



The Meshan Saga

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Strawberry's Clipboard

A Soap Box Column

Welcome to the inaugural issue of Meshan Saga.

This is a developers sheet on the Meshan Sector of the Traveller universe. It will as a matter of course diverge into main Traveller topics, or alternate space/time strands occasionally as is the want of players. It is recognised by the writers that Game Designers' Workshop (GDW) are only supporting Traveller the New Era (TNE) and that most new players will have access to TNE only. Even so I intent to include those players that maintain both Classic Traveller (CT), the A5 black books, and MegaTraveller (MT). Therefore where possible I will include game stats for all three systems.

The relationship between Meshan Saga and GDW is that we have a temporary (two year) permission for this to be a TNE fanzine style info sheet come club news letter. We will forward copies to anyone within our budget allowances. I suggest that you then feel free to treat this as 'freeware'.

This 'zine is not intended to infringe upon anything published by GDW, especially Challenge magazine. Due to the constraints of the Copyright laws we can refer to previously printed books and magazines, perhaps quoting a relevant passage to illustrate a point or subject. We cannot reprint whole manuals, most will be updated and issued by GDW for use in TNE. An example 'Vargr Alien Module 3' of CT which became 'Vilani & Vargr' printed by DGP for MT. This is likely to be updated to a title that may read like 'Aliens of the Regency 1 Vargr & Sword Worlders'. References to books will be similar to : 'Meshan can be found on the map of old imperium space, TNE main rules p79 at the top edge of the page.' I'm sorry people but you've got to be a Traveller player to make sense of this 'zine.

The relationship between Meshan Saga and The History of the Imperium Working Group. The team are both members of HWIG a Traveller developers club. HWIG gave Meshan to us (HWIG NZ) to develop for the available data base for official use by GDW should they have need for it in the future.

Sources of supply for Traveller materials. In New Zealand any store that stocks role playing games should be able to get Traveller the New Era and its supplements. Many second hand book dealers have a selection of 'Classic' Traveller and MegaTraveller. Asking through Wargamers or Science Fiction clubs may unearth collections of material.

On the Internet, two subscription BBS's that are worth looking for are Traveller Mailing List(TML), and X-Boat. There is also a HWIG members BBS, however HWIG membership is a requirement. An E-mail magazine for Gvurrdon Sector is being proposed from Norway, this will be a Vargr publication.

Meshan Sector - A Developers Over View

As the new sector coordinator for Meshan I've got the joy of writing my own directive. Beyond the title and conforming to existing printed material what I do, providing it gets done is up to me.

Therefore I nominate the following constraints :

Major Races - 2
Human, Vargr

Minor Races - 4?
Virus, Runners, Chirpers, Minoans
Possibly Newts (Journal 11 p12)

Pocket Empires/Proto Pocket Empires - 2
Tokho Union, The Fascists(to be later renamed)

Time Lines - 3
Pre Rebellion cica 1110, Pro Rebellion cica 1120, Post Rebellion cica 1200.

Sector Concept
The Grand Jigsaw Puzzle, many of these parts have a limited shelf life

Barren Areas/Boneyard worlds
Lots

Functioning Jump Capable Shipping
Relics of pre TNE setting no more that 80. Plus PCs generated and Campaign Master placed ships.
Plus new constructs as noted in time line or scenario

Intended Characters for Sector
Those who go forth, take calculated risks, who are proactive, and create the future

Playable Points of Perspective
Except a few obvious villains as many as possible of the available worlds and settings should be playable.
Both as a local and foreign characters.

Villainy
Villains in order to be credible must do nasty things, if they didn't heroes who oppose them and undo some of their deeds, wouldn't be nice. This is good drama. Two factions scrabbling in the dust for the next handful of food is too grim to be sustainable as a game form, and is bad drama. This is a fictional setting, some realities will be glossed over.

Ideas / Concepts
A maximum of one idea or concept per star system. This is not to slow the creation process but to allow one change upon a 'standard' cultural group to give it character, without becoming 'non-standard'

A Sample Character Generation

This comparison is to give a feel to those of you familiar with one of the traveller games a taste of what will be presented in later articles as NPC stats. This is accompanied by some explanation of how the generation was made. The Three Books referred to are Vargr - Alien Module 3 (late CT), Vilani & Vargr (MT), and Survival Margin TNE. Survival Margin has a set of conversion notes for MT to TNE. This is used as no TNE reference for Vargr has been produced at time of writing.

The base rolls were 7 5 6 9 7 12 (Psionics omitted) 7(for Social Standing)

For CT this gives you a starting character with :

STR 6 DEX 6 END 5 INT 9 EDU 7 CHR 12 PSI 0

By looking at the benefits of career for survival and skill acquisition Emissaries or Merchants give best advantage. I choose the Emissaries, and successfully enlist.

The first term get skills Liaison 1, Computer 1, and Streetwise 1. No extra skills were gained from a 'success'. Survival and reenlistment are successful. The second term gains Admin. 1, and DEX +1. The Third Term gains Medical 1, Computer 1>2, and from a success DEX +1. The fourth term is catastrophic for survival I roll a natural 2 on 2D6. This I take to be an injury and hospitalisation. I use this point to end character development at age 35 (34 for terms +1 for injury).

For aging checks at 34 years none are failed.

The final character is therefore :

STR 6 DEX 8 END 5 INT 9 EDU 7 CHR 12 PSI 0

Computer 2 Streetwise 1 Medical 1 Admin. 1 Liaison 1

Thrown in for Player Characters (but omitted for Non Player Characters)
is Gun 0, Blade 0, and Infighting 0.

Mustering out benefits are : 70,000 Cr., Low Psg and Hi Psg

For generating the same character in MegaTraveller, using the same rolls we get only minor differences, excepting that Charisma is started with only 1D6 but achieving better results in a 'success' is built into the generation tables, and that the injuries were more serious giving an extra year of age and compulsory retirement. The minor differences are from table structure.

STR 6 DEX 9 END 5 INT 9 EDU 7 CHR 8 PSI 0

Home World TL9, LL3+

Computer 2 Streetwise 2 Medical 1 Admin. 1 Liaison 1

Gun 0 Blade 0 Infighting 0 Wheeled Vehicle 0

60,000 Cr. Low Psg

Using Survival Margin I've done a conversion of skills to the new stats. The biggest difference is the conversion from a 2D6 resolution system to a 1D20 resolution system. Again I've fudged a little, as the conversion system suggests.

STR 5 AGL 7 END 4 INT 8 EDU 6 CHR 11/6 PSI 0 SS N/A
Home World TL9
Admin./Legal 10 Liaison 13/9 Computer 12 Trauma Aid 9 Diagnosis 9 Slug Pistol 5
Small Blade 5 Unarmed Combat 5 Pilot (Interface/Wheeled) 7
60,000 Cr. equivalent and Low Psg or 1000 Cr. equivalent
Combat Rating Novice

If this was an existing character the Umpire may probably use the Low Psg as the device for introducing the character into 1200 as a sleeper. A word of warning in TNE for new characters YOU MUST nominate or randomly roll the home world first, this affects stats and skills.

In summery, the differences between late CT & MT are minor. Some skills in MT cascade into specialised skills not found in CT except as house rules or placed specialists. CT characters can (Usually) slot into MT without effort. TNE is a big leap in game mechanics.



Aaron Barlow 1996

The Quarter Masters Board

This a column that is intended to combine the features of product reviews, modelling hints for those of you who use miniatures, and a few how to's for those of us that get round missing things.

I'll start on the dubious point of assuming that you have samples of either TNE period Coalition Marines by RAFM or CT/MT period Imperial Troopers by Grenadier. This is I will refer to these as Standard points of reference. These figures are shown in Striker 2, p69 Grenadier on the left, RAFM on the right.

"Make Do" Zhodani Infantry

When RAFM produce Zho" infantry these will supersede this unofficial shortcut.

Denizen Miniatures produce a range of Space Troopers from which ersatz Zho" can be gleaned. All I do is paint the figures a base of gloss black, lightly add matt charcoal grey to the larger panels of both armour and weapons. Finishing of the weapons with portions of gun metal and webbing in dark earth. This colour scheme is derived form the cover of CT Alien Module 4 Zhodani. This is the quick and dirty method.

