: leg amputated. Movement halved (given a crutch) and the character may either act or move

hour of injury.

Ordinary medbays common on most starships will not suffice - a dedicated hospital, whether shipboard or planetside, is the only facility capable of such medical operations. If no hospital is reachable within one hour, the only way to preserve the wounded is to place them into a low berth. Note that the survival Medic check upon thawing the frozen character also applies here. Also note that characters killed by vehicle-scale or starship-scale weapons cannot be resuscitated.

Once on the operating table, the surgeon treating the critically injured character throws 2D + their Medic skill, modified by the DMs below, and consults the following table.

Note that a TL15 Autodoc, costing MCr1, can perform trauma surgery. It has an effective skill of Medic-3.

during a given round. A TL2+ peg leg costing Cr500 allows both action and movement on the same round, but movement rate is still halved. TL8+ bionic replacement costs Cr25000 and restores full functioning.

4-5: arm amputated. The character obviously cannot use this arm for any purpose. A TL2+ hook arm costing Cr1000 allows partial usage of the arm (Referee's discretion). TL9+ bionic replacement costs Cr20000 and restores full functioning.

6: eye removed. DM-2 to all actions requiring one eye, including all attack throws. TL9+ bionic eye costs Cr7500 and restores full vision.

Normal recovery: heal as normal for a seriously wounded character.

Looks brutal? Always remember that without these merciful rules, your character would be dead.

DINOSAURS!

By Omer Golan-Joel

A common dream of scientists and laymen alike, ever since the development of modern genetics in the second half of the 20th century, was bringing the beasts of the past to life, chiefly dinosaurs, massive reptiles who captured human imagination for many generations. Actual remnant DNA from Jurassic and Cretaceous fossil records, however, was greatly fragmentary in nature, preventing direct cloning of dinosaurs, as was initially proposed. So, for a long time, resurrecting dinosaurs remained a distant dream for many. But the development of advanced genetic engineering techniques during the late Rule of Man allowed for the creation of hybrid genomes, complementing the fragmentary fossil record with genetic material taken from the dinosaurs' living relatives: modern avians. This allowed for the creation of living and breathing dinosaurs. They might show differences from their actual progenitor templates, but who were close enough to have a huge market among enthusiasts, terraformers, and colonists in search of interesting imported or cloned fauna.

So here I will provide the stats for several of the more common resurrected species.

Alamosaurus

Grazer; solitary or herd (3d6), 30,000kg, 55/26 hits, as Jack, "thrasher" (actually, trample) 8D, A8, F5, S1.

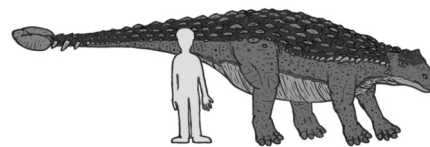
The Alamosaurus is an enormous sauropod herbivore, ranging up to 25m in length, with a shoulder height of 7m and a weight of approximately 30 tons. At this size, even Tyrannosaurus will hesitate to attack, unless the Alamosaurus is weak, or a youngster separated from its herd. When in a herd, virtually no predator will dare hunt this giant creature. An Alamosaurus, therefore, has little to fear from predators, and is rarely aggressive unless cornered or unless defending its young. When it does attack, however, it uses its sheer weight to trample any smaller aggressor and may damage vehicles as well. While some barbaric tribes on low-tech worlds tame Alamosaurus to serve as giant beasts of burden, their slow pace and non-aggressive nature make them ill-suited to use as war-beasts.



Ankylosaurus

Grazer; herd (3d6), 6,000kg, 35/11 hits, as Battledress, thrasher 4D, A4, F6, S2.

Armored to the hilt with bony plates and armed with a massive club of a tail capable of crushing most predators, the Ankylosaurus has the abilities, as well as the necessary temper, to defend itself from any perceived threat. At the length of 10m and with a weight of 6 metric tons, this is a difficult, but rewarding, challenge for hunters/ Its meat may feed an entire tribe of lost-worlders for a few days. This herbivorous dinosaur is quick to anger and views most other creatures of human-size or larger as potential predators - hence to be minced with its crushing tail. A hit by the heavy, flail-like tail will knock a human-sized target prone on 7+ after a successful hit, unless the target wears battledress, in which case the chance is reduced to 9+.



Carnotaurus

Pouncer; solitary, 1,600kg, 35/11 hits, as Jack, teeth 6D, A if surprise, F if surprised, S3.

The Carnotaurus is a large, though lightly built, predatory theropod, specializing in ambushing its prey. With teeth like swords and a bite force eclipsing that of a large crocodile, a Carnotaurus hunts dinosaurs larger than itself, tearing their flesh with bestial ferocity. While lacking the bulk of larger predatory theropods, the Carnotaurus can attain impressive speed, attacking the prey from surprise. This dinosaur was much more common as an "exotic pet" of wealthy owners than the more imposing Tyrannosaurus, owing to its lower meat intake and thus cheaper upkeep cost.



Deinonychus

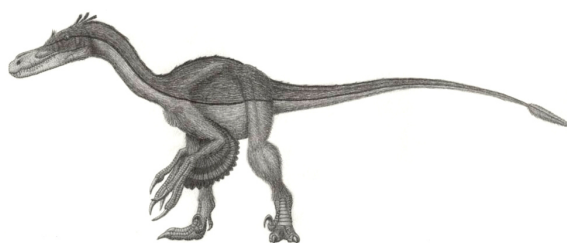
Chaser; pack (2d6), 50kg, 12/4 hits, as Jack, teeth 2D and claws 1D, A if more, F5, S4.

Occasionally mistaken with the much smaller Velociraptor, the Deinonychus is a man-sized theropod, standing less than a meter tall and stretching up to three meters including its long, feathered tail. Like many of the smaller theropods, the Deinonychus has a coat of feathers, but unlike its modern avian relatives, it possesses claws on its forelimbs and a toothy maw. This reptile is a pack-hunter, intelligent enough to coordinate attacks on prey much larger than a single Deinonychus, bringing much food to the pack. Since this is a social animal, it is possible to tame it, and several worlds sport Deinonychus pets, though the smaller Velociraptor is much more popular in that role due to its more manageable size.

**Velociraptor**

Chaser; pack (3d6), 12kg, 8/8 hits, no armor, teeth 2D and claws 1D, A if more, F6, S4.

While its name is occasionally appropriated to describe the much larger Deinonychus, the Velociraptor is a small predatory theropod, rarely weighting over 15 kilograms. It enjoys a feathery tail (constituting most of its 2m length) and a full coat of feathers and runs twice as fast as a typical human. Like its larger relative, the Velociraptor is a pack hunter and a social animal and is readily tamed - a common pet held on several worlds in lieu of dogs. A single Velociraptor is a nuisance; a hungry pack, on the other hand, could be dangerous, particularly to a single victim.

**Tyrannosaurus**

Hijacker; solitary, 6,000kg, 35/11 hits, as Mesh, teeth 6D, A3, F8, S2.

King of the dinosaurs, the Tyrannosaurus is a true monster, apex predator of its time, and now apex predator of the genetically enhanced future. Massing up to seven tons, it outweighs many vehicles and can exert massive force with its enormous jaws. Originally bred for the preserves of ultra-rich big-game hunters, it now stalks many worlds where the perimeter defending these preserves fell apart during and shortly after the beginning of the Night.

