

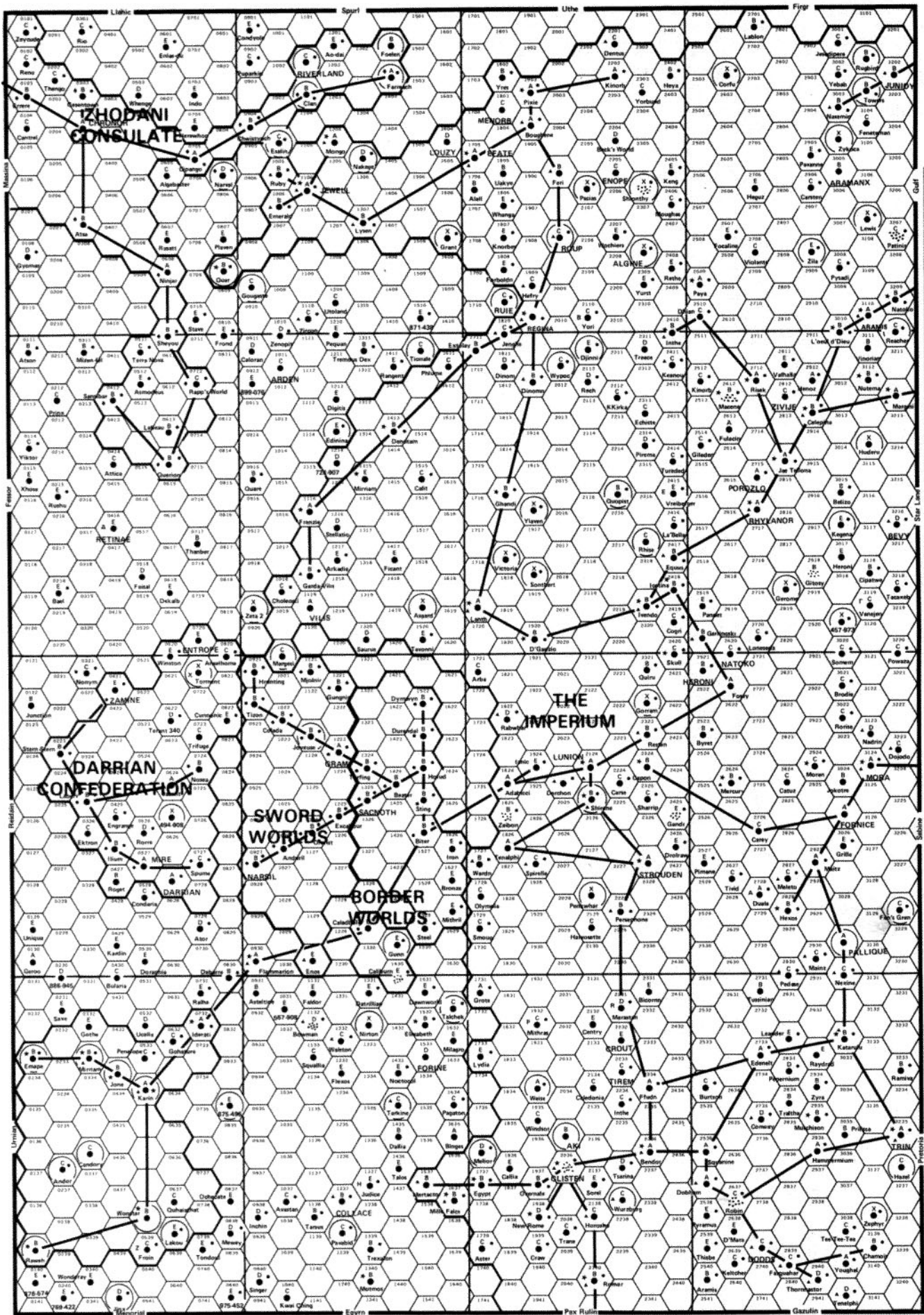
Darrians

The Secret of the Star Trigger

TRAVELLER *Alien Module 8*



Game Designers' Workshop

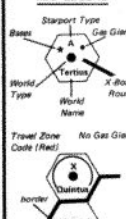


A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

SUBSECTORS
WITHIN A SECTOR

- A Chronor
- B Jewell
- C Regins
- D Aramis
- E Querion
- F Vili
- G Lanth
- H Rhyllanor
- I Darrian
- J Sword Worlds
- K Lunion
- L Mora
- M Five Sisters
- N District 268
- O Glisten
- P Trin's Veil

MAP LEGEND



WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- Imperial Naval Base
- Imperial Scout Base
- Zhodani Base
- Independent Base
- Research Station
- Scout Way Station
- Imperial Prison
- Exile Camp

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

- Second under one billion
- Primus over one billion

World names in red are subsector capitals.

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The Spinward Marches

A Detailed Stellar Sector Located on the Fringes of the Imperium

Interstellar space is dominated by a small number of powerful lifeforms that have used technology and culture to establish far-flung empires. Within the borders of those major empires, as well as in the regions between them, hundreds, if not thousands, of less powerful lifeforms also exist. Each of these less powerful races has its own distinctive characteristics, culture, science, and technology. On the border fringe of the Third Imperium's spinwardmost edge, between the Imperial border and the border of the Zhodani Consulate, lies the territory of the Darrians. Their small confederation covers only part of a subsector; their trade and commerce accounts for only an infinitesimal part of the entire foreign trade index of the Imperium. But the Darrians have two small (or not so small) claims to attention. Their technology level reached 16 (one higher than the current Imperial level) more than two thousand years ago, and the Darrians have a device (a weapon) that no one else in known space has. The Darrians alone have for a weapon an operating Star Trigger.

For millennia a stagnant, sleep culture, the Darrians were deeply influenced by a chance settlement of Solomani soon after the collapse of the Rule of Man. With a jumpstart of high tech, the Darrians raced ahead in technology and formed their own small empire in the area known today as the Spinward Marches. While this empire is small when compared to the major races, today's Darrian Confederation is still a center of technological research and an influential ally of the Imperium. This module is about them.

This module has the information necessary for integrating the Darrian race into all facets of **Traveller**. Also included is the material for a full campaign that takes place in the Darrian Confederation, utilizing Darrian or standard **Traveller** characters.

Aliens in Traveller: The basic **Traveller** rules are mainly concerned with the human cultures of the Third Imperium, a large empire containing nearly 11,000 worlds. Though there are nonhuman aliens in the Imperium, their cultures and concepts are largely the same (with minor variations due to physiology) as those of the humans in the Imperium.

Although human in physiology, the Darrians are alien in thought and action. Using them in **Traveller** requires an understanding of their ways of thinking and acting. This module explores the similarities and differences of this important minor race and examines the effect on and of specific game rules. Using this material, referees and players can make use of Darrians in **Traveller** games with confidence. However, it is still the individual player's ability to take on the thought patterns of a particular culture and play the role that will determine the success or failure of the game.

THIS MODULE

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

Usability: This module requires a **Traveller** rules set in order to be played. There are several rules sets available, any one of which will serve.

Usefulness: **Traveller** players can find any number of activities which include or deal with Darrians, whether in the Darrian Confederation, in the Imperium, or elsewhere. The Darrian Confederation is in the Spinward Marches sector and lies to Spinward of both the Imperium and the Sword Worlds.

Contents: This module consists of four parts—the front cover, Darrian information, character generation, and the adventure.

The inside of the front cover has a map of the Spinward Marches showing not only the Darrian Confederation, but also the other worlds and governments of the sector.

Darrian information provides data about the history, physiology, society, government, and technology of the race.

The character generation rules cover the creation of Darrian characters.

The adventure provides an opportunity for adventurers to deal

with a central issue for the Darrians, in the course of which they can learn important and interesting information.

Darrians

Traveller Alien Module Eight

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

By Marc W. Miller, Robert Parker and Nancy Parker,
and Matt Renner.

Additional design by Roger Moore, Anders Blixt,
and Jimmy Long.

Development by Marc W. Miller and Matt Renner.
Cover Art by David Dietrick.

Interior Illustrations by Tim Bradstreet, D. J. Barr,
Liz Danforth, and Bryan Gibson.

Art Direction by Barbie Pratt.

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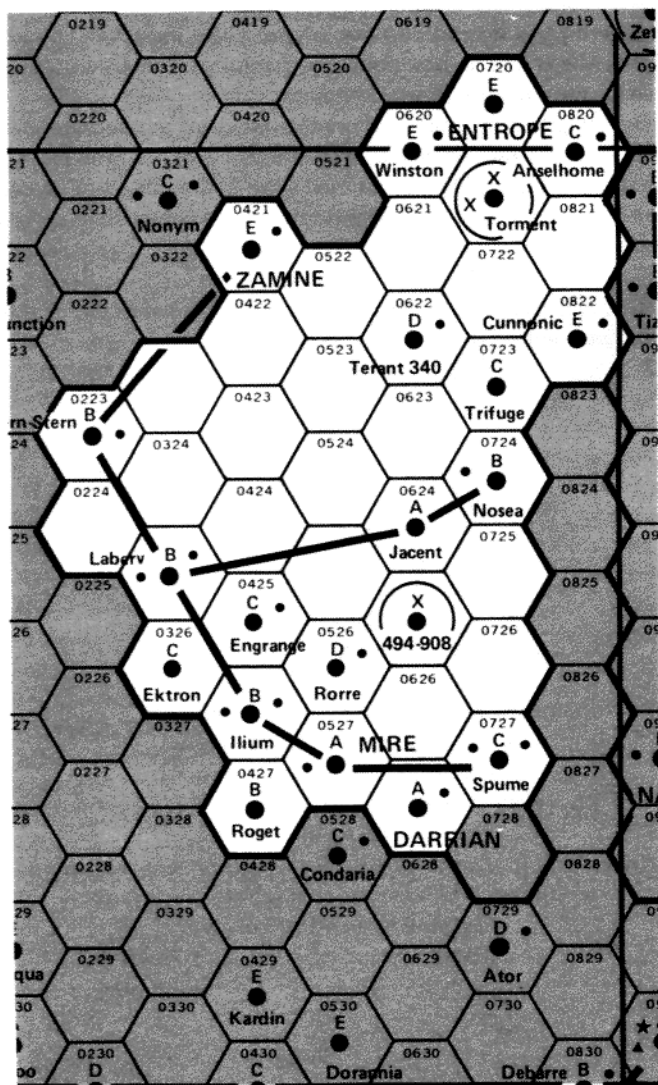
PO Box 1646, Bloomington, IL 61702-1646.

Who are the Darrians?

Mention the Darrians in the Spinward Marches, and all but the most isolated individuals know who they are. This fact is not unexpected because the Darrians are one of four major governments within the Marches. But mention the Darrians in any sector between the Marches and Core, and someone will know who they are—at least they will know a few important facts about them.

There are three well-known facts about the Darrians. Darrians have a high-tech society with some parts of it reaching tech level 16. Darrians are Imperial allies. The Darrians have a star trigger. Obviously there is more to all of Darrian history and culture than these three facts, but they serve as an excellent overview of Darrian culture.

THE DARRIAN CONFEDERATION



ASTROGRAPHY

Darrians occupy subsector I of the Spinward Marches. A cluster of 11 worlds in the Darrian subsector (all within jump-1) forms the Darrian Group, worlds lying close together and originally colonized when Darrian first reached the stars in -1400. The homeworld Darrian ("Daryen" in their own language) lies on one edge of the Darrian Cluster.

During Darrian's first explorations of space, they established colonies, outposts, and bases on worlds up to 12 parsecs out. They explored systems even farther away, but their major effort was expended in the Darrian Group.

Today, the world Darrian is a part of the Darrian Confederation, which includes 18 of the 28 worlds in the subsector. It also includes three of the worlds in the neighboring Querion subsector.

THE PEOPLE

The word "Darrian" applies to several distinct types of individuals: genetic Darrians, Darrian citizens, and Darrian Confederation citizens.

The human minor race placed on Darrian about 300,000 years ago by the Ancients goes by the name Darrian; any individual who is genetically a part of that group is considered a genetic Darrian.

Any citizen of the Darrian Confederation is considered to be a Darrian; because the Confederation was colonized from Darrian, most Confederation citizens are genetic Darrians anyway. Most of these individuals will label themselves with their world name (Ilian, Rogian, Ektronian) to distinguish themselves within the Confederation. Outside the Confederation, they will call themselves Darrians.

Not all Darrians (whether from the world of Darrian or from the Confederation) are genetic Darrians. A small proportion are immigrants from neighboring worlds or from the Imperium. A rather large proportion are Aslan, settlers who centuries ago traded their mercenary skills in defense of the Confederation for land that they could farm and build upon.

The Darrians have a great respect for the Solomani, revering them in history as the bearers of the first high technology to Darrian. Some (at times it seems like many) Darrians claim direct descent from the Solomani who settled on Darrian about -1500. After 2500 years, such claims are difficult to document, although some genetic tests have been helpful.

THE DARRIAN CULTURAL HERITAGE

Darrian culture can be divided into four rough periods: the Early Period, the Solomani Period, the Setback, and the Modern Era.

The Early Period: For almost all of their first 300,000 years, the Darrians were an ordinary, primitive people, slowly progressing from tech level 0 to about tech level 3. The major achievements in the Early Period were not technological, but cultural. Darrian developed extensive and insightful systems of law and philosophy. Society produced sophisticated conventions to protect the weak.

It was during this early period that the Darrians developed a cultural norm of gregarious cooperation. Without removing the profit or the survival motives, Darrians developed a natural support of the community as a whole.

The Solomani Period: In the Solomani Period, Darrian underwent a very dramatic change in -1521. Solomani, in fleeing the collapse of the Rule of Man, eventually reached the unsettled

Spinward Marches and in that sector found Darrian, a settled world with a foundation on which they could build. The Solomani brought the best in technology with them; the Darrians took it and improved upon it. For the next few centuries, Darrian was caught in an upward spiral of accelerating technology. This Solomani Period lasted about 600 years, and during this time, Darrian reached heights of technology that even today have not been duplicated in the Imperium or by present-day Darrians.

The Setback: At the pinnacle of this technology, a Darrian experiment for taking readings from the interior of the Darrian star went awry, triggering stellar flares that devastated Darrian and severely crippled Darrian's colonies. During this period known as the Setback (the Darrian word is *maghiz*, which means chaos), Darrian's colonies were left to their own resources, each developing in parallel toward self-sufficiency. On Darrian itself, with the population reduced to 20 percent of its former level, centuries passed before the world could again try high-tech industry.

The Setback was a severe test of Darrian culture. It was the essential social structure of the Darrian community that allowed the survivors to pull together in mutual support and to rebuild the shattered world.

The Modern Era: The Modern Era for Darrian began in -275 when Mire (a recovered colony) rebuilt two starship hulks and began to recontact the worlds of the Darrian Group. As each world was contacted, it too joined in to establish new ties and commercial bonds with the other worlds of the Group. For centuries, the ties between the various Darrian worlds were informal, but when Imperial scouts reached Darrian in 148, it became obvious that the Darrian worlds had common interests that were best handled by a single government. The Darrian Confederation was created to encompass all of the Darrian colony worlds, and Mire was selected as the capital of the government.

Between -148 and -500, the Imperium expanded to fill much of the Spinward Marches, vastly overshadowing the Darrian Confederation in size, economic strength, and political power. The Darrian Confederation, however, has been content to remain a client-state of the Imperium, serving as a source of goods and a market for Imperial products.

At the same time, the Darrian Confederation has carefully charted an independent course in diplomacy. Because of Darrian's vulnerable position between the Imperium and the Zodani Consulate, the confederation produced its ultimate deterrent: the star trigger. The threat of destabilizing an empire's stars is a grave one: It has held at bay major threats from the Zhodani over the past 500 years.

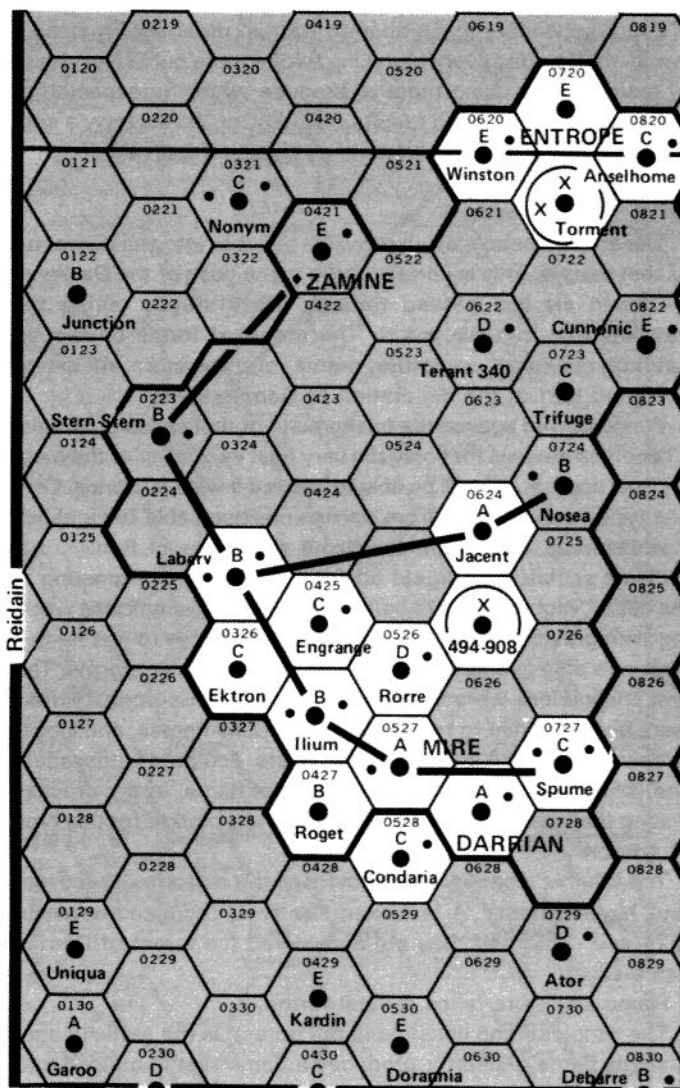
THE PURSUIT OF KNOWLEDGE

Darrians, like all humans, work and play. Their jobs are the ordinary ones necessary for the well-being of society and for profit; they provide the individual with the basic necessities for life and leisure.

The unusual feature about Darrian society is not individuals' vocations, but their avocations. Darrians enjoy their recreation; leisure is an important part of their lives. Tourism is a major industry on most worlds within the Confederation, and most tourists come from within the Confederation.

Yet idle recreation is not the only kind of leisure that Darrians pursue. Darrians have a keen fascination with all sorts of knowledge. Libraries and computer-supported information retrieval systems are standard utilities in every community. The Darrian educational system encourages intellectual curiosity and

THE DARRIAN GROUP AND THE ENTROPIC WORLDS



provides training in posing questions and finding answers. Many (not all, but many) Darrians develop an avocation of research. Each selects a broad topic that interests him and usually spends a lifetime following that topic. Darrians differentiate between original research and secondary research. Original research often (if not always) requires extensive equipment and supplies. But even when that research is published, the researchers do not fully understand the meanings of their results.

Secondary research is an analysis of published information in a search for new correlations and conclusions. An original researcher may have studied the fauna of Ilium; another may have studied the fauna of Rorre. Yet neither is aware of the other's work. A secondary researcher with access to the published work of both researchers (as well as other information) may be able to make correlations or connections that others may have missed.

Secondary researchers publish their work by placing it on the central information-retrieval system for others to review and

analyze. Most Darrians have composed at least one analysis of existing research and placed it on the central system (if only as an exercise in school). Some secondary researchers find an area of interest and follow it for the rest of their lives. They become experts in the field, making comments on original research in the field as it appears, and making correlations within the field when they can find them.

Every secondary researcher on Darrian dreams of making a world-shaking discovery by taking two or more published pieces of research and using them to produce wholly unexpected or previously unsuspected results. Within Darrian society, a successful secondary researcher is a respected individual.

DARRIAN ART

The art of a people often provides insights into the character of that people. This is certainly true in the case of the Darrians.