The local (NZ) producer is
Avon Precision Miniatures
PO Box 12250
Christchurch.

The best local store front for these is John Bull Cycles of Christchurch.

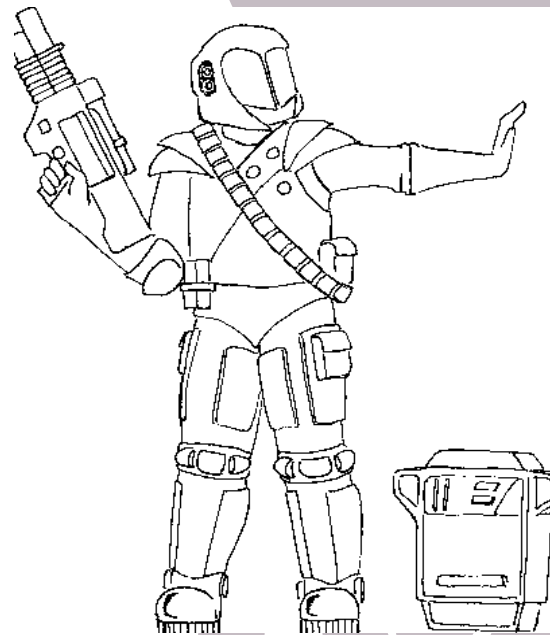
A miniatures collector / user may compare the following figures. Denizen's SF14, Grenadier's T7 (out of production) and RAFM's Coalition Marine in Light Battledress with CLC Carbine.

The manuals, Zhodani Alien Module 4 (CT) p12 gives "tend to be tall and lithe average height 2 meters, massing about 90 Kg." and Imperial Encyclopaedia (MT) p27 gives human "Approximately 1.8 meters in height and weighing about 100Kg".

Therefore a Zho" figure should be slightly taller and thinner than Reform Coalitioner or a Regency man. The height of figures from sole of foot to top of head (including helmet) is Denizen 29mm, RAFM 28mm, Grenadier 27mm. The build of the figures is similar in the torso, Denizen being slightly heavier in the legs, RAFM being thinner in both arms and helmet.

For an example of detailing the figures I suggest we use Denizen figure SF14. Please remember that these are lead, the filings and shavings are toxic if swallower or inhaled. **DO CLEAN THOROUGHLY WHEN FINISHED.** I am assuming that if you are attempting this project that you have the necessary modelling skills and tools. If you do not, then do not try without supervision, either parental or through a modelling club.

Remove : the helmet camera, ammo bolidier, pocket from the left thigh, pouch from the left hip and



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thumper rounds from the right hip. File or scrape the added plates from the thighs. The helmet rear is salade like (flutes out) file this back to make the helm more form fitting. Gently take this filing round to the front smoothing the 'jaw lights' away.

Thin down : the elbow pads till they become an extension of the forearm guards, the knee guards till about 1.5mm wide by 2.5mm tall and directly above the knee cap, the fringe of the helmet till almost smooth with the visor.

The Boots are potentially a hassle. Either file the base off and half the depth of the sole, pin drill into the feet then pin through both base and feet. Or build up the base with glue, card, or plasticard to hide half the depth of sole. The tops are too rounded, looking like conventional steel toe caps. NZ readers should compare them to the Chevron dress shoe (at some branches of Hanners). File them down to more closely match the boots of the RAFM figure. This is a squared toe that rises toward the ankle.

The Upper Arms have several options available illustrations include soft 'cloth', cloth with a band at mid way, or full upper arm plate. All with the option of shoulder guards. The end illustration shows soft cloth.

The thigh / torso junction need reworking. At the rear increase the gap to match the back of the knee. The front has to be spaced starting at the top expanding towards the hip, ending a diagonal progression fully in the thigh plate.

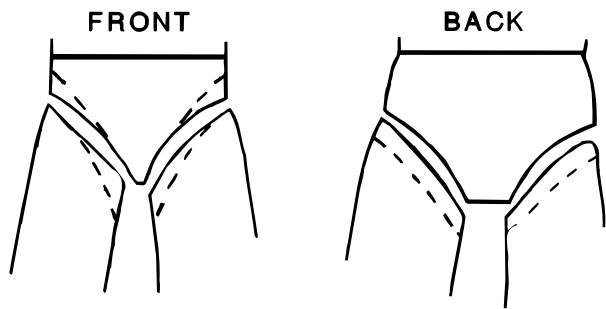
The chest is also in need of serious work. Either scrape down till smooth and score in the bands, or paint and pen in the bands, or glue on fine strips to give depth if detail.

Add : Two ammo pouches to the front of the waist. Size 1mm x 2mm x 1.5mm.

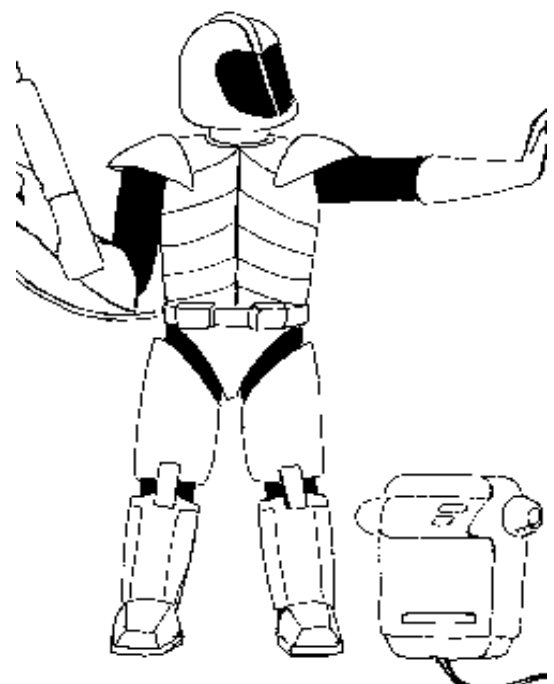
Weapon. This is close to the Laser Carbine and Rifle Zhodani Alien Module 4 (CT) p30. For the carbine remove the thumper and sights (optic and iron foresight) and add a power cord to the pack. For the rifle, cut do not file the sight reverse its position so the wide end is closer to the eye, remove the thumper and add the power cord.

The Pack. Smooth the side pouched till they have oval ends. Insert the other end of the power cord.

The power cord could be made from cotton thread or fuse wire depending on available materials. Gamers remember to base the figures and move by the bases or delicate detailing will break quickly.



Richard Fields 1995



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Technology Extras

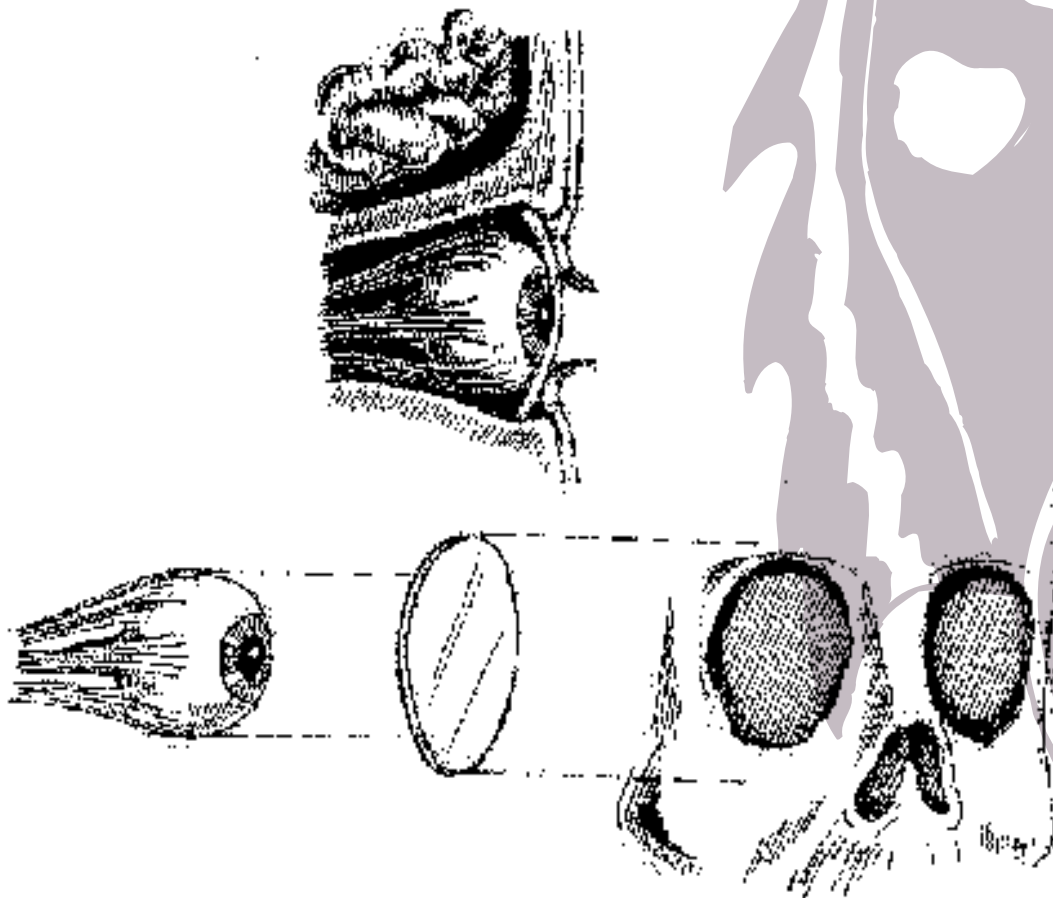
Low end cyberware - Hardened Lenses to the Eyes