Darrian art has passed through many stages during the development of their world. The standard forms developed naturally: painting, sculpture, drama, and literature. All are an accepted part of the decoration of Darrian lives.

When viewed against the background of thousands of worlds, it becomes obvious that only the very best examples, or the most unusual approaches will be able to capture a wide audience. Only one type of unusual art from Darrian has been able to establish a widespread reputation: the flame sculptures of Rimb.

Flame sculpture is an old art form on Darrian, originating in the heady, high-tech years before the Maghiz. Technicians working with gravitics generators applied their forces to gas flames and were able to shape and mold them into required forms. The first applications were to cutting torch heads. Soon, the flames were being molded to form letters, company names, and logos. Artisans learned to create images, busts, sculpted landscapes, and other three-dimensional forms from flame, in the process finding that there was an appreciation and a market for this type of artwork.

The Maghiz stopped development of the art form as recovery took higher priority. A few examples were produced between -921 and -200, and they are considered the rarest of Darrian flame sculptures.

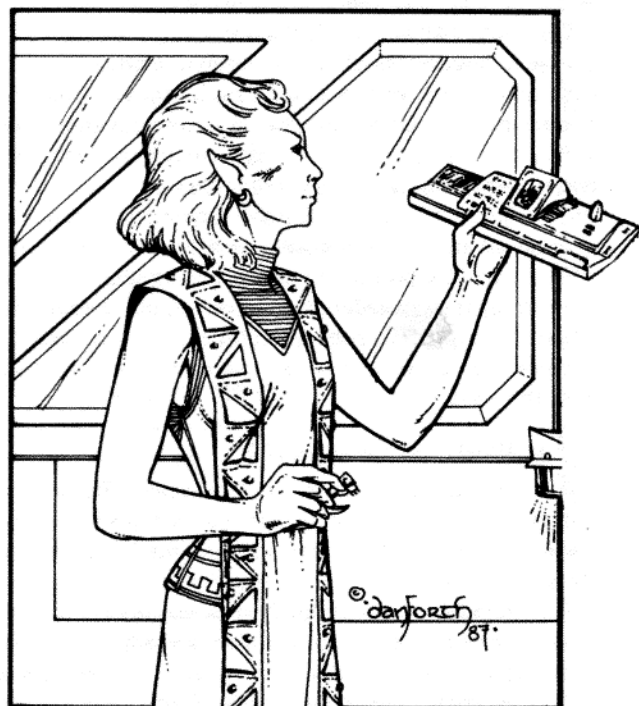
Flame sculpture takes several forms.

The simplest (and considered the purest) is the static image. A single flame generator produces a flame that is molded into a specific form by a variety of interacting grav and magnetic modules. Typical simple sculptures are busts or animal figures.

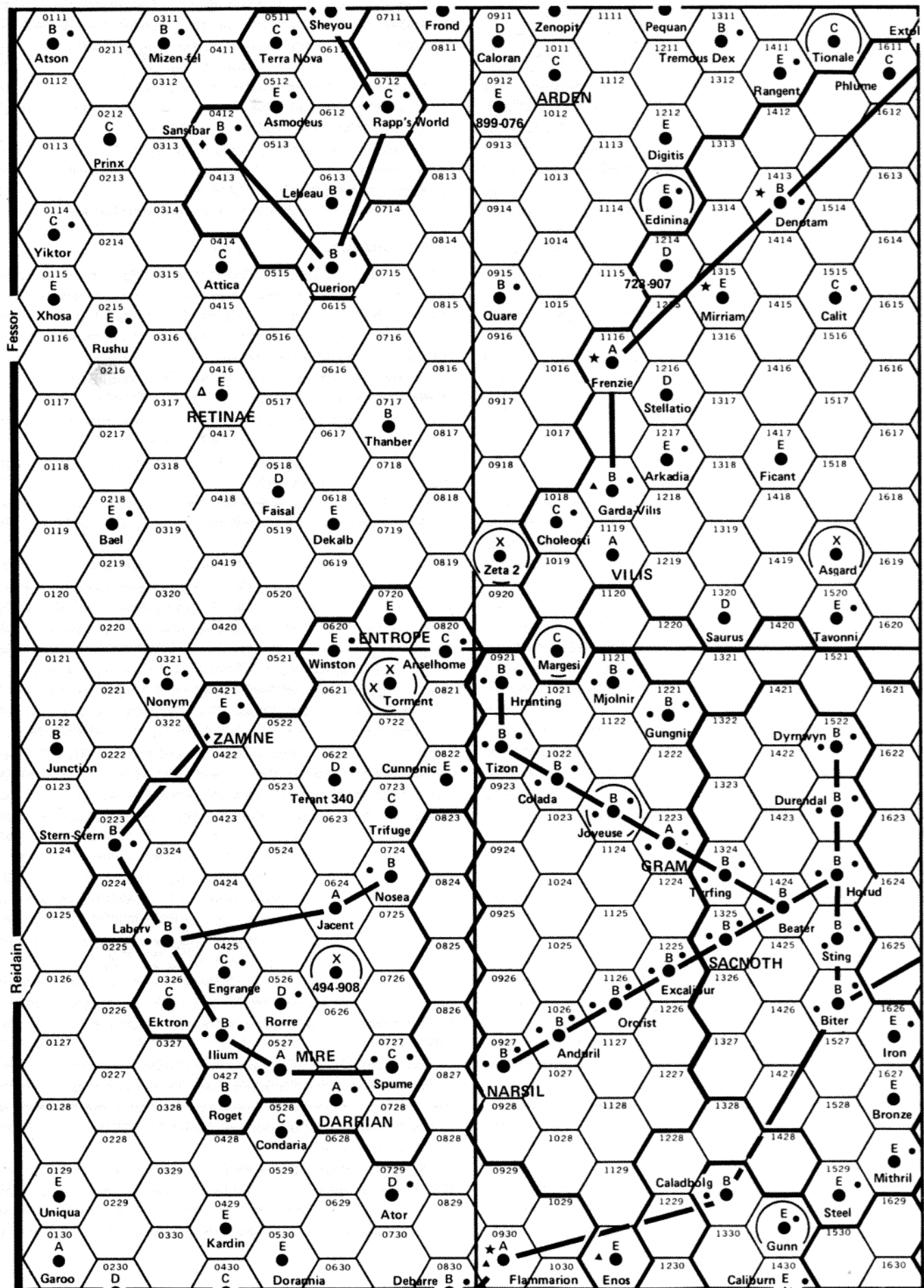
More complex flame sculptures add a variety of features. Some use chemically-enhanced flames to add color to images. Others use computer manipulations to add motion to animal figures. Still others have a repertoire of several images which can be called upon demand.

Darrian flame sculptures are broadly categorized as Early (dating from before the Maghiz, and all considered simple in form) Maghiz (simple in form, notable primarily for their rarity) and Modern (tending toward complexity).

Darrian flame sculpture, because of its high-tech novelty, has a minor reputation in art circles within the Spinward Marches. Examples are on display in museums as far away as Capital.



THE DARRIAN CONFEDERATION AND ITS NEIGHBORING SPACE



History of the Darrian People

Minor alien races abound within the limits of explored space; minor human races, although less common, are also fairly easy to find. With nearly forty minor human races, common knowledge of each one is often abbreviated to a few short sentences or phrases—just enough to properly answer a question on some school's Interstellar History exam. The Suerat of Illeish sector are known for their exploration of space using sublight generation ships. The Irhadre of Lishun sector maintain a form of ritual slavery for half of their adult population. The Darrians of the Spinward Marches are known for their highest technological achievement, the Star Trigger.

Darrians, like other races, have a colorful, interesting history. As a pre-spaceflight culture, they dominated their world without the characteristic wars that so many human cultures wage. They assimilated a refugee population of 30,000 Solomani and raised their own technological level from 3 to 10 in a matter of decades. With that running start, they raised it from 10 to 16 over the next five centuries—higher than even the Imperium has achieved with any dependability.

The Darrians developed the Star Trigger, a device for creating stellar flares. But in its first test, they shattered their civilization, dropping themselves back nearly to the Stone Age. It took them nearly a thousand years to regain the stars. The tale of Darrian civilization after the Star Trigger is itself one of heroic accomplishment. The flares of the home star not only scalded their planet, but also destroyed almost every electronic device in the system. In the ensuing years the wave front from the flares marched outward at lightspeed—one light-year per year. As it broke over each new world, it destroyed the delicate electronics mechanisms that meant civilization, also sending that world back to pre-electronic technology. The several worlds of the Darrian Group all spent the next centuries reestablishing themselves and clawing their way back up to the stars. By -350 they were back. They exploited otherwise unexplored space within thirty parsecs of their homeworld searching for valuable resources, trading with indigenous races, and refining their own science.

DARRIAN ORIGINS

Three hundred thousand years ago, Terra was visited by the Ancients, probably several dozen times within the space of a few decades. On the first visits, Ancient scientists took samples of Terran life. For reasons still unclear, the Ancients took a liking to the primitive humans of Terra, and numerous expeditions each carried away samples. One of those samples was what are now called Darrians.

In all probability the original Darrians were taken to an Ancient world for limited testing and evaluation. There may have been some mingling of the Darrian sample with other samples. Present-day analysis is limited to genetic tests, and little can be positively concluded on the basis of just those tests. After a period of time, the Darrians were carried to a new world and deposited there.

Fathoming why the Ancients did things is a difficult process. Often their actions seem to be driven by whim, idle philanthropy, or curiosity. At the same time, Ancient activities produced high-

tech marvels that still cannot be reproduced by modern science. Why the Darrians were taken as samples from Terra and why they were transported to a world in the Spinward Marches are questions that may never be satisfactorily answered. Archaeological evidence does suggest that the single Ancient (represented in Darrian mythology as the god Onsorik) who supervised their transplantation took a fatherly attitude toward them, caring for their needs and protecting them from the dangers of their new world.

The original Darrian population was probably no more than one hundred individuals. They were taken to world 0627 of subsector I in the Spinward Marches and were set up there in a tribal setting very similar to their original Terran home.

THE ORCHARDS

The surface of Darrian is divided by long, high mountain ranges into five basins. Each basin is centered on a sea fed by rivers draining the surrounding territory. On Darrian basins are the equivalent of continents. Within a few years of their arrival on Darrian, the local human population had outgrown their small camp, and Onsorik created five new communities, one in each of the basins of Darrian.

The five communities built by Onsorik were intended to meet all essential needs of the humans on Darrian. Each created a potentially vast housing area for humans and provided them with shelter, food, and warmth.

Situated on a central Flame Pit, the community was surrounded by an extensive orchard of trees ideally adapted to human needs.

The Flame Pit, about 2,000 meters in diameter, was a bed of glowing coals fed from below by geothermal action. Natural gas flowing through the pit produced its characteristic yellow flames in the center, while a long vertical seam of coal produced the glowing coals that the Darrians used for their home fires. Natural action slowly forced new coals into the pit where they could be gathered and transported to the humans' homes.

Extending a radius of about 10 kilometers, the Orchard surrounding the Flame Pit provided both homes and food for the Darrians. Individual trees in the Orchard were planted at intervals of about 10 meters on rays extending from the central pit. The trees of the Orchard have semi-circular trunks which enclose an area of about 5 square meters—the size of a small room. Individual families made their homes in these rooms, and as their population grew, they expanded out into additional trees. A characteristic of these trees is their adaptation to humans. Their fruit ripens within the trunk where it is picked when needed. The fruit ripens slowly and does not spoil while still on the branch. Picking fruit stimulates new buds and, thus, more fruit. Uninhabited trees bear little fruit; once a family moves in, the tree is naturally stimulated to produce more fruit. The tree trunk itself protects its human family from rain and bad weather. A natural hollow accepts human wastes which the tree uses as fertilizer.

Each Orchard numbered about 250,000 trees; theoretically, an Orchard can support a population of a million humans. In practice, over the course of the next ten thousand years, the communities reached populations of about 100,000 and remained stable at that level.

The five communities, named Boyr, Zlodh, Nyadh, Rimb, and Abh, were established shortly before the Ancient War began. Being effectively indistinguishable from the native forest, the Darrians escaped the bombings and planetary devastation that

were characteristic of the Ancients' fighting. Onsorik himself was either killed in the fighting or fled Darrian for some other battleground. Left on their own, the humans of Darrian spent the next several thousand years in idyllic peace in their Orchards.

EARLY DEVELOPMENT

Whether by design or accident, the Orchards provided a number of stimuli for humans on Darrian.

The Flame Pits made fire part of the basic human way of life: Orchard fruit tasted better cooked, and fire provided warmth and comfort.

The Orchards did not themselves provide water. From the beginning daily expeditions were necessary to gather water for basic needs. This was a stimulus for producing water vessels to bring back water. Humans learned to build tools to help themselves and also learned that they could not stay locked up in their Orchards.

The fact that Darrians lived for so long in such a densely populated area had profound influences on their genetic heritage. The Darrian experience was to weed out those genetic factors that did not fit in with dense populations. Troublemakers, neurotics, psychotics, and others whose activities were aggravated by close, continuing proximity to others were eliminated from the population.

EXPANSION

About 100,000 years after the Ancient War, the Darrians' situation began to change. The Flame Pits at all five Orchards began to run down. The pits at Boyr and Nyadh burned out. The other pits became intermittent in their activities, sometimes snorting fire, ash, and smoke, and other times lying cool and almost extinguished. This change in the pits was a stimulus for learning how to create fire independently. Leaders in all five Orchards learned to make fire.

The Rimb Orchard was devastated by a blight at about this time; its fruits became inedible, and many of the trees died. As a result, the entire Orchard was abandoned and the population scattered throughout their basin.

At this point in history and in the settlement of their world, there was no formal exploratory activity. People left old settlements and found new ones when simple pressures like weather, climate, or population expansion forced them to do so. During the period between -200,000 and -100,000, each of the Orchards was gradually abandoned, and each of the basins was gradually settled. Sea and river transportation was developed. Agriculture thrived. Once diverse settlements were established, trade grew.

THE RISE OF THE BASINS

Beginning in -100,000, migrations and expansions propelled the extensive settlement of all five basins on Darrian. Until about -20,000, however, there was little contact across the mountain ranges between the peoples of the different basins. In about -20,000, the people of the Abh Basin in the southern hemisphere began migrating through the mountains to the neighboring equatorial Nyadh, Rimb, and Boyr Basins. Nearly 280,000 years of independent, isolated development in society, language, and custom made them aliens in the truest sense.

Yet this encounter between aliens was surprisingly peaceful. The early genetic culling of unusu-als within the Orchards gave a common background to all of the peoples of the basins and made it possible for their initial and subsequent contacts to be



relatively peaceful.

That is not to say that there were no raids, attacks, reprisals, and even wars. There were. Over the course of 10,000 years, the peoples of the five basins were forced to fight with and against the others as the mountain barriers were crossed.

The Code of Darrian: More than just people crossed the mountain barriers. Ideas were also carried between the peoples. Two basins had evolved strikingly similar philosophies and carried these philosophies along with them in migrations. Although Expressed in different languages, the ideas were nearly identical. In the Boyr Basin about -23,000, the philosopher-king Derir Lipit first formally stated the philosophical premise that has shaped Darrian thought ever since: "Every living thing has a right to live according to its own nature." In the Nyadh Basin about -22,000, the hermit-philosopher Yikan Yikan created the basic commandment: "All living things must be allowed to live their lives." The interpretation in Nyadh was an extreme one. Strict followers refused to cut short the life of anything. They gathered the fruits of plants, burned only dead wood, and wore only plant fibers or sheared wool. The interpretation in Boyr was more flexible. Man was properly (although unclearly) seen as occupying a position at the top of the food chain and his need to kill and eat other living creatures was accepted. The philosophy concentrated on humane treatment of other animals and people.

Many years and many philosophers later, the Rimb law-giver Notan Taledh distilled and combined the two ideas into one: "Animals live by predation, but men because of their intelligence live by production." Thus, a man who lives as a predator is living as an animal and not fulfilling his true nature as a man. Men may use the lower animals for labor or for food, but cruelty to them is not allowable. No man may prey upon another man.

Thus the great Taledh school of thought teaches that rationality is the true nature of man. Animal instincts and raw emotion are a lower, vestigial part of him which must not be allowed to gain control. Darrians thus tend to be stoic, even-tempered, and almost impossible to panic. They are not, however, averse to positive emotions when appropriate. Some of the extreme Nyadh life-respecting school are still active today, and pacifism is a respectable, if not very common, position.

Taledh also promulgated the first great code of Darrian laws, the Taledh Code. The Code was divided into three parts: a definition of crimes, a definition of punishments, and a formula for determining the fitting punishment for each crime. In defining crimes, Taledh considered any action or inaction that would or could hurt other people to be a crime. If it actually caused harm, it was a real crime; if it could have caused harm but did not, it was only an imaginary crime. Only real crimes could be prosecuted. Punishments were defined in terms of their effects on the criminal as well as on their relationship to the crime. A wealthy criminal should pay a larger fine than a poor criminal. A strong physique should be whipped longer than a frail one. The third part of the code created a formula for the computation of a punishment to fit the crime. The text is extremely convoluted, sometimes difficult to follow, and subject to misinterpretation; but it is also considered brilliant as innovative law. Criminals must make restitution for their crimes; they must make agreements or contracts promising not to commit that crime again, and they must undergo some punishment which will reinforce the lesson that must be learned. In the centuries since Taledh's Code was promulgated, much of Darrian legal activity has been directed at clarifying and improving Taledh's Code.

THE ZLODH EMPIRE

The Zlodh Basin, concentrated in the extreme northern hemisphere of Darrian, was the last to be opened by transmountain migrations. The first such crossings took place in about -16,000, but major interactions with other basins (Zlodh borders on Nyadh, Rimb, and Boyr) did not begin until -15,000.

The Zlodh Basin surrounds the north polar Zlodh Sea, the largest sea on the planet. Although its center is a solid ice cap, the sea's edges are ice-free and support extensive maritime trade. It is on the shores of the Zlodh Sea that the first great empire of Darrian arose: the Zlodh Empire.

The Zlodh Empire was founded on a scientific priesthood. Sea navigation based on magnetic compasses, astronomic observations, and careful records made it possible for merchant voyages to travel direct distances without getting lost. These sea priests, originally charged with navigating ships across the polar sea, grew in power and extended that power to the land. The priesthood never actually ruled the empire, but its approval was necessary before any emperor could be installed; its disapproval was sufficient for any emperor to be removed.

The priesthood treated science as magic, a secret to be learned by only a few. Its high priests always treated science as real facts of the world rather than the works and whims of the gods. With this approach, they were able to discover the inner workings of many aspects of the world. They produced practical weather prediction, higher mathematics and advanced naval architecture. The scientific curiosity of the priesthood produced expeditions from Zlodh to the other basins. Those expeditions not only gathered new information for the Zlodh priests, but they also spread a knowledge of Zlodh scientific accomplishments.

The Zlodh themselves never shared their own scientific discoveries, but the mere fact of seeing some of their works in action inspired those in other basins to discover the principles for themselves.

The Zlodh Empire never fell; it gradually transformed itself. By -10,000, basic scientific accomplishments were available to all (compasses, writing, printing, elementary construction techniques). The priesthood of Zlodh no longer had a monopoly

on basic science. As a result, the priesthood lost its power to control the government. The empire broke into a number of kingdoms that changed boundaries. The government of the basin was replaced by less authoritarian forms.

Darrian Science: Darrians are characterized by an intense intellectual curiosity but no great drive to conquer nature. Nature on Darrian was kindly and needed no urging to provide for them. Science was their means of understanding nature. Consequently, the Darrian science that the Zlodh Empire developed spread across the globe, being changed by the needs and perceptions of the people who used it. Just as the Zlodh priests used it for navigation on the Polar Sea, others used it to understand the changes of the seasons and weather, to help find, refine, and use the resources of the world, and to help better grow crops and raise animals. Just as popular, however, were the softer sciences, the social sciences which could help further understanding of society and of individuals, mathematics, logic, and philosophy.

By -1511, Darrian had risen to tech level 3. Theoretical aspects of some of their sciences, however, reached as high as tech level 8 or 9. The world was at peace, and the Darrians' entire future was about to change.