This simple form of prosthesis involves cutting out some of the skull around the eye to permit placement of a hard lens above the eye ball and flexor muscles but below the tear duct and bone surrounds. This form of protection saves the eye ball from some small particle damage, and decompression injuries. This may allow the wearer to escape from a decompressing area more easily or effect emergency repairs as they still have full vision.

Due to possible increase in skull size during adolescence this is generally not fitted till adulthood.

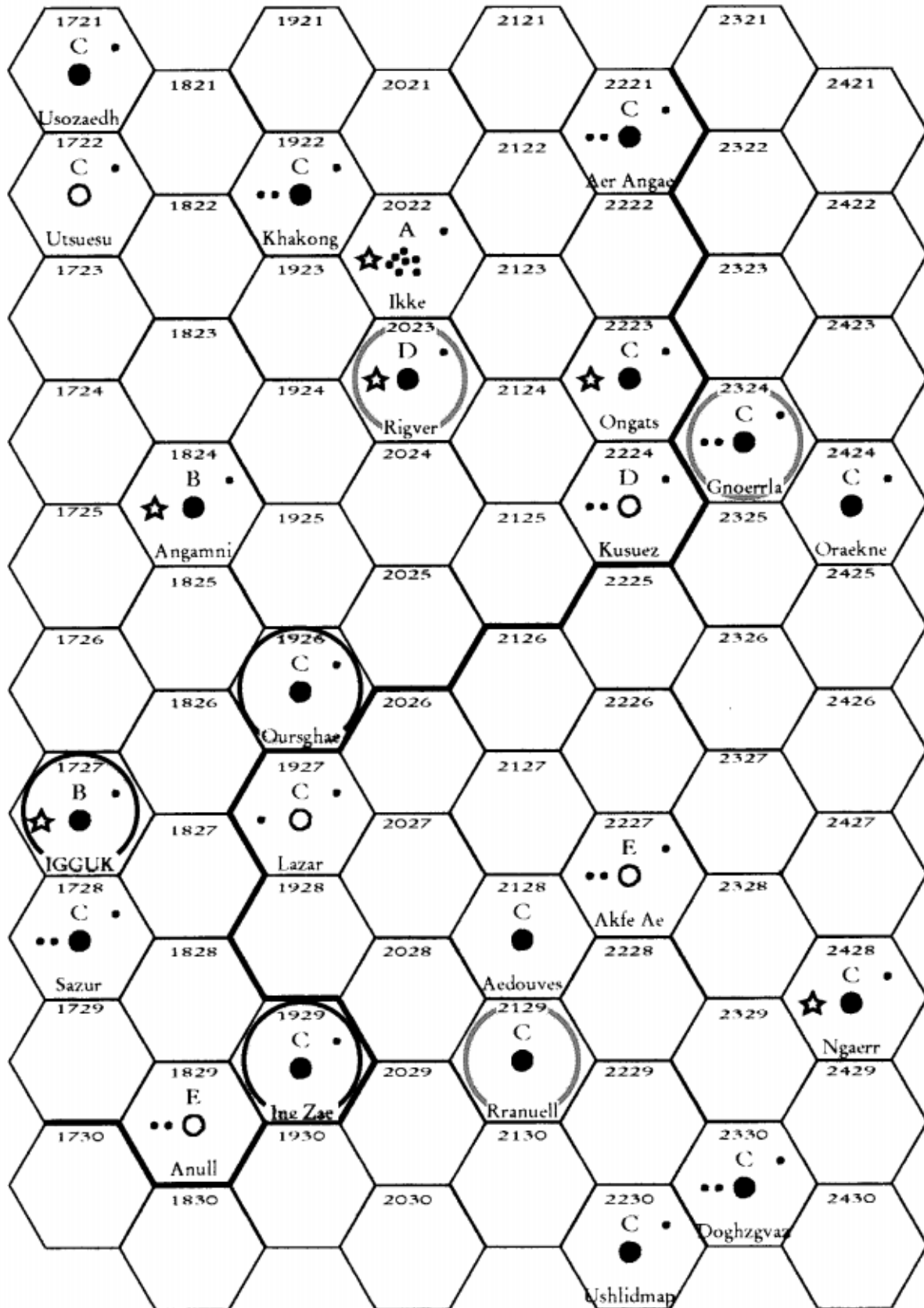
I suggest that this may be possible at TL5, with likely damage to the tear ducts, and scaring. Therefore rated as Iron Ware. By TL6 cosmetic surgery and glass tech may be able to provide this as Slick Ware. By TL8 I expect this to be Slick unless specified by the consumer.

For a clearer description of the eye and its surroundings a good reference is Grey's Anatomy (reprinted 1993 by Magpie Books ISBN 1 85813 291 6)



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Subsector K Tokho Pre-Rebellion c.1110



Astrodata

Pre Rebellion

c. 1110

1721	Usozaedh	C258301-8		Lo Ni		722	Vv F4D	M6D
1722	Utsuesu	C10087C-9		Na Va		822	Vv F2D	
1727	Igguk	B75898A-B	G	Hi	R	504	Vv F0V	
1728	Sazur	C351467-6	C	Ni Po	A	423	Vv F6D	
1824	Angamni	B3449A9-A	G	Hi In		224	Vv F0V	
1829	Anull	E130201-7	C	De Lo Ni Po		600	Vv F3V	
1922	Khakong	C357331-9	C	Lo Ni		404	Vv M5D	
1926	Oursghae	C9A9116-8		Fl Lo Ni	R	204	Vv M9V	M0D K1D
1927	Lazar	C4109CG-9	M	Hi Na		624	Na F6V	M3D
1929	Ing Zae	C666677-7		Ag Ni	R	324	Vv F5V	M5D M1D
2022	Ikke	A000536-D	G	As Ni Cp		123	Vv K9V	
2023	Rigver	C4778AF-8	G	A		123	Vv F5D	M5D
2128	Aedouves	C223531-6		Ni Po		100	Va M5V	M7D
2129	Rranuell	C233447-8		Ni Po	A	610	Va M0V	
2221	Aer Angae	C556310-6	C	Lo Ni		904	Vv G0V	
2223	Ongats	C58A311-9	G	Lo Ni Wa		423	Vv K4V	
2224	Kusuez	D120466-5	C	De Ni Po		303	Vv M8D	
2227	Akfe Ae	E610495-5	C	Ni		934	Va M3II	
2230	Ushlidmap	C446553-8		Ag Ni		823	Na F6V	M3D
2324	Gnoerrla	C53256A-6	C	Ni Po	A	322	Va K2V	M0D
2330	Doghzgvaz	C253775-7	C	Po		623	Va G6V	
2424	Oraekne	CA76301-6		Lo Ni		203	Va F9V	M7D
2428	Ngaerr	C774253-8	G	Lo Ni		724	Va K4 V	

Pre-Rebellion Allegence

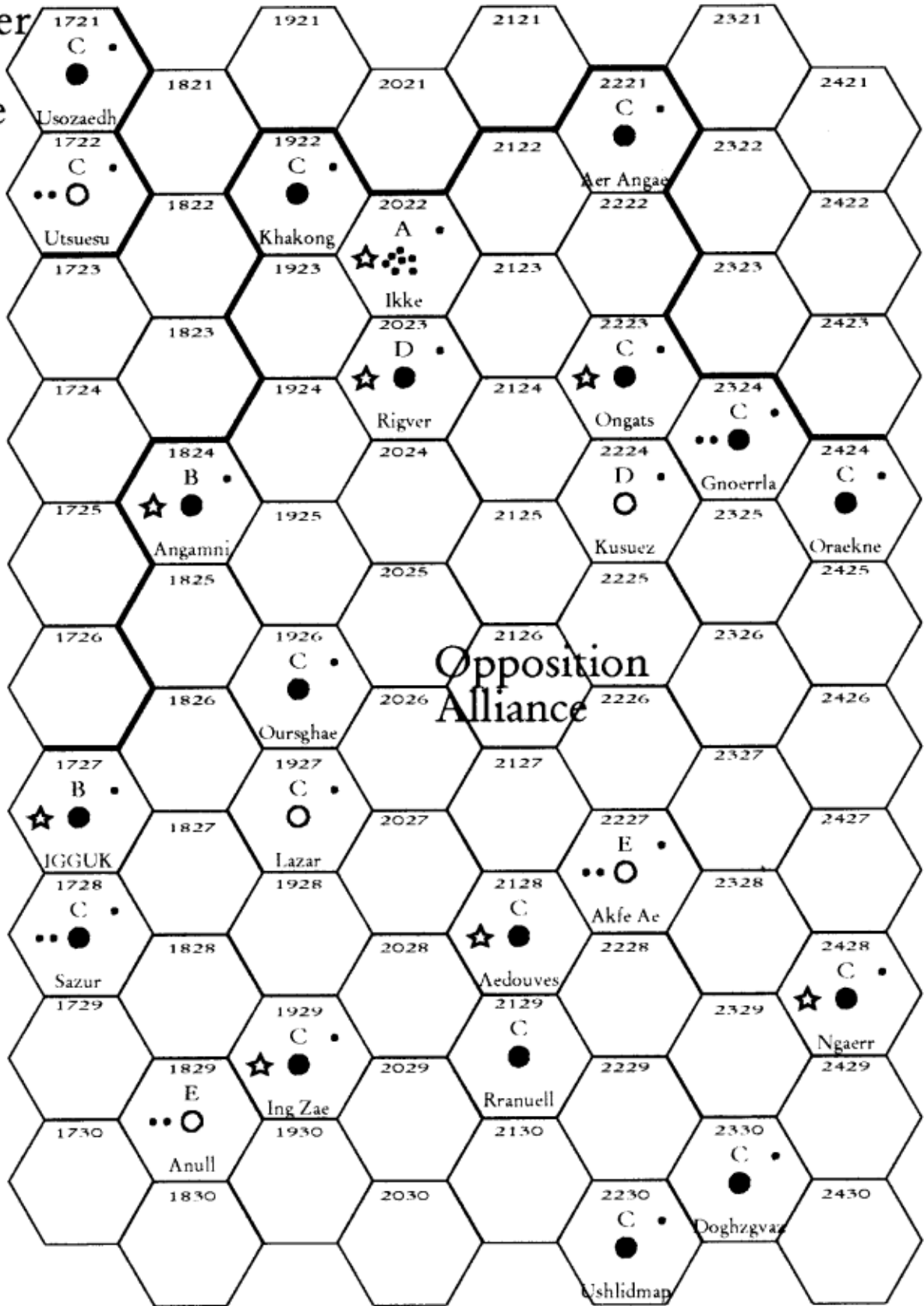
Vv [empire name unknown at present]

Va Non-aligned Vargr

Na Non-aligned Human

Subsector K Tokho Rebellion c.1120

Ruler
of
Five



Astrodata

Rebellion

c. 1120

1721	Usozaedh	C258301-8		Lo Ni	722	V5 F4D	M6D
1722	Utsuesu	C10087C-9	C	Na Va	822	V5 F2D	
1727	Igguk	B75898A-B	G	Hi	504	Vo F0V	
1728	Sazur	C351467-6	C	Ni Po	423	Vo F6D	
1824	Angamni	B3449A9-A	G	Hi In	224	Vo F0V	
1829	Anull	E130201-7	C	De Lo Ni Po	600	Vo F3V	
1922	Khakong	C357331-9		Lo Ni	404	Vo M5D	
1926	Oursghae	C9A9116-8		Fl Lo Ni	204	Vo M9V	M0D K1D
1927	Lazar	C4109CG-9		Hi Na	624	Vo F6V	M3D
1929	Ing Zae	C666677-7	G	Ag Ni	324	Vo F5V	M5D M1D
2022	Ikke	A000536-D	G	As Ni Cp	123	Vo K9V	
2023	Rigver	C4778AF-8	G		123	Vo F5D	M5D
2128	Aedouves	C223531-6		Ni Po	100	Vo M5V	M7D
2129	Rranuell	C233447-8		Ni Po	610	Vo M0V	
2221	Aer Angae	C556310-6		Lo Ni	904	Vo G0V	
2223	Ongats	C58A311-9	G	Lo Ni Wa	423	Vo K4V	
2224	Kusuez	D120466-5		De Ni Po	303	Vo M8D	
2227	Akfe Ae	E610495-5	C	Ni	934	Vo M3II	
2230	Ushlidmap	C446553-8		Ag Ni	823	Vo F6V	M3D
2324	Gnoerrla	C53256A-6	C	Ni Po	322	Vo K2V	M0D
2330	Doghzgvaz	C253775-7		Po	623	Vo G6V	
2424	Oraekne	CA76301-6		Lo Ni	203	Vo F9V	M7D
2428	Ngaerr	C774253-8	G	Lo Ni	724	Vo K4V	