THE COMING OF THE SOLOMANI

Unknown to the Darrians on their peaceful world, there was a continuing and dramatic upheaval taking place more than one hundred parsecs away. The confrontation between the First Imperium and the Terran Confederation ended in collapse of the empire and the creation of a successor state: the Rule of Man. The Rule of Man, the Second Imperium, was not fated to succeed in stemming the onset of the Long Night.

The Rule of Man was established in -2204 and collapsed in -1776. For the next 250 years, the anarchy and chaos of the falling Long Night ruined trade and commerce, brought down governments, and raised up new ones. In this era it was natural for some citizens to flee their present situation for the promise of a new, previously untouched world.

The Solomani merchant corporation Itzin (originally based in Turkey, later based on Dingir in the Solomani Rim) saw the continuing collapse of interstellar trade, and its owners decided to emigrate *en masse* to a new world. A select list of employees and their families was presented with an opportunity to leave with the company. Preparations were made: a fleet of transport starships was assembled; supplies, maps, charts, and equipment were crated and stored.

In -1520, the Itzin Fleet of 35 transports and 10 armed escorts set out from Dingir toward the Great Rift. Their journey was an adventure in itself. The fleet travelled through Rule of Man territory to Vland, depending on written letters of transit and free passage when they were honored and on the armed might of its escorts when they were not. After calling at Vland in -1516 they ventured into the unknown, unsettled, and unexplored territory of Corridor, Deneb, and the Spinward Marches. In -1513, the fleet stopped temporarily at what is now Sacnoth and from there mounted a fast survey of the sector. After finding several potential world sites, the Itzin Fleet command selected Darrian as its new home.

The reasons for selecting Darrian were fairly obvious. Many worlds of the Spinward Marches had indigenous life forms; significantly fewer (Darrian, Algine, Vanejen, a few Zhodani worlds) had human populations. Of those with human populations, Darrian's was a perfect choice: an untouched human

minor race that would genuinely appreciate and benefit from an influx of Solomani settlers.

The Solomani came gently to Darrian. Their ships were hidden in orbit; the world was quickly surveyed from above and then by secret teams on the surface. The Rimb Basin was selected for the initial landings. A secret base was initially constructed in the high mountain barrier where Rimb, Boyr and Abh met. After a full analysis of the world and its society, the Solomani were ready to make their appearance.

In -1511, the people of the Itzin Fleet appeared in Rimb. Their plan was to appear not from the skies, but on the ground. To many Darrians the Solomani were just another group of migrating Darrians. The difference was the technology that the arriving Solomani carried with them. That technology was a form of money in the bank. The Solomani spent it freely, made many fortunes with it, and built on them to make more fortunes.

But not only the Solomani benefited from their technology. The Darrians were literally given a broad base of engineering.

The synergy between the fresh Darrian culture and the strongly driven, more engineering-and-technology-oriented culture of the Solomani was explosive. It took only a short time to go from the Solomani tech level 10 to 16. It took even less time for the Darrians to go from their own tech level 3 to the wholesale adoption of Solomani theories and engineering.

THE DARRIAN EXPLOSION

The assimilation of the Solomani by the Darrians took about one hundred years. Initial contacts between the two races concentrated on a simple sharing of basic technology. Once the Solomani were an accepted part of Darrian society, more and more technology was shared.

From the beginning the Solomani of the Itzin Fleet had decided to integrate themselves into Darrian society. Rather than remain aloof and separate, they merged themselves into the mainstream of Darrian life. Solomani intermarried with Darrians. Darrians were hired to work for Solomani companies. Solomani became valued employees of Darrian companies.

The total influx of Solomani arriving at Darrian was slightly more than 30,000. Their knowledge, their expertise, and their experience was shared freely; benefits to Darrians in general were benefits to Solomani as well.

Darrians, having gotten Solomani technology and theory, turned and applied their own higher math abilities to take them to their logical conclusions and then to make leaps beyond them. Solomani, on the other hand, benefited from the new ideas of their Darrian counterparts.

Darrian Explorations: By -1400, the Solomani of the Itzin Fleet had been effectively absorbed into the mainstream of Darrian society. All major leadership positions were by this time filled by individuals born on Darrian. The executive decision (made when the Fleet first arrived) to mothball the ships and not use or share them was now ready to be rescinded. The current fleet leadership made that new decision.

Working from the formerly secret base in the mountains, the Itzin Fleet leadership arranged an expedition to the fleet in orbit above Darrian. Immediately there was a problem. One hundred and ten years of unmaintained storage in orbit had taken its toll, and none of the ships were operable. Moreover, there was no longer an accomplished cadre of knowledgeable and trained starship operators. Plans for simply using the existing store of ships proved unworkable.

Instead, the Darrians started over with an existing, proven

technology and theory, and with the fleet of now nonworking starships in orbit. Darrian industry was then charged with building new ships that did work. In the space of ten years, they had their first working design; within three decades they had a fleet of explorers in operation.

Initial Darrian exploration (in the period -1395 to -1370) concentrated on the worlds of the Darrian Group (Spume, Mire, Con-daria, Roget, Ilium, Rorre, Engrange, Ektron, Laberv, and 494-908). Constrained by the jump-1 drives built for the first series of explorers, Darrian starfarers stayed within a few parsecs of their homeworld. By -1370 the next generation of starships, complete with jump-2 drives and fuel reserves, was coming off the construction blocks. Certain select ships within this class were equipped with jump-3 drives for even greater range.

Between -1370 and -1270 Darrian ships explored the Marches with a radius of about twenty parsecs. In this period the Marches had not yet been settled, and there was relatively little reason for trade between worlds. Some exploration, some world exploitation, and even some scientific investigations were conducted in the Marches. For example, signs remain today of the vast Darrian strip mine on Debarre (0830); the-rusting ruins of a gas refinery can still be found on Talchek (1631).

THE GOLDEN AGE OF DARRIAN

Pure scientific research remained a passion with the Darrians. Between -1500 and -950 (the Solomani Period), while exploration reached twenty parsecs in all directions, Darrian scientists were working on all aspects of physics: gravitics, electronics, magnetism, and radiation. Their advances were phenomenal; their understanding of the universe grew by leaps and bounds.

Technology was also felt on Darrian. The very character of Darrian life was changed by the increasing industrialization of the world. For about one hundred years (-1400 to -1300), the quality of individual life was adversely affected as industry



grew, but around -1300 a strong Darrian movement demanding a respect for the individual worker gained prominence. For a period of about fifty years, a controversy continued as to how much consideration the merchant or employer owed to his workers. By -1250, society generally accepted the idea of a living wage, consideration for the individual, and a need to consider the impact of technology on society.

"There Are Some Things That Men Are Not Meant to Know:"

The advance of Darrian civilization from tech level 3 to tech level 10 and beyond was not without its difficulties. Using new technology does not carry with it a knowledge of the potential complications and problems that technology can produce. A nuclear power plant accident in the Rimb Basin contaminated hundreds of square kilometers of cropland; a second accident within weeks of the first resulted in even more devastation. During this same period other natural outgrowths of increasing technology were also felt on Darrian: toxic waste contamination, unforeseen side effects of drugs and chemicals, and chemical contamination of the atmosphere and seas. Some Darrians eventually came to see that the advance of technology was not necessarily a good thing.

When Darrian achieved the star drive and began exploring other worlds, the LoTech movement on Darrian, previously many scattered organizations, was unified under the leadership of Ghorge Rorre for the specific purpose of finding a new world that would not be contaminated by technology.

The world they found was Rorre; its settlement charter included specific long-term prohibitions against technology above level 3. Outside of the starport (where higher technology is naturally required), the world has made a collective decision to stay at what many consider a simpler time: an agriculturally based economy which emphasizes the preservation of the ecology and a long-term society which does not need to deal with the changes that new technology brings.

Rorre's rejection of technology is not a blind one. Citizens understand that higher technology exists, but they reject it voluntarily, accepting that they have exchanged a higher technology level for an enhanced quality of life. A major tourist trade makes it possible for Darrians (and others) to return temporarily to the idyllic tech level 3 of Darrian civilization before the coming of the Solomani.

DARRIAN'S ULTIMATE DISASTER

Darrian reached the stars in a period when there was little settlement of the worlds in the Spinward Marches. Although Darrian explored its sector to a radius of more than 20 parsecs, there was little that one single world could do to exploit hundreds of worlds. After a relatively brief period of exploration, Darrian concentrated further efforts of exploration and colonization on the worlds closer to home. Between -1250 and -1100 Darrian established colonies on the eleven worlds known as the Darrian Group. This core of worlds became a tight community that traded among themselves, exploiting their worlds, building their industry, and exchanging research data.

In -1100 Darrian's worlds were an archipelago of settlements in a sea of unsettled, empty worlds. Darrian expeditions continued to visit and explore the hundreds of worlds around them, but the primary motivation was research. In the 400 years since the coming of the Solomani, Darrian had bootstrapped itself from tech level 3 to tech level 14; it was a natural belief among Darrians that they could easily push their tech level to 22 or 23 in the next 400 years. Everyone understood that the way to in-

crease tech level was through research, and research was a primary focus of Darrian society.

Research was also the downfall of Darrian. About -1000 the government of Darrian began a research project into the life cycle of Tarnis, Darrian's sun. Expeditions to other systems in the Spinward Marches had shown some anomalies between theory and actual measurements of stellar energy output; scientists were worried about the predicted life of Tarnis. In -950 two parallel projects were established to define the expected lifetime of Tarnis. The Abh Project (the name is roughly translated as the Alpha Project) operated from a base in the asteroid belt close to Tarnis; the Udh Project (which translates as the Omega Project) was based at Zlodh University on the floor of Darrian's Polar Sea. The two projects continued at the same time. The Abh Project concentrated on physically transporting protected sensors deep into Tarnis' interior in order to telemeter data out; its scientists felt that large quantities of accurate data would provide the answers that were needed. The Udh Project was more theoretical in nature; its scientists used powerful computers to analyze existing information to find patterns that would support one of a variety of theories about stellar lifetimes.

In -925 the Abh Project finished construction of its star probe, a device that could survive in the heart of the sun itself while recording data for study. The first generation star probe survived for a total of eight minutes and reached a depth of nearly 18,000 kilometers before its shields failed and it was incinerated by Tarnis' interior heat. In -924 the second star probe, with improved shielding, was launched into Tarnis. It reached an operating depth of 300,000 kilometers and began sending out information at a prodigious rate. Its flow of data via meson transmitter delighted the project's astrophysicists until that same data indicated an increasing instability in the sun, centering on the device. Before a decision to turn off the device could be implemented, Tarnis took on a slight wobble, enough to cascade loose sheets of stellar material from the outer layers of the star. These sleeting stellar flares (perhaps twenty in all) brought chaos to the Darrian system for the next three days.

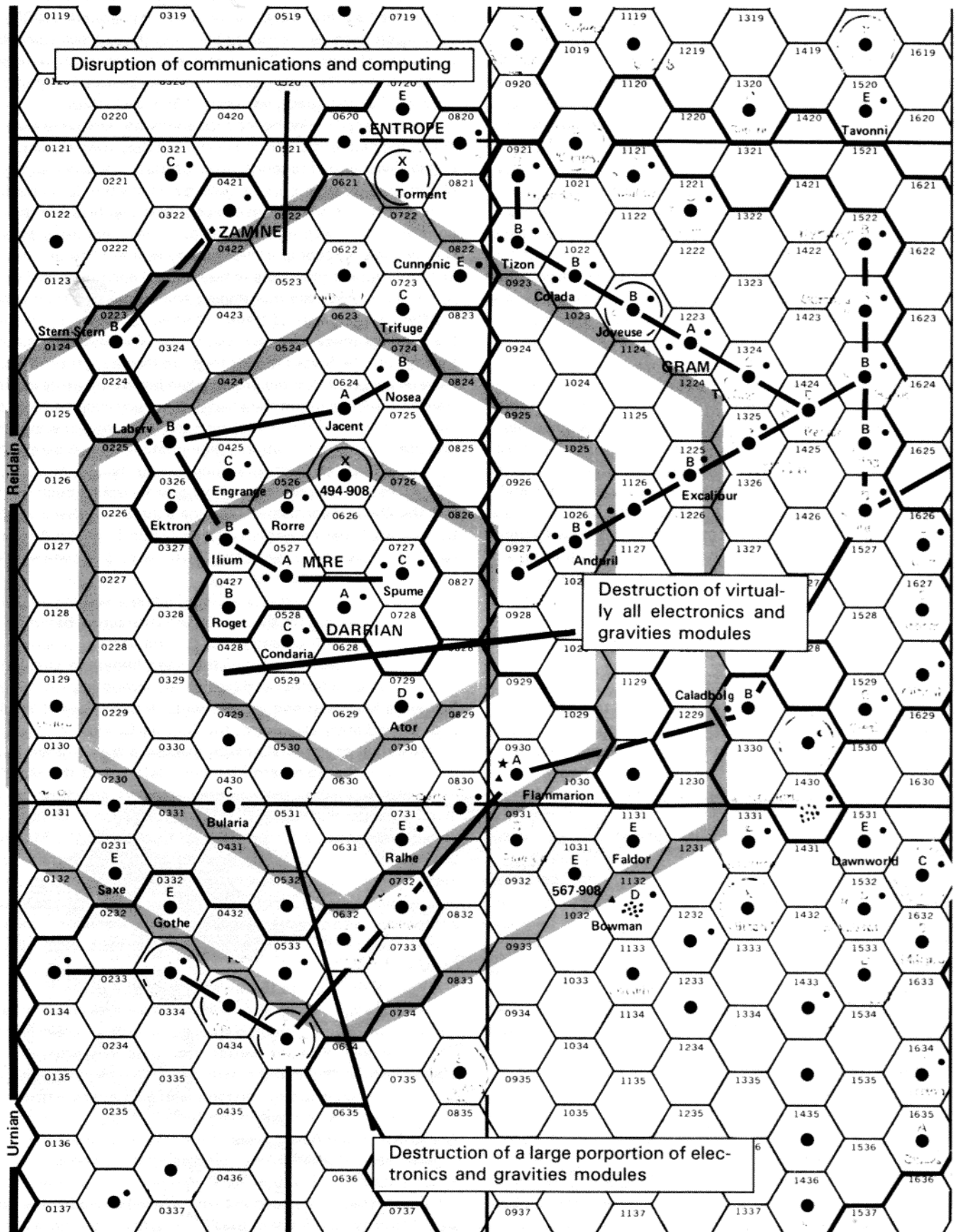
Indeed, the name for this event on Darrian is Maghiz, which means chaos. The Abh Project station in the asteroid belt was never shielded for flares of the magnitude that were generated. The station itself was destroyed; most of its personnel were killed. The survivors spent four years repairing a single shuttle that would take them back to Darrian.

On Darrian, the stellar flares came virtually without warning. Their first effect, an electromagnetic pulse that blew all electronic components, arrived at the speed of light. Transport aircraft lost control and plummeted to the ground. Surface transport lost control and either ground to a halt or raced on without control until crashing or running out of fuel. Computers lost memory. Communication was disrupted, if not totally halted.

The physical wave front of expanding gas from Tarnis travelled at about 300,000 kilometers per hour, crossing the 150 million kilometer distance to Darrian in about three weeks. When it hit, the blast of superheated gases struck like a blowtorch, temporarily raising local temperatures to 250° and higher. The Maghiz destroyed whole areas of Darrian, scalding basins, evaporating shallow seas, burning forests and grasslands, and destroying populated areas. Fortunately, the flares lasted only three days. At the end of those three days, the surviving 20 percent of Darrian's population came out and began rebuilding. Half of Darrian's starships were destroyed by the flares.

THE EFFECTS OF THE MAGHIZ (-925 to -907)

Worlds without names or starports are unsettled in -925



The major surviving populations on Darrian were those living in undersea cities. The remaining survivors were the lucky few who found shelter as soon as the flares hit; their numbers were scattered all over the globe.

The electromagnetic pulse from Tarnis did not stop when it hit Darrian. It kept travelling through interstellar space at the speed of light, hitting each of the Darrian colony worlds in turn. Even with forewarning, it was an impossible job to adequately shield every piece of electronic equipment from the pulse. As it arrived in each system (which scheduled a *Pulse Day* for equipment to be powered down), some unshielded equipment was fried and some electronic systems failed.

NIGHT TIME

Darrian's colonies at the time of the Maghiz were still extremely dependent upon Darrian as a source of supply, knowledge, and starships. When Darrian was devastated, the source of starships for trade, communication, exploration, and transportation was temporarily dried up. Darrian's scientific community was decimated. Overall Darrian technology reverted to pre-jump drive levels; most of the old high-tech equipment wore out and was discarded or stored in museums.

For about two decades following the Maghiz, Darrian and its colonies tried to continue at the old levels of communication and trade. With fewer ships on hand and no new ones being built, however, it soon became apparent that it was not possible to continue as before. In -905 all of the Darrian colonies agreed that each would have to make its own way. The remaining fleet of ships was divided up among the colonies; each received three, which were then mothballed and stored against some future need. Although each world agreed to try to maintain contact about every ten years, all contact between the worlds ceased in -860.

Between -860 and -275, all of the worlds of the Darrian Group devoted their efforts to rebuilding and survival.

REBUILDING THE CONFEDERATION

By -275, the colony on Mire had rebuilt itself to tech level 10, in the process settling the world and exploiting its resources. A team of researchers investigated the museum-piece starships they had and realized that they had the technology and the industrial base to build new ones. After constructing a few jump-1 explorers, Mire reestablished contact with the other Darrian colonies, as well as with Darrian itself, and began a new era of Darrian interstellar activity.

The rebuilt Darrian Group was led by the world that began the recontact project—Mire. Darrian responded slowly to the original contact, and by the time it was participating fully, the power structure was fully established with Darrian relegated to the role of revered mother world, but without any real power.

The Sword Worlds: One of the first things the Darrians discovered when they returned to space was that they had neighbors. In -399 Solomani colonists arrived in the sector and settled on Gram, about 7 parsecs trailing the Darrian Group. By -200 most of the worlds within four parsecs of Gram had been settled by expeditions from Gram.

This group of worlds draws its name from their practice of naming worlds for swords such as Gram, Tizon, Orcrist, and Sting.

When the original settlers of Gram arrived in the Spinward Marches, their survey of the various systems detected the Darrian worlds and their low-tech settlement. Because the Solomani

wanted to create their own independent community of worlds, they avoided contact with the Darrians and instead selected the worlds of the Sword Worlds subsector.

Meetings With The Zhodani: The Zhodani were present in the Spinward Marches long before any other settlers. They established a toehold in Chronor subsector around -2,500, and that region became the trailing border of the Zhodani Consulate. It was just chance that Darrian surveys did not reach far enough to touch the Zhodani border, and no Zhodani expeditions touched Darrian space between -1521 and -920.

Zhodani expeditions beyond their own borders were frequent during the next two thousand years, but they were concentrated in the Gvurdon, Provence, and Corridor sectors. Some exploratory trade expeditions travelled through the Spinward Marches, and it was one of those expeditions that first met the Darrians in -187. Trade with the Zhodani was a lucrative activity. Darrians were adept at analyzing and reproducing prototypes; Zhodani found it profitable to buy refined and processed goods rather than undertake the refining and processing themselves.

After two decades of trade between Zhodani and Darrians, the Darrians made a chance discovery. The Zhodani had been trading with the Sword Worlds for more than a century. It quickly became apparent that the Zhodani had known of the devastated Darrian worlds and that they had deliberately avoided them during their period of throwback low tech. Further, the evidence mounted that Zhodani observation posts had been established to keep an eye on Darrian worlds during this period.

The Darrians took offense. After some thought it became clear that the Zhodani considered Darrians a threat. Further investigation showed that no known culture (aside from the Ancients) had been able to do what the Darrians had accomplished—trigger a stellar flare.

Darrian-Zhodani relations suffered a major setback in this incident; it set a tone for the continuing interaction between the two powers which continues to the present.