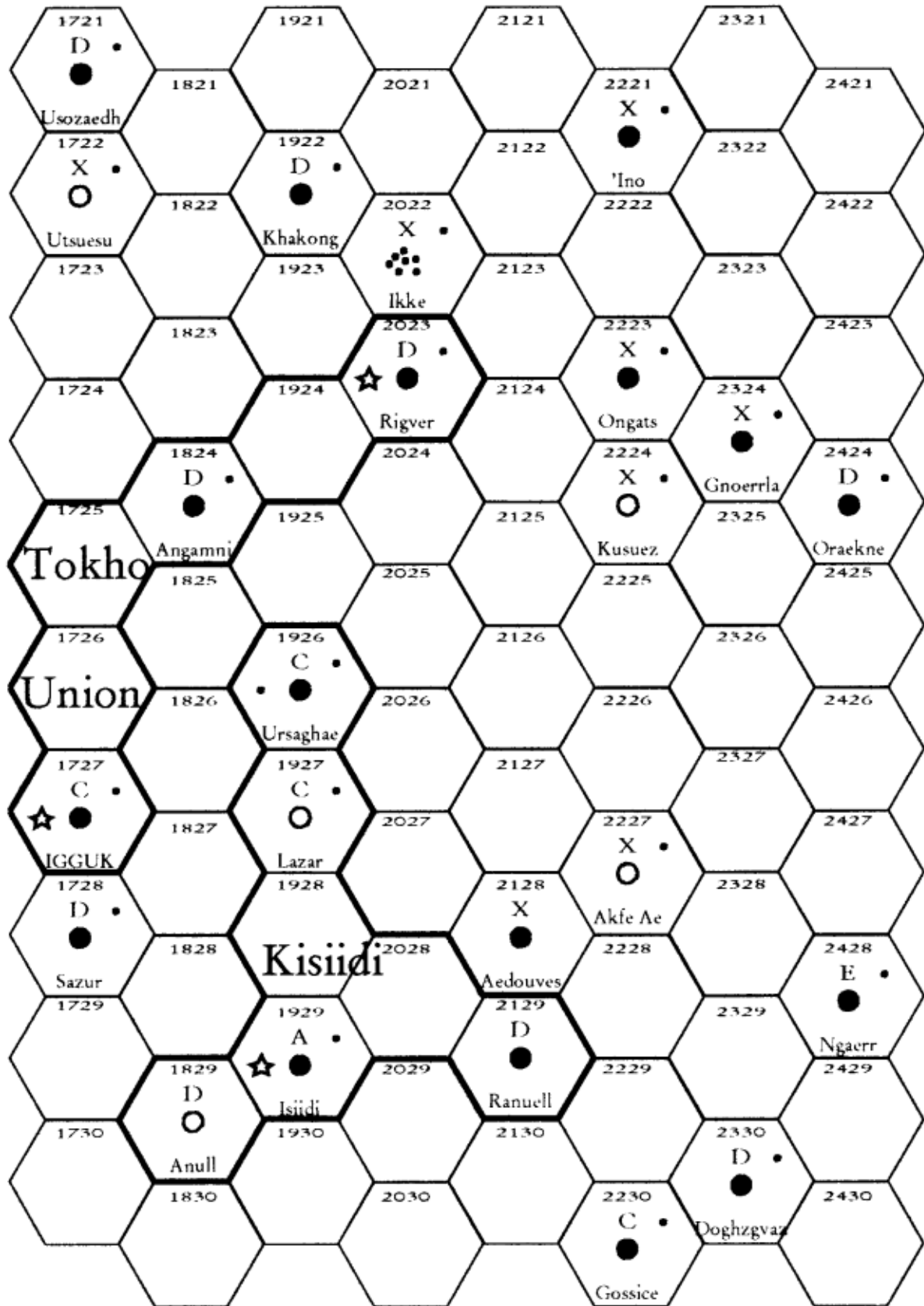
Rebellion Allegence

V5 Ruler of Five

Vo Opposition Alliance

Subsector K Tokho

New Era c.1200



Astrodata

New Era

c. 1200

1721	Usozaedh	D258315-7	Lo Ni	322	Va F4 D M6 D
1722	Utsuesu	X100000-0	Ba Lo Va	022	Ba F2 D
1727	Igguk	C7589BB-9	Hi Bk	404	Tu F0 V
1728	Sazur	D351410-3	Lo Ni Po Bk	123	Va F6 D
1824	Angamni	D344669-9	Ag Ni	124	Tu F0 V
1829	Anull	D130267-7	De Lo Ni Po	500	Ki F3 V
1922	Khakong	D357313-8	Lo Ni	204	Va M5 D
1926	Ursaghae	C9A9567-9	Fl Lo Ni	204	Ki M9 V M0 D K1 D
1927	Lazar	C410467-8	Lo Ni	124	Ki F6 V M3 D
1929	Isiidi	A666757-C	Ag Ri	924	Ki F5 V M5 D M1 D
2022	Ikke	X000000-0	As Ba Lo Ni Va	023	Ba K9 V
2023	Rigver	D477755-8	Ag	123	Tu F5 D M5 D
2128	Aedouves	X223000-0	Ba Lo Ni Po	000	Ba M5 V M7 D
2129	Ranuell	D233367-6	Lo Ni Po	710	Ki M0 V
2221	'Ino	X556100-4	Lo Ni	404	Va G0 V
2223	Ongats	X58A354-3	Lo Ni Wa	123	Va K4 V
2224	Kusuez	X120000-0	Ba De Lo Ni Po	003	Ba M8 D
2227	Akfe Ae	X610000-0	Ba Lo Ni	034	Ba M3 II
2230	Gossice	C446523-5	Ag Ni	523	Na F6 V M3 D
2324	Gnoerrla	X532000-0	Ba Lo Ni Po	022	Ba K2 V M0 D
2330	Doghzgvaz	D253688-6	Ni Po	623	Va G6 V
2424	Oraekne	DA76269-3	Lo Ni Bk	503	Va F9 V M7 D
2428	Ngaerr	E774215-6	Lo Ni Bk	324	Va K4 V

Code Notes

Bk Balkanised

Base Notes

G Tokho Naval Base

N Kisiidi Naval Base

M Kisiidi Military Garrison

New Era Allegence

Tu Tokho Union

Ki Kisiidi

Va Non-aligned Vargr

Na Non-aligned Human

Ba Barren

Tokho Subsector

Subsector K of Meshan (Arzul) Sector

Development: **Martin Rait (231) & Richard Fields (245)**

Based on Astrodata by: **Mike Mikesh**

New Era

Library Data

Prepared by Union Information Services Rigver

Date: 1200 imperial

AES (Amalgamated Exploration Service)

Founded: 1196

Because of the dangerous nature of the interstellar region the two states (Tokho & Kisiidi) combined their exploration efforts to streamline operations. This has led to a mingling of personnel, technology and ideas. So far it has proved very successful in it's role. Most missions use either the Kisiidi Anvil class vessels or refitted Vargr scouts.

Angamni

Loc: 1824

Although this world has managed to retain a starfaring technology it has suffered greatly from the virus. It has crashed from being a high population world. The slaughter and starvation of the initial collapse period was a horror story. The world has only survived this well because of the supreme effort of the TED structure that took over. This is the second world in the Union. The mercantile guilds on this world have a very strong presence in interstellar trade.

Anvil Class Escorts

Prod: Anvil Production Order, Isiidi (1929)

These four hundred ton ships are primarily designed as dedicated naval vessels. In many respects they are similar to the design philosophy behind the old imperial patrol cruisers or Fiery close escorts. The hulls used on these vessels are used on all 400 ton Kisiidi vessels as a means of cost cutting.

Corsairs

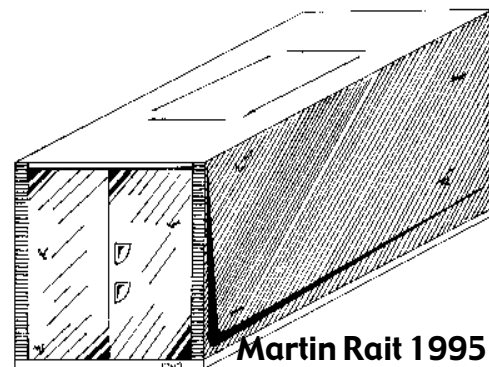
Many of the Vargr worlds in neighboring subsectors that have retained some starships are actively using them for mercantile purposes. However when the need is urgent or the opportunity arises they have turned to one of the

oldest Vargr occupations. Corsair bands have regularly hit Kisiidi and Tokho over the last ten years. None of them have retained any formal organization so far. However Rigver agents have reported that there is some evidence supporting a consolidation process going on amongst the spinward worlds to form a formal corsair band.

Cratie Cargo Containers

Prod: Copper Hook Box Company, Gossice (2230)

These are containers of standard construction and composition of 72m³ volume. This is the sole product of Copper Hook, who have made no other item since the collapse. Prior to contact many of these containers were modified into housing. Since contact by the Kisiidi most of the stockpile were purchased by Kisiidi Merchant Orders, and later by some Tokho merchants.



“Importation of non-Copper Hook containers onto Gossice results in bureaucratic interference.”

- Dargrazh “The Mover”

Dancers

Loc: Gossice (2230)

A quasi-priest class of the Solomani Block on Gossice. They conform to the superstitions of an ecstatic dance tradition. Some sociologists from the Tokho Union have commented on the power they hold, suggesting that they would

make an acceptable TED.

They claim limited control of the weather which they must maintain by rituals performed at certain times of the year on various mountain tops. They are considered lucky by the population and are especially honored by farmers and sailors. This claim is validated by non-corrupted library data as old as 920 with references to the earlier existence of the Dancers.

Many Dancers maintain hardcopy libraries. Some rival the book library of the Kusugvaz Naval Academy in the Tokho Union. The depth of pre-collapse folklore of Solomani, Vilani and Vargr cultures as well as meteorology held by these people is far in excess of any surviving single source known to either Tokho or Kisiidi.

Records of life endangering hurricanes, floods and typhoons in inhabited areas are remarkable on Gossice for their rarity.

The Dancers are not adversed in principle to establishing groups (of their kind) on other (Ag) worlds.