Imperial Contact: Scouts of the Third Imperium pushing its explored borders farther and farther out, eventually reached the Spinward Marches, and in 148 contacted the Sword Worlds, and, immediately afterward, the Darrian Group.

The arrival of Imperial scouts marked a true change in the character of the Spinward Marches. Before 148 the Marches had just a few small settlements. After the arrival of the Imperials, the development of the Marches began in earnest. Imperial settlements were established throughout the Marches. Contacts with the immense Imperium meant that there were ready markets for goods and resources. The Darrian Group, as an established community of planets with industry, resources, a labor pool, and a research establishment, was in an ideal position to support (for a profit) the Imperial exploitation of the Marches.

A natural rivalry with the Sword Worlds began as both communities of worlds competed for Imperial markets and contracts. The Darrian Group, although smaller, was more cohesive and was generally able to better the Sword Worlds in the marketplace. In addition, the Sword Worlds proved less politically stable over time, prompting more preference for Darrian when long-term contracts were called for.

The Arrival of the Aslan: The natural instinct of the Aslan is expansion; second sons of Aslan families often sign on space fleets which set out in search of new worlds and new lands.

Some of these Aslan second sons (*ihatei*) arrived in the Spinward Marches on the eve of the First Frontier War. These natural

warriors found a perfect market for their skills; they sold them to the Darrians. In return Darrian provided an ideal payment—land on established worlds close to established markets.

Aslan served Darrian valiantly. Soldiers served alongside humans in Darrian troop units as well as in specially raised mercenary companies composed wholly of Aslan. Spacers served aboard Darrian warships and on their own Aslan-built cruisers.

Aslan in service to Darrian fought alongside Imperial forces during the First Frontier War (589 to 604). They maintained Darrian neutrality during the first half of the Imperial Civil War. They again fought alongside Imperial forces against the Zhodani in the Second Frontier War (615 to 622). Aslan commerce raiders even ventured deep into Zhodani and Vargr territory to carry the war behind enemy lines.

Aslan loyalty was bought not with money, but with the promise of the most valuable thing an Aslan male can possess—land of his own. When the Second Frontier War ended, the Aslan troopers and spacers were awarded grants of fallow land on Darrian and other worlds of the Darrian Group. Their service to Darrian made them welcome in the years after the war, and they integrated quickly into Darrian society.

The Frontier Wars: Darrian's choice of allies has always been dictated by its enemies. The Darrian Confederation has bound itself together out of common racial and economic considerations, but a major consideration has always been self-defense. Sheer size dictates that Darrian cannot defend itself against an enemy the size of the Zhodani Consulate or the Third Imperium. Defense must come from diplomacy.

The Zhodani Consulate has been a traditional adversary of the Darrians almost since their first meeting. At a time when the Darrians were recovering from the Maghiz, the Zhodani discovered their worlds and observed them secretly; The Zhodani waited until Darrian had regained space before revealing themselves. That act alone was enough to establish the Zhodani as untrustworthy in Darrian eyes.

When the Maghiz occurred, the Darrian Confederation was alone in a vast, untapped ocean of space. Many rich worlds lay all around it: far too many for the Darrians to exploit at once. When Darrian regained space centuries later, the situation had

radically changed. Solomani refugees had colonized the world clusters directly trailing the Darrian worlds; prime real estate had been snatched from their hands. More than that, the Sword Worlds proved to be aggressive traders, competent merchants and effective industrialists. The Darrian Confederation and the Sword Worlds traded uneasily and tentatively; their relationship has never been a satisfactory one. At the same time, the two Confederations have found themselves competing for the same external markets: independent worlds along the Imperial border, Imperial worlds within the Spinward Marches and worlds even farther afield.

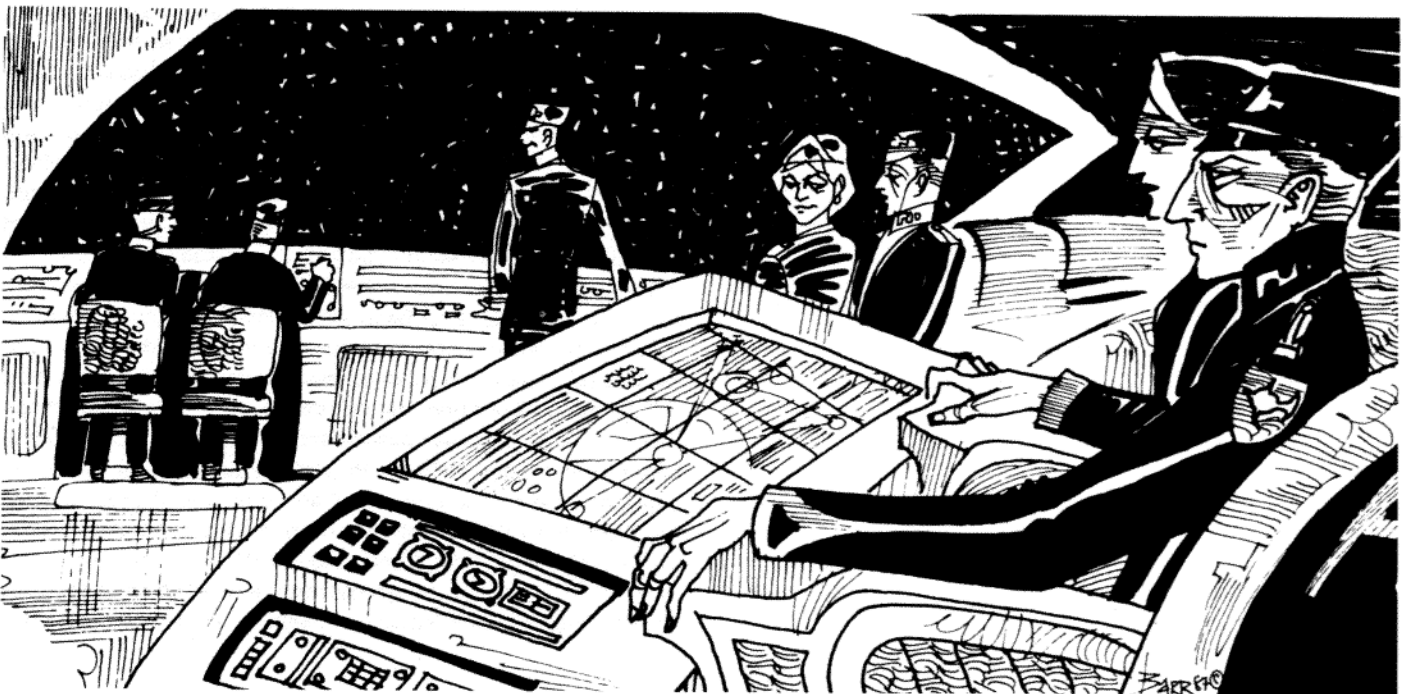
Naturally enough, the Darrian Confederation searched for diplomatic means of neutralizing its two natural adversaries. The only major power with the ability to achieve that was the Third Imperium.

For 800 years after the Darrians regained the stars, the Confederation was content to pursue an independent course. Trade ties with the Imperium were inevitable, but Darrian maintained a strict neutrality with regard to military activities.

In the 400s, Darrian began to see a need for greater military security, and in response, established its Special Arm and deployed the Star Trigger as a deterrent to aggression. The next century was one of uneasy peace. The Zhodani and the Sword Worlds made overtures to the Darrians, proposing alliances against the Imperium. Darrian, determined to pursue a neutral course and not trusting its potential allies, turned them down.

At the same time, Darrian began to see that its star trigger deterrent was not a perfect one. The threat of destroying whole stars was enough to stop most aggression, but it would not be enough if the entire region were engulfed in war. The threat of destabilizing stars might keep forces out of Darrian territory, but it was unrealistic to assume that the star trigger could be used to ban all warfare in the sector. Darrian paid careful attention to defense planning throughout the 400s and 500s.

The uneasy peace in the Spinward Marches deteriorated throughout the 500s. In 589, after 10 years of border incidents, the Zhodani Consulate (in concert with the Vargr and the Sword Worlds) attacked the Imperium. The Darrian Confederation remained neutral; it seemed the wisest course at the time.



Darrian Physiology

It sometimes seems strange that the differences between human races should be so carefully documented. Every one of the forty-odd human races known has more in common with each other than any nonhuman race has with any other nonhuman race. Yet humans continue to catalog the differences between their own variant races.

The distinctive characteristics of Darrians can be divided into two categories: adaptive changes dictated by environment and chance mutations that genuinely change the genetic makeup of the race.

ADAPTIVE CHANGES IN DARRIANS

Darrian physiology is a direct result of 300,000 years of life on Darrian. The fact that Darrian's surface gravity is about half that of Terra's has allowed Darrians to grow taller and thinner than Terran counterparts. Typically, Darrians are 10 percent to 15 percent taller than the norm. The human norm on a 1G world is about 1.8 meters tall; Darrians average slightly more than 2 meters in height.

The lower surface gravity also affects average weight. Although Darrians grow taller, and marginally slimmer, their increased height also creates a small average weight increase. Typical Darrians mass about 78 kilograms compared to an average 72 kilograms for Terran humans. Of course, in Darrian's half gravity an average individual actually *weighs* only 36 kilograms.

GENETIC CHANGES IN DARRIANS

Chance genetic mutations within the Darrian population, if they are a positive force for survival, have been retained. Several have been identified by research scientists.

The most significant adaptation on Darrian is a mutation that allowed humans to digest an otherwise undigestible amino acid in the fruit of the Orchard Tree. Because the trait is universal, it must have occurred early on in human habitation of the world, probably after the first Orchard was established, but before the population was distributed to the five Orchards.

Darrians are poorly insulated because they do not develop subcutaneous fat layers very readily. Instead, their metabolism adjusts quickly to the available food supply, whether feast or famine. Vilani and Solomani women look with envy on their Darrian counterparts who have never heard of dieting. On the other hand, with ample food, a Darrian can be comfortable in a much colder climate because of this adjustable internal "furnace."

Protremelanin skin pigmentation protects Darrians from ultraviolet radiation, without the need for acquiring a tan, from birth. It absorbs UV light without darkening in response and controls vitamin D production in any amount of sunlight. Usual Darrian skin color is golden or greyish tan, and the Darrians' white or light-toned hair also reflects excess heat. Inter-marriage with Solomani immigrants (largely of Semitic stock) introduced somewhat ruddier skin tones based on melanin pigments and darker hair, but a child is born with one or the other skin pigment, not a mixture. This is only one of many genetic oddities about Darrian-Solomani interfertility.

Darrians are, on the average, somewhat weaker than Imperials

but have fast reaction times and acute sight and hearing. Dexterity is highly valued along with mental agility, and most educational systems in the Confederation attempt to develop both.

Certain Darrian traits have been traced to retroviruses present in the planetary environment. A few of these were able to meld successfully with the hominid genes from Terra and produced favorable adaptations. For instance, Darrians can metabolize and thrive on a high concentration of ozone in the high altitudes of their atmosphere. When this trait was studied during the Golden Age, the newer Solomani settlers elected to vaccinate themselves with the same retrovirus, so all humans in the Confederation now share this unusual tolerance. (It is obvious that some unfavorable infections must have occurred, but the altered DNA from these died out in prehistoric times.)

Nearly 40 percent of all Darrians are left-handed or ambidextrous. Equipment designs will reflect this, usually by being neutral as to handedness. Anatomists point out a larger than average bridge between the two halves of the Darrian brain as a cause for this trait as well as a factor in inventiveness and mathematical ability. Musical talent is also widespread.

Darrian pelvic structure is wider than Vilani in both men and women, and their legs go straight down rather than exhibiting the slightly knock-kneed skeletal structure of Solomani humans. Darrian footprints make two close, parallel lines, neither toed-in nor toed-out. Thus, although their balance is excellent (due to the broader base of support), Darrians will find it difficult to walk on a narrow beam. The broad pelvis also means that childbirth problems are rare for Darrians.

The small hydrosphere of Darrian prompted certain adaptations for water conservation. The variable metabolism mentioned earlier serves in place of profuse sweating to maintain a constant internal temperature when external temperatures climb. All excretion of water is minimized, though not as severely as in some desert animals of other worlds.

Darrian Technology

One of the first facts the casual reader finds when scanning the Imperial Second Survey for the Spinward Marches is the tech level for Darrian. Any world with a tech level above 15 is unusual, filled with promise of technological wonders that are not available throughout the Imperium. Darrian is a favorite stopover for adventurers. Its markets are full of goods—novelties, weapons, equipment—that are useful if only because its high technology is a relative advantage.

Energy: Darrian society long ago achieved the technology of high quality fusion power plants. Early radiation spill experiences with nuclear fission power plants, as well as pollution problems with fossil fuel power plants, made the clean, nonpolluting fusion power plants the desirable alternative. Effectively, all power generation, whether for the central power net for cities or for vehicle or isolated installation power supplies, is fusion based.

During Darrian's initial meteoric rise in technology, energy engineers successively conquered nuclear fission, solar, geothermal, and fusion power technologies. At the time of the Maghiz they were working diligently on the anti-matter problem and had reached a point where it was marginally economical to create anti-matter. That meant that as soon as the price and engineering improved sufficiently, antimatter energy systems would have been practical for (at least) city powerhouses and starship fueling. Unfortunately, it was then that the Maghiz struck. Two experimental anti-matter power centers had been constructed. The one on Darrian exploded when the flares hit; the one on Mire was destroyed 30 years later when an attempt was made to reactivate it.

Computers and Robots: Darrian technology has made extensive and profitable use of computers, integrating them into every aspect of their technology. Common computer technology in use rates about tech level 14, but with important distinctions. The Darrian experience with the Maghiz made them sensitive to the potential complications that another stellar flare could produce, and an increased dependence on fiber optics in computers is clearly visible. In many cases (especially with starship sensors and computers, vehicle computers and circuits, and life supporting equipment) the primary circuitry is fiber optic. This is in sharp contrast to Imperial practice where fiber optics serve only as a backup in the event of battle damage.

The Darrians use robots for manufacturing automation and for essential services, but they are universally special-purpose devices. The presence of human form, or of generally mobile robots, is effectively nonexistent on Darrian.

Communications: At the time of the Maghiz, Darrian had achieved substantial success in the implementation of meson communications systems. Both the Abh and the Udh Projects depended on meson communications systems for data transmission and telemetry. Current Darrian technology has regained that meson communications technology, but there has been little practical application of the principles.

Darrian communications needs are met by Zloril, the global communications monopoly. Its system of satellites and local relays produces a communications network that allows virtually instantaneous communications with anyone on or near Darrian's surface. Personal communications codes make it possi-

ble to contact anyone at any time, provided they want to be contacted. The network also allows access to the central computer service for message mail, computations, data base access, and centralized buying and selling.

Zloril recently established its StandIn message processing service. StandIn is a rudimentary pseudo-reality communications system. Subscribers are profiled as to preferences and personality, and an enhanced computer simulation of the individual answers communicator calls, providing basic answers to queries without ever actually bothering the subscriber. The caller never knows he has not actually gotten through to the real person. Priority messages are routed directly to the subscriber; important information is digested and kept in an easily accessible computer data file.

Medicine: Darrian medicine, like that of many other minor human races, has always been more developed in its purely mechanical aspects. Darrians, placed on a world where local biology was alien to human biology, took a long time to discover the basic principles of medicine. They were much quicker in discovering elementary trauma handling. In internal medicine surgery was advanced, but antibiotics were recent innovations brought by Solomani traders and refugees.

Environment: The most obvious of Darrian high-tech symbols have been the pictures of the world's grav cities. Four major cities on Darrian (one in each basin except Zlodh) are grav structures held aloft by grav modules, freeing them from the ordinary constraints of gravity on architecture. Rebhar was constructed as a mining construct, and it gradually makes its way along the mountainous rim of the Boyr Basin extracting metal ores from the rugged rock faces. Pororda, now a tourist center in the Rimb Basin, was originally designed as a sea farming center; it hovers above the waves of the Rimb Sea and provides amusement and recreation facilities. Kilulga, in the Abh Basin, hangs in the upper atmosphere above most of Darrian's cloud cover. Zehn Nyak in the Nyadh Basin is a migratory city, moving among seven different sites as the markets and seasons change.

Land Transportation: By the time of the Maghiz, Darrian had virtually abandoned land, or surface, transportation. Vehicles no longer travelled on the surface of the land or the water; instead, they depended on gravitics to travel through the air, whether close to the surface or at higher altitudes. Since gravitic transportation had been in use for more than a century before the Maghiz, other forms of transport were virtually nonexistent.

When the Maghiz struck, its electromagnetic pulse fused virtually every grav module on the planet. Those in operation plummeted like rocks. Those which were parked never rose again.

Modern Darrian transportation has been designed in response to the lessons of the Maghiz. Gravitic powered vehicles (air rafts, speeders, GCarriers) are winged craft capable of gliding to a landing in the event that the grav modules fail. Mass transportation systems are likely to be tube or rail systems rather than aircraft.

Water Transportation: Most water transportation on Darrian is recreational; boats are a favorite diversion for the Darrians. In the Polar Sea of Zlodh, however, the heritage of the Zlodh Empire and its seagoing fleets remains a powerful force. The establishment of undersea cities under the polar icecap created a need for submarine transport access to the cities. The distances proved too great for the construction of tunnels; the only access is with scheduled submarine service.

Space Transportation: Darrian starships have always shown a Solomani influence. Not only were the original Darrian ships

built from Solomani patterns, but Darrians have shown a preference for Solomani design features. Solomani design plans have been consistently imported by Darrian, and a small business of feedback and sharing of designs between Terra and Darrian has been established. Darrian ships may have fixed weapons mounts in the Solomani fashion.

The Darrian starship construction yards are capable of constructing tech 15 starships. Jump-6 capability is also possible, although the ships are most often constructed with jump-3 or less.

Personal Military: Visitors to Darrian often have high hopes of finding exotic tech level 16 weapons which are simply not available in the Imperium. They find that such weapons are not available; however, they usually don't go away disappointed. Darrian has available a wide variety of personal military

weapons, up to and including gauss rifles, personal combat armor, and fusion guns (FGMP-14 and FGMP-15). For individuals not concerned with price, Darrian is a weapons heaven.

Modern Technology: Modern Darrian technology is generally about tech level 13 for local products with a liberal sprinkling of tech level 14-15 products that are locally produced or imported from the Imperium. Most of the merchant ships are tech level 13, and the Navy is usually about the same with two very important exceptions. Top ships of the line are now imported from the Imperium (under an Imperial military aid program), and some technicians have come with them to maintain them. The Darrian Navy maintains two or three squadrons of tech level 16 warships of pre-Maghiz manufacture. These ships 16 warships were recovered from a stockpile of ships in the outer Darrian system in 390; they have been in service since.



Darrian Society

Society is the way in which people interact with each other. The formal and informal expectations that society has for its members and the restrictions that society places on its members shape the general behavior that one sees within that society.

Racially, Darrian society can be divided into three basic segments: natives, Solomani, and Aslan. Natives are the overwhelming majority, comprising nearly 75 percent of the population. Solomani (anyone with any identifiable Solomani genetic heritage) constitute 12 percent of the population. Aslan make up another 8 percent of the population. A small scattering of human and nonhumans make up the remainder of the population. There is no racial distinction between the population of Darrian and the population of the worlds colonized by Darrian.

Darrian society is a tolerant one easily able to accept many diverse beliefs and attitudes. This acceptance of differences may have been a reason why the Solomani, and later the Aslan, were so successful in their integration into Darrian society. Then again, acceptance of differences may spring from lessons learned about the benefits to be gained from such a social convention.

BASIC CUSTOMS

The specific customs of the Darrians vary from region to region, but some universal expectations exist.

Monogamous families are the norm, providing a pairing of individuals and a means for raising children. Aslan are normally polygamous, but Darrian Aslan tend toward monogamous relationships, even though traditional Aslan view such relationships as lower-class. Family name is inherited from the father and kept for life. A Darrian will be called by title, family name, and taken name, i.e., a merchant officer might be called Captain Dangri Rebhek.

Public education is the norm on higher tech worlds (any world with tech level 5 or higher). Depending on tech level, the educational process may be in small schools, larger consolidated schools, or even via electronic systems. The norm, however, is that all citizens receive a complete education through age 18.

At 18, young people are of age and begin their careers or professional educations. Advancement in a scholarly or professional career depends on originality of work and productivity. Rank is not as rigid a division of society as among some races. It is not uncommon for executives to have personal friends among craftsmen and students.

Religion on Darrian is a philosophical matter, an expression of personal belief about God and the universe. The social functions that many expect churches to fulfill (charitable work, emotional support, youth activities and counseling) are instead filled by a variety of associations, organizations, and by extended families. Many quasi-religious philosophies enjoy wide followings on Darrian, but the common societal conventions that encourage many diverse views also tend to keep such views from having any political power. Darrians tend to make a specific distinction between the philosophical or religious beliefs of the individual and their political beliefs. Many philosophical teachers have followings of those who agree with their teachings, but these do not form political power blocs.

A COMMON LANGUAGE

Darrian is blessed with a common language. At the time of the Maghiz, five different languages (one from each basin) were in common use, but only one (te-zlodh) was extensively used in the colonization efforts among the stars. After the Maghiz, Darrian also standardized on te-zlodh, at least in part, because the majority of survivors were in the Zlodh Basin. Te-zlodh is also known as te-zapet, which means the home language.

Although te-zlodh is spoken and understood on all Darrian worlds, there are distinct differences—dialects and accents which make it possible to identify a speaker's world and sometimes region of that world from a few short sentences. Te-zlodh also shows the effects of the many diverse scientific disciplines of Darrian; often it is possible to identify the occupation of a speaker from the jargon and specialized vocabulary he or she uses.

Te-zlodh has assimilated many loan words from various Solomani languages and from Aslan, making it sometimes possible for visitors to pick out recognizable or nearly recognizable words from an overheard Darrian conversation.

In past years Aslan have clung to their own language in addition to learning Darrian. Recently, however, more and more young Aslan learn only Darrian or Darrian and Anglic because of their usefulness in trade.

Government

Government within the Darrian Confederation consists of a number of superimposed layers. At the top is the government of the Confederation itself, an interstellar government of the worlds of the Darrian Group. Below that is the world government of each of the worlds in the Group. Finally, below the world governments are the regional and municipal governments of the individual worlds.

The Confederation Government: The interstellar government of the Darrian Confederation is a loosely formed bureaucracy which has three basic duties assigned to it: defense of the worlds of the Darrian Group, regulation of trade by all worlds of the Group, and the acquisition and dissemination of knowledge to member worlds. To fulfill these missions, the government bureaucracy is divided into five basic Ministries: the Ministry of Finance, the Ministry of Trade, the Ministry of Defense, the Ministry of Information, and the Court of Confederation Appeals.

The Ministry of Finance is responsible for taxation, without which the Confederation would not be able to function. Each member world owes a contribution to the Confederation based on its annual trade volume. In addition, the Confederation finances some of its activity through taxes levied on interstellar trade. Passengers arriving at any Confederation world are subject to a Cr25 arrival tax. Cargo is charged a Cr50 per ton transit fee when delivered to a world's starport.

The Ministry of Trade is charged with the regulation of trade between its worlds. Its jurisdiction encompasses all trade, including cargo transport and passenger travel, between worlds of the Confederation. It does not deal with trade between companies and individuals on worlds. The Ministry sets standards for quality and content for food products and pharmaceuticals. It maintains records on trade volume and statistics, and publishes data that helps marketers better understand their markets.

The Ministry of Information is a peculiarly Darrian institution. Because of the Darrian preoccupation with research, the Ministry of Information was created as a centralized system for recording the results of research and disseminating that information to all who want to use it. The Ministry of Information handles such diverse aspects of information as research subsidies, copyright registration, archival storage of all available information, publication of important data and statistics, and the establishment of standards for information transfer. The Ministry maintains the Court of Information to hear complaints of inaccuracy of information, including charges of slander and libel.

The Ministry of Defense maintains the armed forces of the Confederation. A small cadre of units are true Confederation units and answerable to no specific world. The majority of forces for the Confederation are local units raised by the individual worlds and kept on *reserve* status. In the event of emergency, these militia units are activated and placed under the command of the Confederation.

The Confederation Navy patrols its borders and trade lanes to deter incursion by enemy forces, to detect surprise attacks, and to suppress piracy and commerce raiders. The Navy also provides search and rescue assistance to distressed starships.

In addition to a permanent fleet of about 20 starships, the Confederation Navy is augmented on a rotating basis by local naval militias. Each world in the Confederation maintains its own naval militia which patrols its own system, providing much the same service as the Confederation Navy provides to the many systems of the region. Every year each naval militia provides one or more ships, complete with crews, to the Confederation Navy. These ships help increase the total available strength of the Navy to about 40 ships. The crews of the militia ships gain valuable experience in working with other ships from the Confederation, and everyone receives training in the latest available tactics and equipment.

The Confederation Guard is the military arm of the Ministry of Defense. A small training cadre is maintained to help establish military policy and to help train new recruits. The primary responsibility for army activity, however, lies with the local militias. Each world maintains its own militia and has responsibility for training and equipping its forces. Local militias traditionally include all adults, but most worlds succeed in recruiting and training only about 40 percent of the adult population. A few units are standard military units such as infantry or armor; the remainder are resistance units designed and trained to be guerrilla fighters in the event that the world is invaded. One principle that the Darrians believe in is prevention. The presence of resistance units is widely advertised, and guerrilla training operations are featured prominently in news reports.

The Darrian Confederation perceives (rightly) that the major threats to its territorial integrity come from the Sword Worlds and the Zhodani Consulate. Most military and naval strength in the Confederation is directed toward the Sword Worlds. The overwhelming strength of the Zhodani Consulate cannot be countered by traditional forces, and the Darrians understand that.

The Confederation Ministry of Defense maintains a third arm of military defense (in addition to the Guard and the Navy) called the Special Arm. The Special Arm is charged with the maintenance and operation of the Star Trigger. Long experience has shown that the Zhodani consider the Star Trigger a formidable deterrent, and the Darrian Confederation considers the device its ultimate weapon. The Special Arm maintains its own fleet of six starships, each capable of carrying a star trigger to a distant system and detonating it there.

The Court of Confederation Appeals is the supreme arbiter of disputes within the Darrian Confederation. It does not handle criminal cases (they are handled by the courts of each world); it considers civil cases which have already been tried and judged on a local world and are then appealed to the Court. In addition, the Court considers disputes between individual Confederation worlds and between the Confederation Government and its member worlds. The Court of Confederation Appeals has the power to overturn orders by the Confederation Government or to force compliance by the individual worlds.

The Confederation itself is governed by a council composed of one representative of each world in the Confederation. The council member is selected by the government of the individual world in whatever manner it deems appropriate. For example, the representative of Winston (a balkanized world) is elected by the leadership of all of the nations of Winston; the representative of Terant 340 (a charismatic dictatorship) is appointed by that world's dictator. Each representative is appointed for a term of four years and may be reappointed any number of times.

The appointed representatives for the Confederation Council meet in continuous weekly sessions in the Council Chambers on Mire for as long as their guidance and expertise are required.

The capital of the Confederation is Mire. The Confederation's bureaucracies are all based on Mire, as are all the required supporting bureaucracy for the Council. Each Council member is accorded an office on Mire with a supporting staff to handle basic correspondence, legal and other research, and the other details which must be dealt with by a major political figure.

THE GOVERNMENT OF DARRIAN

Darrian is ruled, like the worlds of Stern-Stern, Ektron, Rorre, and Trifuge, by a feudal technocracy. Feudal technocracy may take many forms, but it typically establishes a hierarchy of noble ranks based on technological achievement or responsibility.

In the case of Darrian, the supreme source of worldly power lies in the Darrian Council, a tripartite assembly of high-ranking individuals. The assembly is the legislative body for Darrian; members of the assembly are selected by it for leadership positions in the government such as Minister of Trade, Minister of Finance, Minister of the Environment, Minister of Information, and Minister of Defense. In addition, the Darrian Council is constitutionally required to appoint a fraction of Darrian's population (currently one in one million) as Knights of Darrian. The Knights of Darrian are the electors of the Darrian Council. The average population of Knights of Darrian is about 100,000; those knights elect from their own ranks 100 members of the Darrian Council. Election is for life and automatically raises the individual to the noble rank of Baron of Darrian.

Any member of the Darrian Council who is selected by the Council to be a Minister is automatically raised to the noble rank of Marquis of Darrian, although the Prime Minister is automatically jumped in noble rank to equal or outrank all other ministers. Second and subsequent elections to Minister for an individual usually involve a promotion in noble rank as well.

High noble rank on Darrian has its benefits. The Candidate Committee, responsible for drawing up the annual list of candidates for Knight of Darrian, is composed of all living Marquises.

Associates, friends, benefactors, and those who share common values and ideals with the Marquises are natural candidates for the list.

Nobles of Darrian are assigned, when they are appointed, a specific geographic region of Darrian (equivalent to about one square kilometer; about 300 per hex on a standard World Hex Map, IS Form 8). That region is the individual's constituency, and he or she has a sworn responsibility to represent and look after the needs of those who inhabit their specific territory. Territory without population is rarely assigned to knights. At times some territory is without an overseeing knight, and its inhabitants are permitted to express themselves to the baron overseeing the territory closest to them.

All noble rank on Darrian is granted for life, although it may be taken away by decree of the Darrian Council, usually for crimes against the state. Noble rank is not inherited, although higher ranking nobles are often successful in having their children granted knighthoods.

The Implementation of Government: The orders of the Darrian Council are conveyed to the bureaucracy of the government for implementation. Standing government agencies such as the Ministries, the local school districts, police forces, and environmental protection agencies are all financed by taxes levied by the Council, and they implement policies and laws which are decided upon by the Council.

The Participation of the People: The Darrian Council is a self-perpetuating organization, but it nevertheless has and recognizes its responsibility to address the needs of the people of Darrian. This responsibility is reinforced by the tying of each noble to a single square kilometer of land on Darrian and to its constituency. Public opinion is a powerful force in directing the activities of the nobles of Darrian.

The Courts: The Darrian legal system does not distinguish between criminal and civil wrongdoing. A lack of personal responsibility in handling relationships with others is considered just as criminal as theft or assault. As a result, all cases are prosecuted by the Darrian Counsel, an officer of the court who receives complaints and decides when to file charges.

Long ago, the people of Darrian discovered that their legal system produced many inequities (depending on whether the local Darrian Counsel would file charges or not) and sometimes long delays (as the courts became clogged with cases). Naturally enough, they produced an alternative.

Any case, criminal or civil, can be settled by arbitration. Individuals may enter into a binding contract to settle a dispute (including accusations of a crime) by taking it to an arbitrator who will listen to evidence, consider it, and make a ruling. Arbitrators are independent individuals hired by those party to the case being heard. In the case of genuine disputes, arbitrators attempt to mediate compromise solutions.

Arbitrators do not have the power to hand down jail sentences or capital punishment. As a result, criminals prefer to have their cases heard by arbitrators rather than the official courts. Victims of property crimes prefer to take their cases to arbitrators because they have a greater chance, if the perpetrator is convicted, of getting restitution and even punitive damages. Legal disputes concerning negligence or misdeeds are better handled by arbitrators because the case is settled faster and more efficiently.

On the other hand, the official courts are preferred for the prosecution of violent crimes because the criminal can be sentenced to prison (or death in capital cases).



The presence of arbitrators in the justice system has legitimized a third method of resolving court disputes: private settlement. Private settlement in lawsuits is a common occurrence. Under threat of lawsuit, either side may offer to settle in order to minimize the potential for losing. On Darrian, even criminal and victim may come to a private settlement. A beating victim with proof of his assailant may convince his attacker to accept an equal beating instead of a jail sentence; a robbery victim may negotiate a return of double his loss in return for pursuing the case no further.

GOVERNMENT SERVICES

One measure of any government is the services it provides. The government of Darrian was originally conceived as a hands-off government which would provide only essential or necessary services such as defense, roads, law enforcement, and environmental protection. However, as the population of Darrian has grown, the Darrian Council has been under greater and greater pressure to provide more government services to the population.

Every Darrian looks to his particular noble on the Darrian Council for help when he needs it. The increasing demands on the time and efforts of the Council nobles were enough for it to create (around -20) a governmental bureaucracy charged with providing for the needs of the people of Darrian. This generalized bureaucracy had no specific mission (such as finance, trade, or employment); instead, it was given a generalized responsibility to perform jobs that members of the Darrian Council assigned to it.

For decades, all assignments to the bureaucracy were channeled through the Council nobles. However, when the workload became too great, the Council began giving generic assignments to the bureaucracy, then referring its constituency directly to the bureaucracy. For example, when large numbers of constituents began appealing to Council nobles for help finding jobs, the Darrian Council assigned the task of finding or creating jobs to the bureaucracy. In turn, the bureaucracy created a special section within its department which would do the work. The Council nobles then simply referred all job-related questions to the special section on employment.

Where problems have been long-term, the bureaucracy has had long-term sections established (such as the section on employment). In other cases, the bureaucracy creates a section to deal with a problem (perhaps planning flood control along a specific river) and works until the situation is resolved. The section is then dissolved and its workers are reassigned to other sections needing personnel.

Library Data

The following information is generally available for individuals consulting any standard library data facility.

Abh: The first letter in the Darrian standardized alphabet. One of five basins on the surface of Darrian.

Abh Project: One of two Darrian research projects charged with investigating irregularities in the energy output of Tarnis. Its chosen method of sending an experimental probe deep into the interior of Tarnis resulted in massive disruptions of the star's energy balance, triggering the Maghiz. The Abh project was based in the asteroid belt located in orbit 1 of the Darrian system; all trace of the project was destroyed by the stellar flares the project triggered. See Udh Project.

Anselhome (C110588-8): A large asteroid which attracted colonists because of its wealth of ores. Living quarters are hollowed into the rock. Some of the atmosphere for the underground habitats is processed from the gasses put out by Anselhome's volcanoes. The only native life (whose existence amazed some scientists) are bacteria and lichens in the low-lying valleys.

Basin: Basic geographic feature on the surface of Darrian. Darrian has five isolated seas, each totally unconnected to the others. Each sea drains a basin; each basin is effectively an independent ecology.

Boyr: One of five basins on Darrian.

Cunnonic (E65767A-3): One of the less hospitable worlds which Darrian settlers colonized. Cunnonic's climate is cool but tolerable. Its many volcanoes are violently active on the average of at least once a year and cause earthquakes and tsunamis. By far the biggest obstacle to colonization was the presence of hostile native life. Large predators of several types ranged the one large continent, and poisonous trappers were common in the archipelagoes. Much smaller herbivores ruined many crops before effective deterrents for them were found. All in all, a very Earthlike planet for a people who had lived on a tame planet like Darrian to conquer. Perhaps because so many of the colonists were Solomani (who were used to such worlds), the planet's government split into eight factions. A higher tech level would be possible if these various factions would cooperate (especially on their starport), but that seems unlikely. Fortunately, these various groups rarely resort to outright warfare to settle their differences.

Daryen: Te-zlodh word for world; native name for the Darrian homeworld.

Darrian (A463955-G): Darrian is the technological center of the Confederation as Mire is the political center. Scientists are in charge of government and industry, paying careful attention to possible consequences before allowing changes. There are restrictions on the export of any artifacts of pre-Maghiz culture that still remain on Darrian.

Darrian Group: The twelve worlds originally colonized from Darrian when it began interstellar settlement: Condaria, Darrian, Ektron, Engrange, Ilium, Jacent, Laberv, Mire, Roget, Rorre, Spume, and 494-908. All but Condaria are members of the Darrian Confederation.

Darrian Confederation: An association of worlds inhabited primarily by members of the Darrian human minor race. The Con-

federation, consisting of 21 worlds, lies spinward of the Sword Worlds in the Spinward Marches.

The Darrian Confederation is an ally of the Imperium, and has been historically opposed to the Sword Worlds and the Zhodani Consulate.

Ektron (C322652-9): Ektron is a world with one of the shortest years in the Confederation. It has a very thin atmosphere requiring respirator/filter mask combinations for residents. A family of fruit trees on Ektron retains carbon dioxide in its leaves, which locals use to brew a carbonated tea. The tea is exported to other worlds of the Confederation as a novelty drink. Ektron's mountain leapers provide an insulating wool used for much of the local clothing.

Engrange (C554769-8): One of the worlds of the Confederation, Engrange was recolonized from Ilium in -40 and remains under Ilium's jurisdiction, though its population is fast approaching that of the mother planet.

Entrope (E336AAA-C): Entrope had a much better spaceport before the last takeover by the Sword Worlds. All facilities were destroyed to prevent Entrope from serving as a base for Darrian ships. The starport is still little more than a cleared space and a customs shed. Fuel may be obtained from the ocean since there are no gas giants.

Entrope's current leader is Major Kerin Yoldat, a war hero who was responsible for the coup that swayed Entrope's ground forces to the Darrian side at the time of the invasion that retook the planet. Major Yoldat is still investigating former collaborators and Sword World immigrants, expelling or imprisoning some of them. Weapons are not actually outlawed, but it takes a time-consuming background check to get a permit to carry one.

Entropic Worlds: A group of four worlds, including Entrope and its three neighbors.

Ilium (B444831-9): Ilium, except for its sulfuric taint, seems like a perfect Darrian planet with its warm, thin atmosphere and productive agriculture. This is because the pre-Maghiz Darrians terraformed its atmosphere by seeding bacteria and plants for decades before human colonists settled permanently. The sulfur was a by-product of their efforts to make the planetary crust out-gas more efficiently.

Ilium survived the isolated centuries fairly well, but remained at a very low tech level. Its inhabitants had gradually developed to about tech level 8 when they were recontacted from Mire. Today Ilium is a major naval base.

Jacent (A333644-D): Even though its atmosphere is very thin, Jacent is a habitable planet due to a high oxygen percentage in its air, primarily the result of extremely active marine plant life and Jacent's close orbit. The sea supports a broad native ecology which the human inhabitants make some use of, but only plants inhabit the land, and these are being displaced by imported species of more use to people.

The planetary congress consists of representatives from 25 administrative districts of the planet.

Laberv (B354443-7): A hospitable world, Laberv is less populated than might be expected. It is a major terminal for a criminal syndicate which makes life a bit difficult for local industrialists. More stubborn inhabitants have scattered into the hinterlands where this activity does not affect them. Very little work in the starport is done by machines. The syndicate totally controls the starport.

Maghiz: The devastation caused by the stellar flares of Tarnis in -925.

Orchard: An arrangement of specially selected trees created

by the Ancients. An orchard provided shelter and food for the Darrians when they were first brought to Darrian.

Onsorik: The Ancient responsible for selecting the humans from Terra that were transported to Darrian.

Mire (A665A95-B): One of the Confederation worlds, Mire has become an underground world, which allows the surface to be used for agriculture and natural preserves. Government is a major industry on Mire. Bureaucrats and military personnel are to be found everywhere. Most of the large corporations keep offices here.

Nosea (B2326BB-C): Nosea was named by explorers who were disappointed in the small hydrographics percentage of the world. Actual water coverage is about 5 percent; the remainder is ice-cap.

Nyadh: One of five basins on Darrian.

Rimb: One of five basins on Darrian.

Roget (B566777-9): A balkanized world, Roget was settled by large colonies of Aslan who preferred their own company and their own culture to assimilation with humans. Amicable meetings settle any questions involving the whole planet. The starport was built as a joint effort.

Rorre (D765657-3): A member of the Confederation, Rorre was colonized by Darrians who wanted to keep their pre-contact tech level while the rest of Darrian surged ahead. Ironically, it was the one colony that survived well when the first confederation fell apart in the Maghiz. Such technology as there is belongs to a small class who run the production of the planet. The most important industry of Rorre is tourism. Its long seasons allow extended vacations or sabbaticals for scholars and businessmen alike.

Spume (C140200-A): A Confederation world, Spume, like Anselhome, was colonized for resources rather than comfort. Its atmosphere is polluted with radioactive gasses from its few volcanoes. All inhabitants live in Dryavis, a domed village from which mining machines are directed by remote systems. These machines sometimes refuel at a lake near the village.