Esorde Krinaytsyu

Loc: Isiidi (1929)

Date: 1140

After eight years of futile struggle against the virus infected equipment which was supporting the Caste Retention Project, the remaining Droyne committed ritual voluntary suicide.

Apparently with the failure of the Aydirsoth esorde (Drone caste) due to the damage caused to the project, the Droyne saw no future for their race. Therefore they committed suicide.

Isiidian analysts believe that the Droyne no longer considered the Thirkrith (non-esorde Droyne) as worthwhile living for.

Gossice

Loc: 2230

Agricultural world with moderate population which has been historically fought over in local space but seldom by serious ground actions as

the planet is more valuable as a food producer than as a staging post. For this and other reasons cities are rare and the population dispersed.

Before the collapse Gossice's technology was at 8, and with the assistance of Kisiidi it is expected to regain this by about 1210. Some refined (H₂) fuel is available, although delays have been experienced by some merchants who didn't advise requirements on their arrival.

Some enterprising masters have covered landing fees and dining bills by using their ship's internal fuel refining plants to refill local H₂ bunkers.

Principle exports are meat, grain, raw textiles, alcohols and fruit. Secondary exports are worked textiles including carpets and clothing. Cargo containers made by a surviving tech 8 auto-factory are considered a special export. Imports are dominated by expertise and hardware from techs 7 to 9.

Gossian society is traditionally segregated into three factions. Vilani, Vargr & Solomani each maintain separate areas and cultural identities. Since the collapse and its isolation these differences have been blurred slightly with the Vargr assimilating slightly and a fourth group of non-traditionalists developing. Of these the Solomani are the most efficient producers of agricultural products. This has been due to a greater use of bio-diverse animal and plant species. Vilani are the manufacturing, trade and governmental leaders, while the Vargr have fluctuated from domination to outcasts often.

The world has been named Kalocgh by the Vargr settlers. In many respects this world could be considered a client state of Kisiidi.

Igguk

Loc: 1727

This high population world was factionated during the collapse. The military at the time seized the starport and the surrounding area. The military derived nation of Kusugvaz remains militarized today and is the most dominant amongst the planetary powers. It has a public objective of unifying the entire planet under it's rule. This is the first world in the Tokho Union.

Ikke

Loc: 2022

This world collapsed in standard style by the shut down of the life support systems and venting of the air. About 1135 a number of ships from 2023 stripped this system of any useful components and equipment. The structures remain however.

'Ino

Loc: 2221

This world has remained unsurveyed by Tokho or Kisiidi missions. AES is due to survey the system in 1201.

Isiidi

Loc: 1929

This is the homeworld of the hybridized society of degenerate Droyne and Rule of Man Terrans. With the breakdown of the Vargr blockade fleet from virus, the hybrids rebuilt their interstellar capability. They have a thriving TL 12 civilization founded on the stored records of TSS Kermadec, the original human asteroidal colonial warship that bought them here.

Isiidi -Humans

Loc: Isiidi (1929)

These are the descendants of the crew onboard the Kermadec from late Rule of Man times. They have absorbed many of the social characteristics of the local Droyne. Today they are the main driving force behind the progressive liberal movement within the Kisiidi.

During collapse times a number of human vessels fled here. some of their crews survived to reach the surface. Today their descendants have become part of the general populace. However they stand out due to their partial Vilani heritage and their use of imperial Anglic as well as the local Terran based Anglic.

Isiidi -Droyne

Loc: Isiidi (1929)

These are the mutated survivors of the victims of a gene bomb from the Final War era. They are unable to caste due to genetic damage. They form most of the characteristics of chirpers, ie two sexes. However certain biochemical changes still occur making them like

their Droyne ancestors, ie intelligence, flight etc.

Their social system revolves around the hybridized Human/Droyne system used by the humans. As a race they have adopted the name Thirkrith given to them by their Droyne ancestors.

ITC

Founded: 1180

The Isiidi Trade Consortium is the administrative representative of the various Orders that have dealings in interstellar commerce. It is an Order that was established to provide an organized front to outsiders. Many perceive it as a corporate entity or cooperative. However that is not the case. It operates as an administrative liaison between the markets and Orders dealing with production or purchasing.

On Gossice (2230) for instance ITC is the front runner for the Orders that are backing the Alloy Factory (Gossice AFC). ITC is responsible for running the Trade Center established on the planet.

Kermadec

Prod: Naval Yards, Free Borough of New Devonport, Terra

This is the original Terran asteroid colonial warship that the humans on Isiidi arrived in. It's intact technical records are the source responsible for the Isiidi interstellar explosion and rapid technologic advances. Kermadec is also the crucial component of defending Isiidi from serious outside attack. It's minimal weapon suite for it's size is actually an awesome level of firepower. When the old fusion drive is figured in this Terran relic is probably the most destructive naval unit left in Meshan sector. Currently it's Jump drive is inoperable. However a refit team is overhauling it. It is expected to be operational around 1210-1215 at the current work rate.

Khakong

Loc: 1922

This world is known to still have a small enclave of Runners. It is often frequented by Angamni merchants.

Kisiidi

Founded: 1170

This is the interstellar state formed by the inhabitants of Isiidi. It operates under a single government for both planets and the state as a whole. The interaction between Orders (quasi-corporate clans) provides the bureaucratic structure of the government.

As an interstellar entity Kisiidi has developed an extensive military system to guarantee it's survival. It has extremely close ties with Tokho. In many ways it relies on the Vargr for handling interstellar relations with the dominant Vargr population in the region. Because of the Vargr charisma system most Kisiidi citizens are seen as being low in charisma.

Lazar

Loc: 1927

This world is being used by the Isiidi to study human TL 9 design and technology from the pre-crash human civilization that was here. It also being readied as a colony site.

Rebellion Era

Date: 1116-1125

During this period the Vargr state which became the Opposition Alliance (Vo) absorbed the neutral worlds within the subsector. This period saw the destruction of many corsair facilities as well as the dismantling of human military complexes. Imperials considered the entire region to be at least an amber zone for travel purposes.

A number of Alliance bases were constructed at strategic localities in the subsector. These changes in strategic localities opened new trade routes into backwater worlds.

With the onset of the Virus these 'boom-town' style worlds suffered heavily due to their high reliance on interstellar trade for high tech goods.

Rigver

Loc: 2023

This is the third world in the Tokho union. It has weathered the collapse fairly well. It has been able to maintain it's old naval squadron based at the naval base. This world exported low tech electronic equipment to the other Union worlds that were immune to the effects of the virus.

Current plans involve establishing a mining facility on Ikke and generating strong econo-military ties with Khakong.

Runners (Anglic translation from Vargr)

Loc: various

A minor race much favored by Vargr industrialists who like the ego trip of live employees. Runners compare well to the economics of robots. Robots need skilled repair technicians and parts. Most importantly they don't give any satisfactory response to charisma.



Runners can take a wide range of food, self repair, breed, respond to command & charisma. They also perform some amusing functions, such as racing for gambling.

Runners are capable of long periods of repetitive actions such as assembling a simple component of machinery or grading fruit by touch and sight. As Runners have no time sense they will carry on with their task until it's finished, then either go play or report in as they feel appropriate.

Some (liberal inclined - ie Isiidi) state that Runners are sentient, proof of this is scarce and often disputed.

The homeworld as rumored to be close to the Tokho Union due to the number of enclaves being common. Although on some worlds it is believed that the gene pool fell below sustainable levels after the collapse. Hence pictorials of them are more

wide spread than their current range. Both Angamni (1824) and Rigver (2023) once had enclaves of Runners. Khakong (1922) is known to still have a small enclave of Runners.

Shurgian Empire

After their initial contacts with the Human Supremist Empire in 1200, Kisiidi has decided to step up to a war footing. The fascists appear xenophobic and are technophilic to the point of wanting Isiidian tech no matter what the cost.

The Union have been aware of the problem since about 1195, but have been unable to take any decisive action. The current area of Supremist activity is too far away for Tokho to deal with, without leaving their worlds prone to corsair or vampire attack.