Stern-Stern (B321558-B): Stern-Stern specializes in heavy industry with considerable robotic help in the factories. The atmosphere is breathable but unpleasant enough that most residences have their own life support systems.

Stronghold: The Solomani base established on Darrian in -1521 when they first arrived on Darrian. Located on a high mountain plateau where the Rimb, Boyr, and Abh basins meet, it was intended as a secret retreat for Solomani in the event that public opinion turned against them. By -1450, the Solomani were an accepted part of Darrian society, and the Stronghold became known as a research and manufacturing center.

Tarnis: The primary star of the Darrian system.

Terant 340 (D1405A7-9): A desert world, Terant 340 was colonized under domes using strict water recycling. Terant's primaries have many interesting anomalies which intrigued the Darrian astrophysicists. The planetoid belts harbor enough resources to make self-sufficiency possible. Terant 340 is the largest chunk of circling debris prevented from coalescing into a planet by the disturbing influence of the white dwarf companion and three gas giants. The system has no other worlds between gas giant and planetoid size.

Torment (X233231-4): Torment is a prison planet for the most incorrigible of criminals, those whom Darrian psychologists have judged impossible to cure of violent tendencies. It is miserably cold and barren, consisting only of the one central village of convicts. They are required to work in mining and industry to pay

for the import of enough food to support them. The prison is run by a hierarchy of criminals who demand obedience from their fellow convicts. This obedience has little to do with law and order, as might be expected. They select their own successors before dying.

Trifuge (C446556-9): A member of the Darrian Group, Trifuge has the longest year of all the Darrian planets. Its giant primary keeps it warm even at 122 au from the star. It was first colonized as a company planet with heads of corporations providing housing and services for their employees. It is still run by industrial executives and their scientific advisers. Some relatively advanced native species are studied on Trifuge.

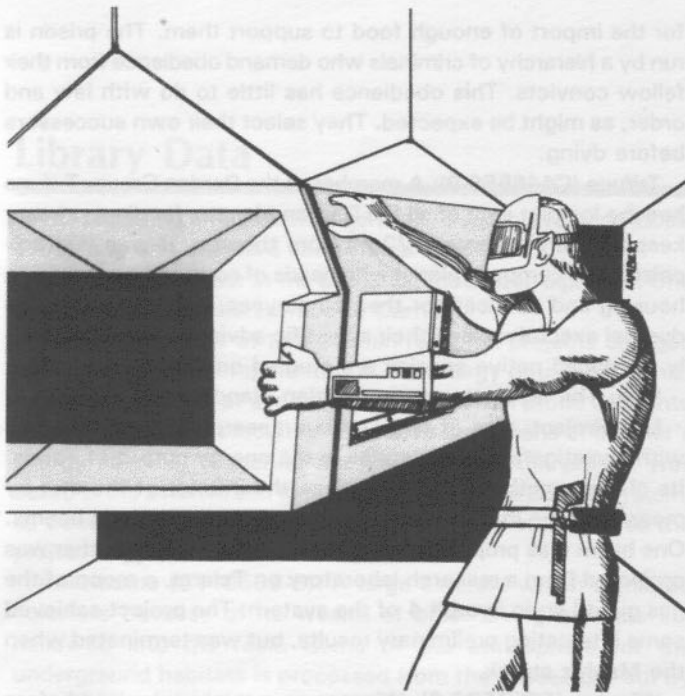
Udh: The last letter in the Darrian standardized alphabet.

Udh Project: One of two Darrian research projects charged with investigating irregularities in the energy output of Tarnis. Its chosen method was to analyze the interior of the star by measuring the interference of two intersecting meson beams. One beam was projected from Darrian itself while the other was projected from a research laboratory on Telaret, a moon of the gas giant Leryin in orbit 4 of the system. The project achieved some interesting preliminary results, but was terminated when the Maghiz struck.

Winston (E887573-6): Winston was thinly colonized before it was taken over and lost a great deal of its population and technology in repeated fighting with the Sword Worlds. Some nations are still sympathetic to the Sword Worlds, but most are loyal to Darrian.

Zamine (E897977-A): Zamine is one of four balkanized worlds in the Darrian Confederation. Through most of its history, this simply meant that its people disagreed about government. Disputes were typically settled in summit meetings and world courts rather than open warfare. However, in the last twenty years, Zamine has seen some very unDarrianlike violence. There have been increasing small wars, hostage takings, and violent demonstrations. Currently there is a civil war in Baruk, and several factions in Mabek Ladh are hostile to the Confederation. Starships are advised to approach landing sites in these nations with caution.





Much trade on Zamine is conducted by sea. At tech level 10, very little use is made of gravitics due to their high expense. The main products are agricultural products, ores and petroleum, and weapons and mechanical parts.

On Zamine, a day lasts nearly all year long. That is, the rotation period is 3.6 days and the orbital period is 4 days. The dense atmosphere tends to moderate the effects of these long days and nights, but the temperature is hot enough to please any native Darrian.

Zlodh: One of five basins on Darrian. The Polar Sea of Darrian is centered on the north pole of that world as well as centered in the Zlodh Basin.

494-908 (X893000-0): 494-908 is a barren, desolate world. The Darrian Navy uses the world for maneuvers and orbital bombardment practice and thus keeps other personnel out as a safety measure. A small ocean on the world surface is open for refueling purposes, but the rest of the world is off-limits.

THE DARRIAN NAVY

It is difficult to imagine now, but the pinnacle of Darrian civilization and technology was reached nearly a thousand years before the establishment of the Third Imperium. Technological levels of 13, 14, and 15 were common throughout the culture; in certain narrow fields, technology climbed to tech levels 16 and even early 17.

Darrian's interstellar navy, generally accepted as the forefront of any starfaring society, was characterized by tech level 16 starships, oddly enough, carrying tech level 17 air/rafts. Even today, two thousand years after Darrian civilization was destroyed by stellar flares, the Darrian Navy is built around a core of tech level 16 warships.

The number of tech level 15 warships expected by the Imperium to remain in service after 2,000 years is zero. The percentage of tech level 15 starships which *could* remain in service after 2,000 years, if the Imperium had a mind to keep and maintain them for longevity, is also zero.

Thus, survivability and endurance can be inferred to be two of the characteristics that Darrian tech level 16 starships have.

Probably fewer than two dozen Darrian tech level 16 starships

survive today. The force is divided into two squadrons: one oriented toward the Sword Worlds subsector; the other oriented toward potential Zhodani threats toward the core and spinward. Some naval analysts have postulated that a third squadron is in a deep reserve position, or oriented toward the Imperium, or used to equip elements of the Darrian Special Arm.

In addition, a small percentage of surviving Darrian tech level 16 starships were not originally of military design. At least four are reported to be merchant ships to which tech level 14 weaponry has been added. The implication is clear that tech level 16 ships have qualities that justify such a conversion, while such a conversion at tech level 15 or 14 would be inefficient at best.

Darrian's tech level 16 fleet is extremely capable of evading interception and efficiently breaking off from an engagement. Darrian tends to use the ships in massed formation in order to maximize their effect when they do appear, and to suppress their opposition as quickly as possible. These valuable ships are generally committed only when they will assure victory; damage must be avoided because the ships cannot, under any circumstances, be replaced.

The tech level 16 ships are difficult to service. Many parts and systems would be impossible to replace. They have served as important models and prototypes for Darrian naval and other technology. But much of their tech level 16 substance still eludes duplication or even approximation. Possession of examples of the technology does not necessarily create an ability to preserve that technology, much less duplicate it.

The Darrian Confederation Navy high-tech squadrons are carefully hidden from prying eyes. While foreign intelligence agencies certainly know about Darrian's secret base, few Darrians know its location. The Confederation discovered an enormous, dead, slow comet, a ball of ice 200 kilometers in diameter located jump-2 rimward of Zamine. Limited facilities have been constructed to support the fleet, but the major advantage is the lack of refueling facilities for any unauthorized vessels. Ships cannot casually call on this base and make sensor scans.

DARRIAN COLONIES

When the Maghiz obliterated the Darrian homeworld in -925, the myriad Darrian colonies, outposts, settlements, and research stations were suddenly on their own. Stable colonies—the extensive establishments on Mire, Engrange, Roget, Rorre, and Jacent—were capable of surviving independently of the homeworld. They set about their grim task.

Time worked against the others. The inner colonies and stations of the Darrian system were burned out immediately. Establishments in the outer system survived longer, but without ships to resupply them, they died a lingering death.

In other systems within the Darrian Group, the small stations were more fortunate. In anticipation of the coming electromagnetic pulse, those stations which could not sustain themselves were evacuated to the major colony worlds. Beyond the Darrian Group, Darrian's far-flung outposts were to have suffered the most.

There was an extensive presence in District 268. A research facility on Dawnworld continued to operate for several years until its operators finally died of old age. A Darrian mining colony in the Bowman Belt suffocated when resupply ships never arrived. Small outposts throughout the subsector died off when their expected relief ships failed to show up.

Darrian maintained several establishments in the Sword Worlds subsector. Mining colonies were in place on Colada and

Excalibur; they died when Darrian could no longer send out ships to pick up production and provide supplies. A pharmaceutical gathering station on Gungnir survived for nearly a hundred years before the last children of its original workforce died out.

DARRIAN TIMELINE

Date	Event
-300,000	Ancients transport Terran humans to Darrian.
-300,000	Final War destroyed Ancient bases on Darrian.
-200,000	Darrian flame pits begin to burn out.
-100,000	Extensive migrations on Darrian. Basins settled.
-15,000	Rise of the Zlodh Empire.
-10,000	Zlodh Empire gradually fragments into many kingdoms.
-1520	Itzin fleet arrives at Darrian.
-1511	Terran traders contact Darrians.
-1400	Terrans absorbed into Darrian mainstream.
-1410	Darrian begins space exploration.
-1270	Darrian exploration reaches 20 parsecs out.
-1000	Sun experiments begin.
-924	Darrians reach TL 16. Darrian's star destabilized.
-860	Darrians abandon space to concentrate on recovery efforts.
-399	Sword Worlds colonization begun.
-275	Mire returns to space.
-187	First Zhodani contact with Darrians.
-186	First Sword Worlds Confederation formed.
60	Imperial colonization of Spinward Marches begins.
147	Imperial Scouts contact Sword Worlds
148	Imperial Scouts contact Darrian.
450	Darrian Special Arm created.
489	Star trigger demonstrated.
585	Aslan arrive at Darrian.
589	First Frontier War begins.
595	Darrian alliance with Imperium.
604	First Frontier War ends.
604	Imperial Civil War begins.
615	Second Frontier War begins.
620	Second Frontier War ends.
622	Imperial Civil War ends.
979	Third Civil War begins.
986	Third Civil War ends.
1082	Fourth Frontier War begins.
1084	Fourth Frontier War ends.
1107	Fifth Frontier War begins.
1110	Fifth Frontier War ends.

Initial Character Generation

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

Roll personal characteristics: Strength (1D + 3), Dexterity (2D), Endurance (1D + 3), Intelligence (2D), Education (2D + 1), and Social Standing (2D).

Naming: In the Darrian culture every adult has three names. The first is the family name (zem te-mizbek). This is inherited from the father and is kept for a person's lifetime (a married woman does not change her family name). Family names usually refer to something from nature—an animal, a plant, or some natural phenomenon; for example, Barek (lightning bolt) or Terin (an oaklike tree). The family name is never used alone. The second name is the birth name (zem te-natel). This is given to a baby by its parents, most often immediately after birth. It most commonly refers to a characteristic or to a flower; for example, Ros (rose), Galyin (fair-haired), Yundis (curious). During youth and adolescence, the child is known by this name or a diminutive (Gali, short for Galyin, for example).

The third name is the taken name (zem te-rutin). When a Darrian reaches legal age (17 Darrian standard years, corresponding to 19.7 Imperial standard years), he or she chooses a name. In adult life, the person is known by this name. The name chosen is of particular significance to the individual. It may refer to someone (such as a parent or a great philosopher) that the citizen holds in high regard. It may refer to a career or an event of importance. Technically, almost any word can be used, and in many cases the literal meaning of the word may not apply (a Darrian named Kanyes may not actually be a sailor, just as a Terran named Taylor may not make garments). Oftentimes, Solomani names are used, but they have been converted into Darrian form. A few of the most common names are Geryen (explorer), Laris (penmaster, i.e., a writer), Rengil (an equine animal), Debhidh (David), Peter (Peter), Yander (Andrew), Zben (Sven), Kim (Kim), Rebhek (Rebecca), Rondigh (Rodrigo, Roderick), and Miryem (Miriam).

The taken name is used alone when a Darrian is addressed by a relative or close friend. Formal address is by family name and taken name. The full, three-piece name is used only in writing or for full identification. Titles are added before or after the name, as appropriate. Proper use of the name is essential to correct manners.

Terms of Service: Each term of service is four standard years.

THE PRIOR CAREER

A newly generated Darrian character must choose one of six services (Navy, Special Arm, Army, Merchant, Noble, or Academic) and attempt to enlist. Characters may enlist in any service. Only one enlistment attempt is permitted per character.

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

Draftees are not eligible for position during their first term of

service; they become eligible during the second or subsequent term of service if they reenlist.

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

Optional Rule: If the referee or player so elects, prior to character generation, a failure of the survival roll may be converted to injury instead. The character is not dead, merely injured, and leaves the service at the end of the current term (after recovery). The term of injury counts for mustering-out benefits, but the character does not receive an eligibility for a skill that term of service.

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

The Table of Ranks shows the ranks available. Achieving position awards rank 1. Promotions increase rank.

Promotion: In the same term of service that a position is earned, and in each subsequent term of service, a character may attempt to be promoted. Each service has a promotion number and DMs affecting that promotion throw. If a promotion is achieved, the character advances to the next higher rank in the service. A character is eligible for one promotion per term of service.

Skills and Training: During each term of service, a character has the opportunity to acquire personal skills and expertise. Allowances are made for the acquisition of new skills based on service, position, and promotion. The Basic Skill Eligibility Table shows when skills can be acquired.

Skills are received by rolling (1D) on the Acquired Skills Table, once for each skill allowed. There are four tables, each containing different types of skills. One of the tables is chosen before the die is rolled, and the single die roll determines the specific skill acquired. Of the four acquired skill tables, Table 1 (Personal Development), Table 2 (Service Skills), and Table 3 (Education) may always be used by any character. Table 4 (Advanced Education) is only available to those with Education 8+.

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

ENDING A CAREER

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

Reenlistment: Each character must roll for reenlistment at the end of each term of service. If the result is successful, the character may reenlist. If it is 12 exactly, the character must reenlist.

Retirement: A character may serve up to seven terms of service voluntarily and may leave after any term (provided mandatory reenlistment—a reenlistment throw of 12 exactly—does not occur). A person may retire after the end of the eighth term. Retirement grants an annual retirement pay (in addition to any mustering-out benefits). No more than seven terms of service may be taken unless required to reenlist by a throw of 12.

MUSTERING-OUT

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

The Muster-Out Benefits Table shows eligibility for benefits.

A character may freely choose which of the two tables rolls will be made on, but no one may consult the Cash Table more than three times during the mustering-out process.

Mustering-out Benefits

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

Retirement Pay: Any character who leaves the service at the end of the fourth or later term of service is considered to have retired and receives retirement pay. This pension is paid at the beginning of each year and may be collected at any class A or B starport within the Darrian Confederation. Retirement pay equals Cr 1,000 times the total number of terms served. Individuals in Statesman careers are paid a double pension.

Travel Allowances: The mustering-out procedure has a variety of benefits which may generally be called travel allowances. Such allowances take two basic forms: money or vouchers.

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

- **Vouchers:** Vouchers are similar to passages in basic **Traveller**; they provide transportation for the holder. Vouchers, however, provide free transportation (for the named bearer only) from a specified location within the Confederation to another location within the Confederation. Vouchers cannot be redeemed for cash, nor can they be sold. They allow the equivalent of middle passage and any number of stopovers. Each use of the passage must be toward, or in the direction of, the stated destination.

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

- **Weapons:** Weapons benefits are handled as discussed in the basic rules, with weapons selected from among those generally available to the Darrians.

- **Starships:** Starships are generally of the small trader types in the 400-600 ton range. Receipt of the starship benefit confers possession of the ship, but it also confers liability to make the monthly payments for the next 40 years, as well as to meet the normal operating expenses. Additional receipts of this benefit reduce the time remaining on the debt by 10 years each, so that a character receiving the trader benefit a total of five times could receive the starship free and clear of bank payments.

Characteristic Alteration: Finally, the Skills and Benefits Table makes provisions for some characteristic alterations. These tend to be increases in Education, Intelligence, etc. No characteristic may be increased beyond 15.

OTHER CONSIDERATIONS

The following are additional considerations for Darrian character generation.

Aging and Disability: Darrian characters age in the same manner as ordinary **Traveller** characters.

Skills: The skills presented here are similar to those available in the basic rules set. The basic rules set also discusses creation of new skills.

DARRIAN CAREERS

The six basic Darrian career types are general careers common and important to Darrian society.

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

Special Arm: Members of the component of the Darrian Confederation Navy who are charged with the deployment and use of the Star Trigger. Special Arm members are the elite of the Darrian Confederation armed forces.

Army: Members of the Army are the security force for the Navy and ground forces for planetary actions.

Merchants: Darrian Merchants have a somewhat wider role than their Imperial counterparts. They are not only the tradesmen, but they also serve as the reserve naval force and the exploration service for the Darrian Confederation (although in a much more informal way than the Imperial Scouts).

Nobles: Nobles are the ruling class of Darrian. Most have no actual voice in government affairs, but higher-ranking nobles participate in the decisions of the ruling council.

Academics: Professional individuals who are devoted to primary research and to instruction.

ENHANCED CHARACTERS

It is also possible for Darrian characters to be generated using the enhanced character generation systems of *Mercenary* and *Merchant Prince*. Although the Darrian Confederation does not have a Scout Service, Darrian characters can use the enhanced character generation system of *Scouts* under the assumption that they have joined the Imperial Interstellar Scout Service.

The enhanced character generation systems should be used as presented in the appropriate rules book.

A *High Guard* variant for Darrian characters is included in this module.

ASLAN CHARACTERS

Aslan characters generated as Darrian citizens should use the basic personal characteristics for Aslan (Strength (2D), Dexterity (2D-1), Endurance (2D), Intelligence (2D), Education (2D), Social Level (2D)) but generate the character using the Darrian character generation system. Aslan may substitute Dewclaw skill for Brawling when they receive that skill.

DARRIAN CHARACTER GENERATION CHECKLIST

1. Roll six standard personal characteristics: Strength (1D+3), Dexterity (2D), Endurance (1D+3), Intelligence (2D), Education (2D+1), and Social Standing (2D).

2. Select service and roll for enlistment using all applicable DMs.

A. If rejected, try draft.

B. Roll for survival.

C. Attempt position.

D. Determine skills allowed.

1) Automatic skills.

2) Acquired skills.

3) Specify cascade skills.

E. At age 34+, check aging.

F. Roll for reenlistment and return to 5B if successful.

3. Discharge and Muster-out.

A. Determine benefits.

B. Record characteristics and skills for later use.

BASIC SKILL ELIGIBILITY

For initial term of service.....2

Per subsequent term of service...1

Upon receiving position.....1

Upon receiving promotion.....1

MUSTER-OUT BENEFITS

Per term of service.....1

If rank 1 or 2.....1

If rank 3 or 4.....2

If rank 5 or 6.....3

If Noble (Social 11+).....2

ASLAN CHARACTERS

Aslan Darrians are generated with Strength (2D), Dexterity (2D-1), Endurance (2D), Intelligence (2D), Education (2D), and Social Standing (2D). They may substitute Dewclaw whenever Brawling is received as a skill.

DARRIAN PRIOR SERVICE TABLE

	Navy	Spl Arm	Army	Merchant	Noble	Academic
Enlistment	8+	10+	6+	8+	14+	8+
DM+1 if	Dext 9+	Dext 9+	Stren 8+	Stren 7+	Educ 11+	—
DM+2 if	—	—	Dext 8+	—	Intel 10+	Intel 9+
DM+3 if	Intel 8+	Intel 10+	Endur 8+	Educ 9+	Social 11+	Educ 10+
Draft	1	2	3	4	5	6
Survival	5+	6+	5+	5+	5+	5+
DM+2 if	Educ 8+	Educ 9+	Educ 6+	Intel 7+	Intel 8+	Intel 9+
Position	10+	9+	8+	6+	9+	8+
DM+1 if	Educ 8+	Intel 8+	—	Stren 9+	Educ 8+	Educ 9+
DM+2 if	—	—	—	Educ 8+	Intel 9+	Intel 9+
Promotion	9+	10+	8+	9+	9+	8+
DM+1 if	Social 8+	Social 10+	Stren 9+	Intel 8+	Intel 8+	Educ 9+
Reenlist	5+	5+	6+	4+	6+	5+

Characters cycle through this table during each term of service. The reenlistment die throw is required even if the character does not intend to reenlist; 12 exactly requires reenlistment. All rolls except draft are 2D.

TABLE OF RANKS

Rank	Navy	Spl Arm	Army	Merchants	Noble	Academic
1	Ensign	Ensign	Lieutenant	4th Officer	Knight	Teacher
2	Lieutenant	Lieutenant	Captain	3rd Officer	Baron	Asst Instructor
3	Lt Cmdr	Lt Cmdr	Major	2nd Officer	Count	Instructor
4	Commander	Commander	Lt Colonel	1st Officer	Marquis	Asst Professor
5	Captain	Captain	Colonel	Captain	Duke	Professor
6	Admiral	Admiral	General	Sr Captain	—	Dean

MUSTERING-OUT TABLES

Die	Benefits Table					
1	+1 Social	+1 Social	+1 Social	+1 Social	+1 Social	+1 Social
2	+1 Intel	+2 Intel	+1 Intel	+1 Intel	+2 Intel	+1 Intel
3	+2 Educ	+1 Educ	+2 Educ	+1 Educ	+2 Educ	+1 Educ
4	Weapon	Weapon	Weapon	Weapon	+2 Social	Voucher
5	Voucher	Voucher	Voucher	Blade	Voucher	Voucher
6	Voucher	Voucher	Voucher	Voucher	Voucher	Voucher
7	+2 Social	+2 Social	+2 Social	Trader	Yacht	Lab Ship

DM +1 if rank 5+ or Social Standing B+. Weapon benefits must be declared by type immediately; additional benefits of weapon may be declared as skill. Receiving yacht, lab ship, or trader a second or later time results in no additional benefit.

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

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

DARRIAN ACQUIRED SKILLS TABLES

1. Personal Development Table

	Navy	SPL Arm	Army	Merchant	Noble	Academic
1	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
2	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext
3	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur
4	+1 Intel	Gun Cbt	Gun Cbt	+1 Educ	+1 Intel	Brawling
5	+1 Educ	+1 Educ	+1 Educ	Blade Cbt	+1 Educ	+1 Educ
6	Vacc Suit	Blade Cbt	Brawling	Steward	+1 Educ	+1 Social

2. Service Skills Table

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

3. Education Table

	Medical	Medical	Medical	Navigation	Computer	Admin
2	Engineering	Tactics	Tactics	Engineering	Admin	+1 Educ
3	Navigation	Tactics	Tactics	Pilot	Liaison	Vacc Suit
4	Pilot	Computer	Computer	Computer	Gun Combat	Computer
5	Computer	Leader	Leader	Gunnery	Streetwise	Leader
6	Admin	Admin	Admin	Gun Cbt	Liaison	Jack-o-T

4. Advanced Education Table (only available to Social Standing A + 1)

	Medical	Medical	Medical	Medical	Medical	Medical
2	Navigation	Navigation	Tactics	Navigation	Computer	Computer
3	Engineering	Engineering	Tactics	Engineering	Admin	Admin
4	Computer	Computer	Computer	Computer	Liaison	Leader
5	Pilot	Pilot	Leader	Pilot	Leader	+1 Intel
6	Admin	Pilot	Admin	Admin	Jack-O-T	Jack-O-T

AGING TABLE

Term of Service	4	5	6	7	8	9	10	11	12	13	14+
Age	34	38	42	46	50	54	58	62	66	70+	
Strength	-1(7+)	-1(8+)	-2(9+)		
Dexterity	-1(6+)	-1(7+)	-2(8+)		
Endurance	-1(7+)	-1(8+)	-2(9+)		
Intelligence	unaffected before age 66	-1(9+)		
Education	unaffected by aging		
Social Standing	unaffected by aging		
Psi	unaffected before age 66	-1(9+)		

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

CASCADE SKILLS

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

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

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

Talent: Select one psionic talent from the list.

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

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

RETIREMENT PAY

Service of at least five terms in the same service merits a pension of Cr1,000 per term served.

The Darrian Language

A common language is used throughout the Darrian Confederation. It is called Darrian by the Imperial authorities and tezlodh, Daryene tezapet (the home language), or just tezapet, by Darrians. It traces its origins back to the dominant language of the Darrian homeworld in pre-spaceflight times but has been influenced by Anglic and other languages during the 2500 years since the arrival of the Solomani. Many Anglic loan words are found in Darrian, but they are heavily modified by the Darrian pronunciation and are barely recognizable. For example, cloud is rendered as ladh. A more extreme case is the noun rim (a dream) and the verb ramen (to dream).

There are two ways to write the Darrian languages. In precontact times it was written using a syllabary, much like the Japanese Kata Kana in construction (but not in actual form). This is called yaser te-yulep (the old script). With the arrival of the Solomani, a Latin alphabet called rome te-yulep (the Roman script) was introduced. The Latin alphabet replaced the old script, and now the yaser te-yulep is used only for legal documents, poetry and significant items. Newspapers, books and longhand are usually written with the new alphabet. The exception is on Rorre, where efforts are made to return to the older pre-Solomani ways, including the older forms of writing and few non-Darrian loan words.

WORD STRUCTURE

The meaning of a word is carried by its root of one to four consonants. Vowels signify grammatical meanings; for example, Doldine (a wind), Dalden (to blow), dilden (will blow), Doldine (windy). The language needs only a few prefixes and suffixes. The most important are te- (the definite article), -en (plural noun ending) and -e (adjective and adverb suffix for nouns). The genitive is formed by placing the owning noun after the owned noun; for example, te-yoldin te-zebar, the wind of the ocean. Stress is always on the first syllable.

SPECIAL GRAMMATICAL NOTES

The language contains an important word class: particles, which are monosyllabic words defining the meaning of a clause. They are always first in the clause. The most common are below.

Nos = question (Nos ni rumim? Do I dream?)

Ze = desire (Ze ni rumim. I wish to dream.)

Kon = amplification (Kon ni rumim. I dream vividly.)

Me't = iteration (Me't ni rumim. I dream often.)

Kas = uncertainty (Kas ni rumim. I am not sure that I dream.)

Tik = possibility (Tik ni rumim. I may be dreaming.)

Some Darrian words have been defined in this module. Others will be needed in any adventures requiring Darrian, primarily as individual names and world names. They can be generated using the random word generation system shown here. Words in Darrian, as in English, have definite letter frequencies and syllable patterns, and it is possible to randomly generate Darrian words using these. Syllables are formed from up to three sound elements: an initial consonant, a vowel and a final consonant. The sound frequency table shows the sounds and frequencies. These sounds produce four types of syllables: vowels (V), initial consonant plus vowel (CV), vowel plus final conso-

nant (VC) and initial consonant plus vowel plus final consonant (CVC).

Word Generation Table: Use two dice (one red and one white) to determine Darrian words. Word generation involves three steps: determining word length, syllable types and syllable components.

Word Length: Darrian words may be of almost any length, which can be produced by 1D and indicates the number of syllables. Or the player or referee may specify length.

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

Syllable Components: These are determined from the remaining tables. Determine the correct column (initial consonant, vowel or final consonant), then throw a die to determine which table to use, followed by two dice to determine the specific vowel or consonant.

DARRIAN SOUND FREQUENCY TABLE

Initial Consonants (216)

Sound Freq Pronunciation

B	17	bat
D	22	dog
G	7	gate
P	12	pin
T	8	time
TH	7	this
K	5	kind
M	10	mind
N	22	nice
Z	22	zoo
L	10	long
R	14	run
Y	6	yellow
ZB	4	z + b
ZD	5	mazda
ZG	2	z + g
ZL	3	z + l
MB	5	tomboy
ND	5	bond
NGG	3	finger
RY	5	very
LY	3	quickly
LZ	5	bells
LD	7	held

Vowels (45)

Sound Freq Pronunciation

A	8	lock
E	8	greet
EH	5	get
I	9	lite
IH	8	lit
O	5	go
U	2	loop

Final Consonants (216)

Sound Freq Pronunciation

BH	9	abhor
DH	9	that
GH	6	soft gargling
P	6	top
T	6	pot
K	9	lock
N	29	can
NG	12	ring
L	23	hill
R	29	bar
S	18	mess
M	15	tom
MB	6	tomboy
ND	6	bond
NGG	3	finger
YR	6	fire
LY	3	only
NY	3	any
LBH	3	l + bh
LZ	6	ills
LD	9	could

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

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

For initial syllables, or after CV or V.

DARRIAN WORD GENERATION

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

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

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

For syllables after VC or CVC.

INITIAL CONSONANT

1	1	2	3	4	5	6
1	B	B	B	B	B	B
2	B	B	B	B	B	B
3	B	B	B	B	B	D
4	D	D	D	D	D	D
5	D	D	D	D	D	D
6	D	D	D	D	D	D

2	1	2	3	4	5	6
1	D	D	D	G	G	G
2	G	G	G	G	P	P
3	P	P	P	P	P	P
4	P	P	P	P	T	T
5	T	T	T	T	T	T
6	TH	TH	TH	TH	TH	TH

3	1	2	3	4	5	6
1	TH	K	K	K	K	K
2	M	M	M	M	M	M
3	M	M	M	M	N	N
4	N	N	N	N	N	N
5	N	N	N	N	N	N
6	N	N	N	N	N	N

4	1	2	3	4	5	6
1	N	N	Z	Z	Z	Z
2	Z	Z	Z	Z	Z	Z
3	Z	Z	Z	Z	Z	Z
4	Z	Z	Z	Z	Z	Z
5	L	L	L	L	L	L
6	L	L	L	L	R	R

5	1	2	3	4	5	6
1	R	R	R	R	R	R
2	R	R	R	R	R	R
3	Y	Y	Y	Y	Y	Y
4	ZB	ZB	ZB	ZB	ZD	ZD
5	ZD	ZD	ZD	ZG	ZG	ZG
6	ZL	ZL	ZL	MB	MB	MB

6	1	2	3	4	5	6
1	MB	MB	ND	ND	ND	ND
2	ND	NGG	NGG	NGG	RY	RY
3	RY	RY	RY	LY	LY	LY
4	NY	NY	NY	NY	NY	NY
5	LZ	LZ	LZ	LZ	LZ	LD
6	LD	LD	LD	LD	LD	LD

VOWEL

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

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

3	1	2	3	4	5	6
1	E	E	E	E	E	E
2	E	E	E	E	E	E
3	E	E	E	E	E	E
4	E	E	E	E	EH	EH
5	EH	EH	EH	EH	EH	EH
6	EH	EH	EH	EH	EH	EH

4	1	2	3	4	5	6
1	EH	EH	EH	EH	EH	EH
2	EH	EH	EH	EH	EH	EH
3	EH	EH	EH	I	I	I
4	I	I	I	I	I	I
5	I	I	I	I	I	I
6	I	I	I	I	I	I

5	1	2	3	4	5	6
1	I	I	I	I	I	I
2	I	I	IH	IH	IH	IH
3	IH	IH	IH	IH	IH	IH
4	IH	IH	IH	IH	IH	IH
5	IH	IH	IH	IH	IH	IH
6	IH	O	O	O	O	O

6	1	2	3	4	5	6
1	O	O	O	O	O	O
2	O	O	O	O	O	O
3	O	O	O	O	O	O
4	O	O	O	O	O	O
5	U	U	U	U	U	U
6	U	U	U	U	U	U

FINAL CONSONANT

1	1	2	3	4	5	6
1	BH	BH	BH	BH	BH	BH
2	BH	BH	BH	DH	DH	DH
3	DH	DH	DH	DH	DH	DH
4	GH	GH	GH	GH	GH	GH
5	P	P	P	P	P	P
6	T	T	T	T	T	T

2	1	2	3	4	5	6
1	K	K	K	K	K	K
2	K	K	K	N	N	N
3	N	N	N	N	N	N
4	N	N	N	N	N	N
5	N	N	N	N	N	N
6	N	N	N	N	N	N

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

4	1	2	3	4	5	6
1	L	R	R	R	R	R
2	R	R	R	R	R	R
3	R	R	R	R	R	R
4	R	R	R	R	R	R
5	R	R	R	R	R	R
6	S	S	S	S	S	S

5	1	2	3	4	5	6
1	S	S	S	S	S	S
2	S	S	S	S	S	S
3	M	M	M	M	M	M
4	M	M	M	M	M	M
5	M	M	M	MB	MB	MB
6	MB	MB	MB	ND	ND	ND

6	1	2	3	4	5	6
1	ND	ND	ND	NGG	NGG	NGG
2	YR	YR	YR	YR	YR	YR
3	LY	LY	LY	NY	NY	NY
4	LBH	LBH	LBH	LZ	LZ	LZ
5	LZ	LZ	LZ	LD	LD	LD
6	LD	LD	LD	LD	LD	LD

Darrian Confederation Worlds

The worlds of the Darrian Confederation can be divided into three basic classes: the original colony worlds of the Darrian Group, the newer colonies, and the disputed worlds of the Entropic Cluster.

The original colony worlds were settled during Darrian's first push into space. They were picked out and colonies planted there before exploration was barely begun. The newer colonies (Stern-Stern, Zamine, Terant 340, Trifuge, Nosea) were settled in Darrian's second wave of colonization. The disputed worlds of the Entropic Cluster were the last of Darrian's true colonization efforts; Sword Worlds claims on the worlds have made them a continuing sore point between the two governments.

This listing provides basic information about the worlds which make up the Darrian Confederation. The text listing is divided into eight columns.

Hex: Hex is the hex number location of the system in the Spinward Marches. The first two digits indicate the column of hexes on the map; the second two digits indicate the hex row.

Name: The name of the mainworld in the system.

UPP: The Universal Planetary Profile for the mainworld of the system is given in the standard *Traveller* format.

B: The B column indicates the bases which may be present in the system. M indicates a Darrian military base supporting both Darrian Militia and Darrian Navy forces. N indicates an Im-

perial Naval Base permitted by the Darrian Confederation under a long-term lease.

Remarks: Additional information such as trade classifications is given under Remarks. Meanings for the remarks abbreviations are given below.

Data: Data consists of three digits. The three digits may be preceded by a travel zone code (A for Amber; R for Red). The three digits indicate successively the population level, the number of planetoid belts in the system, and the number of gas giants in the system.

Population Level: This number times 10 raised to the Population power given in the UPP indicates the population of the world. For example, Darrian has a population level of 2: its population is 2×10^9 .

Allegiance: All worlds in this list are Darrian Confederation worlds with an allegiance of Da.

Stars: The spectral classes and sizes of the stars in the system are provided under the headings Star1 and Star2.

ABBREVIATIONS

The abbreviations in the following list are used for trade classifications: Ag: Agricultural; As: Asteroid Belt; Ba: Barren World; De: Desert World; Ic: Ice-capped World; In: Industrial; Hi: High Population; Lo: Low Population; Nag: Non-Agricultural; Nin: Non-Industrial; Po: Poor; Ri: Rich; Va: Vacuum; Wa: Water World. Trade classifications are more fully explained in *Merchant Prince* and are used in the *Merchant Prince* trade and commerce system.

In addition, the following term is used: Ex: Exile Camp.

Mire is noted as the capital of the Darrian Confederation.

Hex	Name	UPP	B	Remarks	Data	Star 1	Star 2
0223	Stern-Stern	B321558-B		In Po	701	MO V	M3 D
0325	Laberv	B354443-7	M	nIn	834	F0 V	
0326	Ektron	C332652-9		nAg nIn Po	423	M5 V	
0421	Zamine	E897977-A		Hi In	223	M9 V	
0425	Engrange	C554769-8		Ag	701	M1 V	M3 D
0426	Illum	B444831-9	M		401	G3 V	M8 D
0427	Roget	B566777-9		Ag Ri	420	K8 V	M9 D
0526	Rorre	D765657-3		Ag nIn Ri	103	F4 V	M7 D
0527	Mire	A665A95-B	M	Hi Capital	110	M6 V	
0620	Winston	E887573-6		Ag nIn	501	K5 V	M9 D
0622	Terant 340	D1405A7-9		nIn Po De	523	G0 V	M5 D
0624	Jacent	A333644-D		nAg nIn Po	710	M6 V	
0625	494-908	X893000-0		Lo Ba nIn	R710	M1 V	
0627	Darrian	A463955-G		Hi	225	G1 V	M1 D
0720	Entrope	E336AAA-C		Hi	110	G6 V	M1D
0721	Torment	X233231-4		Lo nIn Po Ex	R820	G1 V	
0723	Trifuge	C446556-9		Ag In	210	M5 II	
0724	Nosea	B2326BB-C	N	nAg nIn Po	620	G0 IV	
0727	Spume	C140200-A	M	Lo nIn Po De	434	M7 V	
0820	Anselhome	C110588-8		nIn	601	M6 VI	MO D
0822	Cunnonic	E65767A-3		Ag nIn	502	MO V	

DARRIAN PLANETARY SYSTEM

The Darrian planetary system is described below using the format and data background from Scouts.

Orbit	Name	UPP	Remarks
Primary	Tarnis	G1 V	M1 VI companion in orbit 10
1	Planetoid Belt	G000021-B	
2	empty		
3	Darrian	A463955-G N	
4	Leryin	SGG	
7	Bebh	YS00001-F	
11	Telaret	Y300366-G	Research Laboratory
12	Zaladh	YS00127-F	
25	Iredh	G100000-F	
45	Zdos	YS00000-O	
55	Yimut	FS00400-F	Mining
150	Lubhilzadh	HS00300-F	Mining
5	Bidhes	SGG	
8	Poror	Y200317-G	Research Laboratory
55	Tildong	F300263-F M	
175	Zinadh	G300526-F	
6	empty		
7	empty		
8	empty		
9	empty		
10	(companion star)	M1 V1	
11	empty		
12	empty		
13	Panusam	LGG	
11	Nighis	Y213324-F	
40	Nelyegh	G300000-F	
45	Delung	G640266-F	Colony
14	Renadh	SGG	
15	Pondam	SGG	
Companion	Lilines	M1 VI	
0	asteroid belt	G000000-F	Automated Observation Station
1	Ranyat	H100267-F	
2	Bangan	G100366-F	

The Secret of the Star Trigger

Everyone knows the story of the Star Trigger, how a Darrian research project accidentally caused a series of stellar flares that devastated not only Darrian, but also the worlds within 10 parsecs of Darrian. The catastrophe, the Maghiz, was a singular event in the history of Darrian. Indeed, recovery from the Maghiz took more than 700 years, and in some ways Darrian technology has still not recovered from its effects.

Everyone also knows that the Star Trigger is the premier weapon in the Darrian arsenal. The Darrian Special Arm is a unique military force charged with the deployment of the Star Trigger against enemies of Darrian. Fortunately, the Star Trigger has never been used; its very existence has been an effective deterrent.

Although the research establishment (the Abh Project) that inadvertently created the Star Trigger was utterly destroyed in the wake of the stellar flares that it created, there remained records that would allow the trigger to be recreated. For a long time there was no need or desire to do so. But the rising threat of the Zhodani eventually prompted the Darrian Confederation Ministry of Defense to exhume the records and build a working model. After a successful demonstration in 489, the Special Arm was formed. Its ships were equipped with Star Triggers and dispatched to secret locations throughout the Confederation.