Solomani

During the Rule of Man the Meshan sector was a popular destination for Terran colonists. Within Tokho the major Solomani colonial sites were at Lazar (1927), Isiidi (1929) and Gossice (2230). The impact of Solomani people on both the native Vilani colonies and the later Vargr occupation settlers is quite pronounced.

T-Birds Mk-I

Prod: Andersen Design Order, Isiidi (1929)

These are modern TL-12 interface vessels operated by Kisiidi. They are commonly used as small craft for larger vessels. They are built for high speed transport. They use standard modules based on Gossice cargo modules. Refitted Gossice modules are used for cargo and passenger modules. Apart from civil uses these vessels are also being used for military purposes. It's performance and module system make it perfect as an assault lander or as a support weapon platform.

Tokho Navy

The Tokho Union has only managed to survive the predations of vampires and corsairs with the aid of surviving pre-collapse fleet elements. Although most of these ships were only small support or escort vessels, they still make a formidable naval force during modern times. The nation of Kusugvaz on Igguk (1727) managed to

keep operational a Foghoks heavy cruiser (TL-11 10,000 ton Heavy Cruiser). It only managed to survive because it was in an isolated orbital yard for an overhaul and a refit. It was used heavily during the first decade of the collapse to defend Igguk. However wear and tear rendered many systems inoperable. Following contact with Kisiidi and the signing of the Treaty of Tokho in 1170 the vessel was finally put into fully operational condition by 1181. Today it remains the center piece of the Igguk Kusugvaz 1st Squadron of the Tokho Union Navy.

Tokho Union

The three member worlds of this strong confederation are the only high tech worlds of the Opposition Alliance that managed to survive the collapse. Each of them aided each other with food, medicines and lower tech machinery. Once the worlds stabilized trade only occurred sporadically until 1160. The next decade saw an increase in attacks from corsairs and vampires. A formal pact was signed creating the Union and formalizing a military defence policy. With contact with the Isiidi in 1170 interstellar trade has begun to pick up.



It seems likely that the Union will have to engage in full scale military operations as it's activities begin to expand onto other worlds beyond the Union.

Ursaghae

Loc: 1926

Originally established as a ship supply depot by the Isiidi. Since contact with the Human Supremists, this locality is being converted into a military base. Currently it has 20,000 combat troops based here. Construction of a naval base in under way and will be finished around 1203.

Utsuesu

Loc: 1722

This system remains unsurveyed. Over the last five years about half a dozen vessels have gone missing in this system. Tokho military sources indicate that this system might be a site of virus activity. Further investigation by AES is pending and will probably occur in the next few months.

Vorr Ka'Tor

Loc: Angamni (1824)

Although rated as a fledgling line in old terms the Vorr Ka'Tor are the leading Angamni traders with a regular schedule of traffic to Rigger, Khakong, Ursaghae and Igguk.

Like most civilian ship operations in Tokho, Vorr Ka'Tor vessels can be seconded to the Angamni Defense Squadron in times of need. The firm uses 6 ships of varying displacements (200-600tons) which have been reconfigured for merchant use. Some pre-collapse non-merchant ships have been retrofitted with Angamni and Isiidi components.



Union News Service

Prepared by Union Information Services Rigver

2-1200

Rigver (2023)

The crew of a heavily damaged outworld corsair clashed with the Kisiidi human crew of AES Vengeful Slayer. Forces from Inrik Ar, Rigver's State Security intervened to halt further bloodshed. A liaison rep from Inrik Ar commented to the press that the incident was regrettable, but was unforeseen due to the concealed xenophobia of the corsair's crew towards humans.

5-1200

Gossice (2230)

Local Police are dismayed by the constant clashes they are having with independent minded rural Vargr in the hinterlands. Police have begun questioning off world traders due the large number of offworld weapons getting into circulation with these rural Vargr.

12-1200

Khakong (1922)

An Angamni merchantmen pulled into low orbit around Khakong (1922) following return from a trading mission into Arena subsector (F). However the ship has been heavily damaged and most of the cargo lost due to a side journey into the Utsuesu (1722) following a misjump from Usozaedh (1721). Although the Captain believes this disaster could mean potential ruination of the Vangivek Merchant House, he hopes the information on Utsuesu (1722) he has will be a valuable trading commodity. When questioned concerning Utsuesu, he simply stated that it would be better to talk to AES after Vangivek had conducted negotiations of financial remuneration for the information.

37-1200

Gossice (2230)

Major B. Hartman from the Army Procurements Office has issued a notification seeking tenders for a contract to produce locally manufactured autoshotguns of TL-9 to interested parties. The tender is for the standardisation of Police & Army weaponry. Various interested parties present at a trade conference at the Kisiidi Trade Centre indicated that such tenders by Gossice will help stimulate trade in the rimward region, more specifically from Tokho who have mainly concentrated to spinward or coreward from their worlds. An unconfirmed rumour is also circulating that the local government is also looking at modernising its mechanised component of its armed forces, although the Transport Standardisation Committee will not confirm such rumours.

82-1200

Gossice (2230)

The Angamni merchant house Arug-Rgrahh sign contracts for purchase of on going supplies of a range of bottled meat sauces for supply to Igguk based markets. The owner Krugg Arghh'k is stated to be very happy with the prosperity being brought to the community of Kl'karr (Vargr community on Gossice) where the products are manufactured.

Rhylorian Military Vehicles

By Philip Warnes

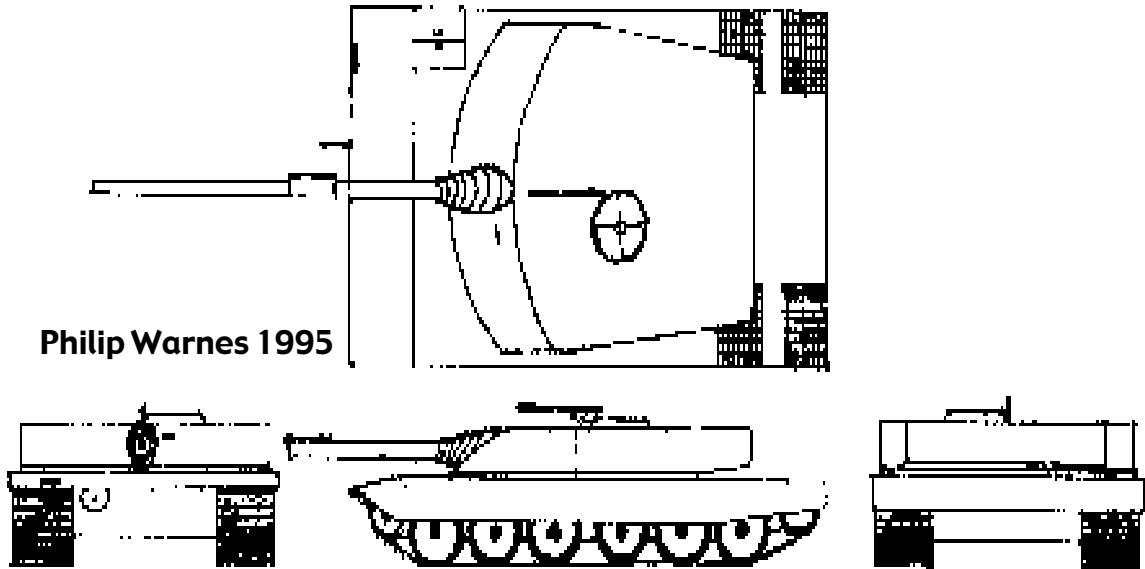
TL 7 Defender MBT

This is the standard armoured fighting vehicle for the Rhylorian forces on the planet Serkur (Meshan Sector). The armour layout is on an all or nothing principle with it being all on the front, to keep the weight down, making it vulnerable on the flanks. Defenders are usually used in four tank sections.

The defender is faintly typical of the type of AFV found on Serkur.

TL:	7
Price:	181,745 Cr (includes Ammunition and fuel)
Size:	98 klitres = 7 displacement tons
Mass:	94.7412 tonnes empty, 108.6673 tonnes loaded
Power:	2.004 Mw 2 Mw TL 7 gas turbine 0.004 Mw Improved internal combustion engine Auxiliary power plant
Maintenance:	36 points
Controls:	Basic Mechanical
Communication:	1 x 3 km radio 1 x 30 km radio (command vehicle)
Sensors:	LA Scope Searchlight PIR Scope Headlights
Life Support:	Over pressure System
Cargo:	None
Crew:	3 Driver, Gunner, Commander
Passengers:	None
Fire Control:	Laser Range finder at gunners station
Armament:	1 x 100mm/L65 TL 7 Smoothbore Hyper-velocity gun 1 x Pintal Mounted 13mm HMG 1 x Hull Mounted 13mm HMG
Stabilisation:	Good, (twice safe speed)
Ammunition:	50 x rounds 100mm say (40 x APFSDS 14,580cr, 10 x HE 2580cr) 20 x 100 round belts 13mm 5000cr/full load
Other Systems:	None
Speed:	Maximum road speed: 53km/hr Cross country: 42km/hr Travel mode: 105/85 Combat mode: 25/20
Fuel Capacity:	13.4201 klitres HCD (Diesel) 3183cr
Fuel Consumption:	1.2025 klitres/hr (endurance: 22.27 hrs)
Combat Stats:	
Configuration:	Turreted TF: 104 HF: 104
Suspension T 14	TS: 12 HS: 12
	TR: 12 HR: 12

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Deck: 12 Belly: 12

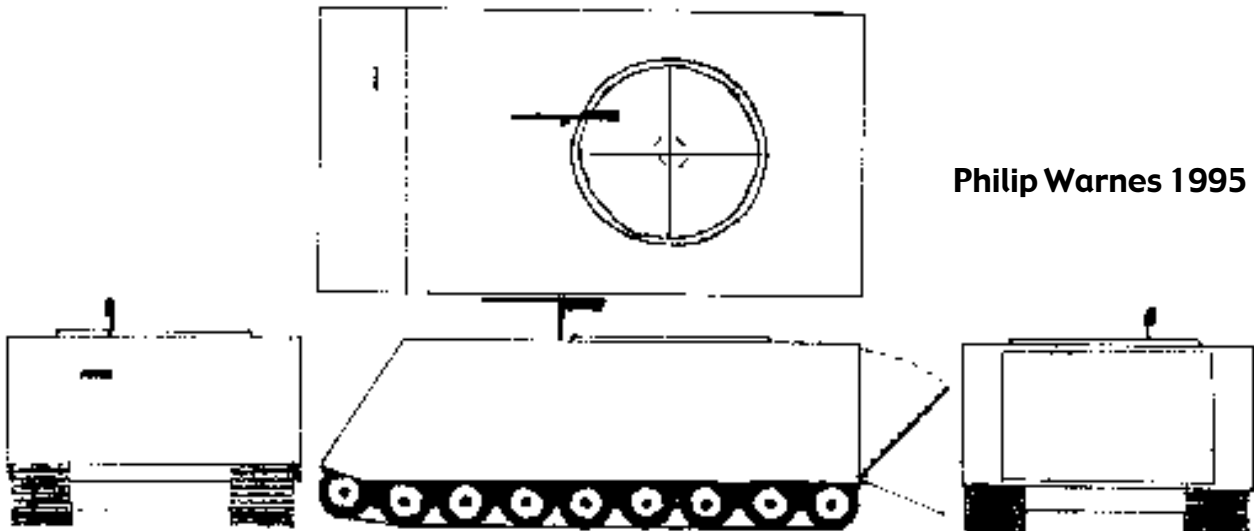
Weapon							Ammo	
Rds	ROF	Cburst	Dam	Pen	Dang Short	Price	Weight	
100mm/L65 hyper velocity SB gun								
APFSDS	6 turns	-	22	118/108/98/78	- 546	315	21kg	
HE	6 turns	C:29 B1	15	9C	- 356	210	21kg	

Weapon	ROF	Dam	Pen	Mag	SS/Burst	Short
MMG-7 7mm	5	7	2-2-3	100B	2/5	60

TL 7 Protector APC

A typical APC used on by the Rhylorian forces on Serkur. Protectors are usually used in sections of four vehicles, each section carrying a platoon of infantry. Protectors carry just enough armour to stop small arms, but are vulnerable against anything heavier.

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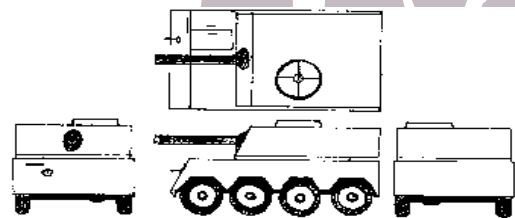


TL: 7
 Price: 53,105 Cr (includes Ammunition and fuel)
 Size: 70 klitres = 5 displacement tons
 Mass: 45.767 tonnes empty, 50.183 tonnes loaded
 Power: 1.2 Mw 1.2 Mw TL 7 gas turbine
 Radio powered by 0.0001 Mw battery for 100 hours
 Maintenance: 17 points
 Controls: Basic Mechanical
 Communication: 1 x 3 km radio
 Sensors: None
 Life Support: Over pressure System
 Cargo: None
 Crew: 2 Driver, Commander
 Passengers: 9
 Fire Control: None
 Armorment: Pintal Mounted 13mm HMG
 Ammunition: 10 x 100 round belts 13mm 2500cr/full load
 Other Systems: None
 Speed: Maximum road speed: 67km/hr
 Cross country: 54km/hr
 Travel mode: 135/110
 Combat mode: 31/25
 Fuel Capacity: 4.316 klitres 1079cr/full tank
 Fuel Consumption: 0.36 klitres/hr (endurance: 11.99 hrs)
 Combat Stats:
 Configuration: Turreted HF: 12
 Suspension T 14 HS: 8
 HR: 8
 Deck: 8 Belly: 8

Weapon	ROF	Dam	Pen	Mag	SS/Burst	Short
HMG-7 13mm	5	7	2-2-3	100B	2/5	60

TL 7 Ferret Light Recon

The Ferret is a small reconnaissance tank designed on a very tight budget and size requirements. The vehicle only has a 2 man crew, so the driver has to also act as the gunner, and the commander also has to act as the loader. The vehicle therefore can shoot or move, but not both. To keep cost and space requirements down only the basics are provided; only a basic optical fire control is provided with no stabilisation.



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The Ferret is designed as a small vehicle that can sneak in, have a look and leave. Ferrets are usually used in 2 vehicle reconnaissance sections. They have an adequate front armour (although it should not be used head to head against heavy armour!), but everywhere else there is little more than tin-foil protection.

TL: 7
 Price: 42,320 Cr
 Size: 28 klitres = 2 displacement tons
 Mass: 10.4527 tonnes empty, 12.932 tonnes loaded
 Power: 0.4 Mw Improved internal combustion engine
 Maintenance: 4 points
 Controls: Basic Mechanical
 Communication: 1 x 30 km radio
 Sensors: None
 Life Support: Over pressure System
 Cargo: None
 Crew: 2 Driver - also acts as gunner (tank cannot shoot while moving)
 Commander - also acts as loader

Passengers: None
 Fire Control: optical
 Armorment: 1 x 7cm/L40 TL 7 gun
 1 x Hull Mounted 7mm MMG
 Stabilisation: None
 Ammunition: 50 x rounds 7cm (40 x HEAP, 5 x WP, 5 x ILLUM)
 10 x 100 round belts 7 mm

Other Systems: None
 Speed: Maximum road speed: 93km/hr
 Cross country: 37km/hr
 Travel mode: 106/74
 Combat mode: 43/17

Fuel Capacity: 2.1193 m³ (550cr)
 Fuel Consumption: 0.25 klitres/hr (endurance: 21.993 hrs)

Combat Stats:
 Configuration: Turreted TF: 36 HF: 36
 Suspension W (3) TS: 4 HS: 4
 TR: 4 HR: 4
 Deck: 4 Belly: 4

Flotation: Will float

Weapon							Ammo		
7cm/L40 gun	Rds	ROF	Cburst	Dam	Pen	Dang	Short	Price	Weight
HEAP	1		-	5C	49C	-	251	90	6
WP	1		-	2C	-	-	251	120	6
Illum	1		441m	-	-	-	251	60	6

Weapon	ROF	Dam	Pen	Mag	SS/Burst	Short
MMG-7 7mm	5	7	2-2-3	100B	2/5	60