The Present Dilemma: Recently, the Darrian Minister of Defense was presented with an unexpected secret report. Its very existence has prompted a great deal of discussion among the upper reaches of the Darrian Council. That report casts doubt on the reliability of the Star Trigger. Remember that the entire strength of the Star Trigger is as a deterrent; actually using it is practically unthinkable. But the fact that the Star Trigger exists and that Zhodani agents can psionically confirm that fact make it a very effective deterrent.

Now, however, a limited number of leaders in the Darrian Council have received a report that casts doubt on the entire Star Trigger concept. Even if the report is false, some of the Darrian Council members have read it and believe it. If a Zhodani agent should catch on to this doubt, it could create a signal to the Zhodani that the Star Trigger is not the threat that they had previously believed it to be.

The Minister of Defense has taken steps to keep this problem contained. Only five members, three Marquises and two Counts, know about the problem. They have all agreed to wear psionic shield helmets to keep their thoughts from prying minds; nevertheless, a psionic shield will only delay the eventual sensing of this information. Something must be done.

The group of five, now designated the Problem Committee of the Darrian Council, has determined to resolve the situation. They have recruited the adventurers to help them. Their spokesman, Dr. Sotan Nevil, will handle all dealings with the travellers.

Dr. Nevil's Assets: Theoretically, Dr. Nevil can provide the adventurers with any asset they can reasonably use for the accomplishment of a mission. Realistically, he can provide basic transportation, permissions, living expenses, and some advice.

Dr. Nevil can provide a set of passes for interstellar travel aboard *Tharnitia Denus* transport ships. These passes are good

for travel anywhere within the Darrian Confederation.

Dr. Nevil has at his disposal a 40-ton pinnacle capable of travelling anywhere within the Darrian system. A GCarrier, which can be carried in the pinnacle, is also available.

Now the adventure begins.

THE ADVENTURE SYNOPSIS

The Darrian Star Trigger is a sham. Centuries ago (around 450), in the face of a growing Zhodani menace, a small core of Darrian military officers were charged with duplicating the stellar probe that set off the stellar flares of the Maghiz. They were unable to do so; in desperation, they created a fake Star Trigger and falsified a demonstration of its effectiveness. Since then, the Darrian Confederation Special Arm has used its Star Trigger as a deterrent to Zhodani invasion of Confederation territory.

Since it is nearly impossible to demonstrate a star trigger without devastating a star system, there have been no tests since the original demonstration. The careful documentation of that falsified test was sufficient proof for the personnel of the Special Arm and for the officials of the Darrian Confederation. And belief was Darrian's greatest asset. Zhodani psionic spies read not truth, but belief. Since Darrians believed, the Zhodani believed.

Now, Robt Farhune, a researcher at the University of Zlodh, has uncovered a sheaf of misfiled documents from the original Abh Project. This information was unavailable to the Special Arm in 450, and when it is compared to the Star Trigger, it betrays several vital differences. To the trained mind it becomes obvious that the Star Trigger is a sham.

Farhune, disturbed by what he discovered, has brought it to the attention of the Marquis Thehdh, a member of the Darrian Council (not the Darrian Confederation Council). Thehdh has in turn brought the matter to the attention of a few other nobles on the Council, and they have formed a de facto Problem Committee to deal with the situation. All involved realize that only a minimum of people can know about the situation. The more people who know, the greater the chance that a Zhodani agent will sense the problem, and the Confederation's deterrent against Zhodani aggression will be destroyed.

The Problem Committee, after careful consideration, has plotted out a course of action. Each of its five members has agreed to wear a concealed psionic shield helmet until the problem has been resolved. They have further placed all of their authority in the hands of the Marquis Thehdh, who must now do one of two things: determine that the Star Trigger actually does work or find a way to make it work. All of this, however, is being done by members of the Darrian Council. The Problem Committee realizes that no word of this problem can be allowed to leak out, not even to the Darrian Confederation Council.

The Marquis Thehdh, choosing to work under the name of Dr. Sotan Nevil (a professional pseudonym he uses to publish scholarly works), has made the acquaintance of the adventurers, and he enlists them to help him in this mission. He chooses the adventurers because they are available, because they are not part of the official bureaucracy (and thus less likely to be spied upon by Zhodani agents), and because (if absolutely necessary) they can be killed off with few complications.

As Dr. Nevil, the Marquis Thehdh plays a rich, eccentric professor; someone who can indulge in strange expeditions on a whim, and someone who often undertakes researches which have no real value. He cultivates that image because it conceals

his true purpose, and misdirects the adventurers from the secret of his researches.

THE FIRST ADVENTURE

Dr. Nevil's first meeting with the adventurers begins well. He is a gracious host as the group meets at his apartment on the undersea campus of the University of Zlodh. To begin with, he distributes to each adventurer a psionic shield helmet, which he asks everyone to wear. He points out that these light framework models can be unobtrusively interlaced in the hair and should be worn continuously until the assignment is over.

Dr. Nevil says that he is working for the Darrian Council (not the Darrian Confederation Council) about a matter of great urgency. Few people know or understand that the original reason for the Abh Project was to pinpoint the causes of certain irregularities in the energy output of Tarnis. Although the Maghiz overwhelmed any such considerations 2,000 years ago, they remain a potential danger to Darrian today. If the Abh Project could be revived, it might be possible to determine the cause of those irregularities, find remedies for them, and avoid the occurrence of any future Maghiz.

Dr. Nevil says that he wants the psionic shields worn to avoid the risk of Zhodani psionic eavesdropping picking up clues about his project.

The Mission: The Abh Project, shortly before the Maghiz in -925, sent a complete backup of all of its readings, data, and observations to the University of Zlodh on Darrian. The entire package, a crate about one cubic meter, was placed in the University Library and in the chaos of the Maghiz was completely ignored. Dr. Nevil knows of the existence of this crate from references in the documents Farhune brought him. The first step Dr. Nevil must take is to find this crate, knowing only its identifier as X-135-SF.

The adventurers must follow clues and leads until they locate the crate. After locating the crate, they must recover it or obtain copies of its documents and return with these copies to Dr. Nevil.

Referee: Computer searches provide a variety of information about the crate. It was received by the University of Zlodh in -924 (according to University archival data files). It was sent to the Confederation Archives on Roget in 324 where it remained until 990 when it was taken on extended loan by Professor Ranir Zentil. It remains today in his study on his estate in the Rimb Basin.

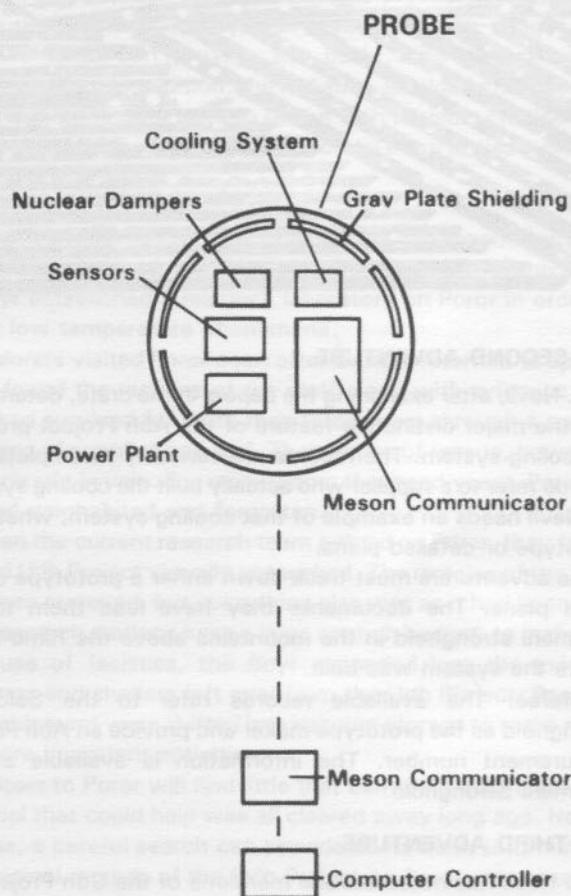
In effect, the adventurers will have to track down the crate (in computer searches; perhaps from references in Professor Zentil's book) by travelling to Roget and the Confederation Archives. From there, they must return to Darrian and the professor's estate in the Rimb Basin. They must then convince Zentil's grandson (Zentil is long since dead) to let them take the crate or make copies of its contents.

INTERLUDE

At some point, Dr. Nevil must communicate with the other members of the Problem Committee. Although he will make reasonable efforts to conceal his conversation from the adventurers, one of them should be allowed to overhear it. In the course of the conversation, the group then becomes aware of three important facts: The Special Arm Star Trigger is a sham; Dr. Nevil is attempting to find out how to produce a working star trigger; and the work the group is doing will probably lead to that result.

The ABH Probe

Originally a physical monitor to delve deep into a star.



The Abh Probe vents vaporized tungsten alloy into the stellar interior in order to keep its own interior heat down. The local concentration of metal vapor is forced into a column reaching back to the stellar surface. Under the influence of the Udh Probe meson beams, the column triggers stellar flares within ten hours.



THE SECOND ADVENTURE

Dr. Nevil, after examining the papers in the crate, determines that the major distinctive feature of the Abh Project probe is its cooling system. The records are curiously incomplete, but they do refer to a supplier who actually built the cooling system. Dr. Nevil needs an example of that cooling system, whether a prototype or detailed plans.

The adventurers must track down either a prototype or detailed plans. The documents they have lead them to the Solomani stronghold in the mountains above the Rimb Basin where the system was built.

Referee: The available records refer to the Solomani Stronghold as the prototype maker and provide an Abh Project procurement number. The information is available at the Solomani Stronghold.

THE THIRD ADVENTURE

Dr. Nevil has noted several mentions of the Udh Project (in the files he has) and, in a flash of insight, realizes that he knows almost nothing about it. During the adventurers' last mission, he had delved more deeply into its history and must now investigate the Project's two test sites on Telaret and Poror in the outer system.

The adventurers must take Dr. Nevil to the outer Darrian system and assist him in exploring two scientific sites almost 2,000 years old.

Referee: The entire purpose of this adventure is to develop an understanding of the Udh Project. On Telaret the investigators can find the basic information they need about the Udh Project's meson communicators. On Poror they can find out more information to fill out their knowledge. There was originally an installation identical to the one on Telaret on Darrian, but it was destroyed in the Maghiz.

THE FINAL ADVENTURE

Dr. Nevil spends a lot of his time thinking. He comes to his own conclusions and feels that he has no responsibility to share them with the adventurers. In the course of his investigations,

he has learned the true nature of the Abh Star Probe and he has all the information he needs to solve his problem. He has confirmed to himself that the Special Arm Star Trigger does not duplicate the Abh Probe and so could not work even if what the Abh Probe did was a trigger. He has also found enough information to make an educated guess as to how to create a working Star Trigger. Now he needs only to convey that information to the proper authorities of the Special Arm.

He knows that the adventurers will be viewed by the Special Arm as a security risk because they have been part of this research project. In deference to his working relationship with the adventurers, Dr. Nevil has arranged for the group to be paid. However, they must now make their way out of the Darrian Confederation before Special Arm agents catch them.

Special Comments: There is never any reason for the adventurers to know about the Star Trigger's problems, or even that the Star Trigger is involved. Smart adventurers would be careful about what they say to Dr. Nevil and what they let him know that they know. On the other hand, smart adventurers should catch on fairly quickly that they are dealing with the technology of the Star Trigger, and, if they are careful, they could learn the secret themselves.

The ultimate value of this adventure is the discovery of the secret of the Star Trigger. The Imperium would pay any price (within reason) for such a weapon. So would almost any other government. But who would dare sell it and hope to remain alive? This is the stuff that adventures are made of.

THE ESTATE IN RIMB

The Rimb Basin occupies about one quarter of Darrian's circumference and straddles the equator. Like all basins on Darrian, the Rimb Basin is surrounded by high, almost unclimbable mountain ranges. At the center of the basin is the Rimb Sea. Within the basin, major rivers drain the land to the north, west, and south, but the eastern region of the basin is a desert with infertile, rocky soil and numerous beautiful canyons.

The eastern region, never good for agriculture, has always been recognized for its beautiful vistas. For those who can afford an estate in this region and the costs of transportation to

the population centers, it is an ideal location.

Ranir Zentil was a professor of history at the University of Zlodh between 975 and 1003. During that time, Professor Zentil devoted his researches to the history of the University of Zlodh. In 995 he published his *The University Of Zlodh and the Rebuilding of Darrian*. In the years afterward, he enjoyed considerable prestige at the University because of his general positive view of the University as a benefit for Darrian.

In 1003, Zentil retired to his estate in Rimb, and he devoted the remaining three decades of his life to building and improving that estate.

The estate is situated on the floor of a box canyon and covers approximately three square kilometers. Access is possible overland through the canyon's mouth or by air.

The estate buildings include a main house, a maintenance building, and a retreat. The main house is a ten-room domed structure with a central common area which provides direct access to the individual rooms. The maintenance building, connected to the main house by a tunnel, is about 500 meters south and serves as a garage for air/rafts and ground vehicles. The retreat, built into the wall of the canyon about 500 meters north of the house, was originally intended as a study by Professor Zentil. Since his death, his papers have remained there undisturbed. Those papers include the crate X-135-SF.

THE UDH PROJECT ON TELARET

Telaret is an inner moon of Leryin, the innermost gas giant of the Darrian system. As the largest of the satellites of the giant, it was naturally selected by scientists when they decided to place a research station farther out in the system.

Telaret currently has a research station on its surface. Established in 789 by the University of Nyadh, the laboratory is concerned with vacuum phenomena.

The original research station on Telaret was established by the University of Zlodh in -935 as part of the Udh Project. It was a small operation, built to be left unattended for long periods of time.

The project on Telaret consisted of a powerful meson communicator modified to provide a high power beam. In many ways, the device resembled a meson gun. Its purpose was to provide a meson beam that would intersect another beam (generated at the University of Zlodh) deep within the interior of Tarnis.

When the Maghiz struck, those on Telaret were initially in shadow and unaffected; they were forewarned by the sudden brightening of reflected light on the gas giant. However, the chaos that the Maghiz brought doomed the staff, and they soon became convinced that they had but a few months to live. In those few months, they completely dismantled and stored away all the hardware of the project, leaving only the cast steel mounting brackets anchored to bedrock. At that time it seemed obvious that anyone who came later would look in the radiation-shielded shelters that were part of the compound.

The next visitors to Telaret, however, did not arrive for over six hundred years. During that time, nearly all record of the Project site on Telaret was lost. A rockslide covered the entrances to the shelters, hiding them from any casual investigators. To casual observers, it looked like the project was cleared out before the Maghiz. There weren't even any bodies of project personnel since they had all retreated into the shelters to spend their last hours.

The current research laboratory was built over the existing

mounting plates, further obscuring the available information about the previous Udh Project on Telaret.

Visiting the site on Telaret can be very profitable to an inquiring individual. Activity near the current research laboratory long ago obscured any tracks in the dust of the world surface. But searching farther afield may eventually turn up isolated tracks that range over the plains of Telaret. In the vacuum of this world, tracks remain until they are disturbed; tracks from 2,000 years ago are as fresh as those from yesterday.

Eventually, tracks can be found that lead to a rear entrance to the shelters. Those shelters hold the basic information necessary to understand what was being done on Telaret. Removing the meson communicators is probably too big a job to be undertaken casually, but carefully taken images and measurements can provide the basic data necessary for understanding. In addition, the radiation-shielded shelters contain a complete data backup of the Udh Project. Precise data on the location of the research station on Poror is also included.

THE UDH PROJECT ON POROR

Poror is the innermost satellite of Bidhes, the second gas giant in the Darrian system. Recently (about 1050), the University of Boyr established a research laboratory on Poror in order to study low temperature phenomena.

Explorers visited Poror soon after Darrian returned to space. They found the remains of the staff along with evidence that they had survived for more than three years through a careful rationing of supplies and fuel. Their hopes of rescue, however, were clearly in vain. For more than a thousand years, Poror remained uninhabited and forgotten.

When the current research team arrived on Poror, they found the old Udh Project virtually untouched. The remains of the staff had been removed, but everything else was as it had been left. Few research stations have a large enough budget, to make the best use of facilities, the Boyr expanded into the existing buildings and shelters left over from the Udh Project. Records and equipment were shifted into vacuum storage to make room for more important activities.

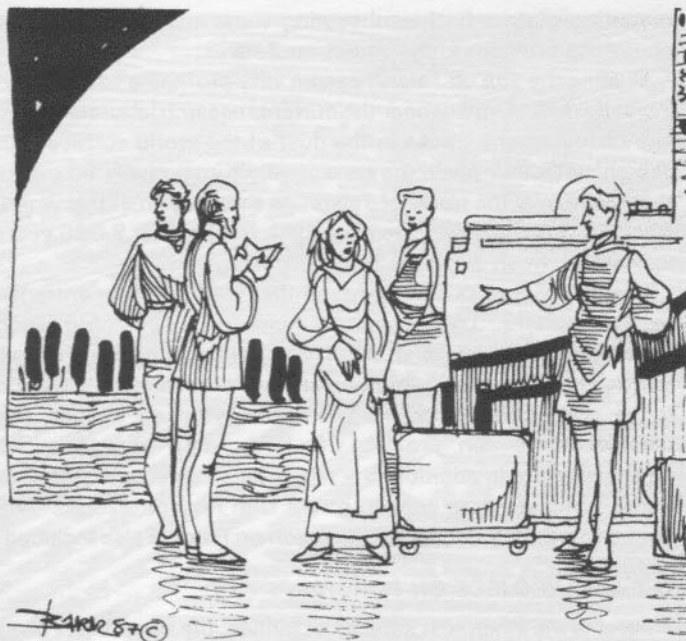
Visitors to Poror will find little that can really help them; the material that could help was all cleared away long ago. Nevertheless, a careful search can provide some basic information: the original records of the Udh Project on Poror are contained in vacuum storage. Checking them very carefully can at least provide the nature of the experiment on Poror.

The Udh Project on Poror was concerned with sensing the interference of two meson beams intersecting deep within the interior of Tarnis. If the beams could be made to intersect at a shallow angle, and if Poror is at a steep enough angle to both beams, it can detect the disruptions in meson flow. Those disruptions are influenced by the conditions within Tarnis, and, as a result, those conditions can be sensed.

THE RECORDS CRATE

When the Abh Project sent a backup of its records to the University of Zlodh, the shipment was completely routine. Complete downloads of all the project's computer files, personnel files, and current background readings were included, as were basic project reports and planned activities for the next year.

Upon arrival at the University of Zlodh Library, the crate was noted as received and stored in a receiving room. As was typical for such backup shipments, there was no need to unpack the crate or to do anything further with it until someone needed its



information. No one ever called for it.

The crate, labeled with an acquisition number, X-135-SF, remained in the University of Zlodh Library for nearly a thousand years. In the early centuries there was never enough manpower to clear out something as obscure as a library back room. Later, careful archivists could not bring themselves to throw out any of the hundreds of thousand-year-old crates, even though no one had the time to open them and research their contents.

Eventually, an archivist arranged the transfer of many of the records crates from the University of Zlodh to the Confederation Archives on Roget. In 324, the crate was classified as statistical records and shipped to Roget along with 430 other crates. Shipping records in the University of Zlodh Library computer data banks reflect this, identifying the crate as "Abh Project Statistical Records circa -924; ID No. X-135-SF."

Once in the Archives on Roget, the crate was similarly ignored until the mid-700s, when it was reclassified as historical records and moved to a different part of the archives. It did, however, retain the same identifier: X-135-SF.

In 1005, University of Zlodh history professor Ranir Zetil, researching in the Confederation Archives, discovered the crate marked X-135-SF and obtained it on extended loan, using it to support a chapter of his book, *The University of Zlodh and the Rebuilding of Darrian*. He never returned the crate of documents, and it remains in the hands of his grandson on an estate in the Rimb Basin.

THE CONFEDERATION ARCHIVES ON ROGET

The Confederation Archives on Roget is located in the starport city of Zan Parnog. The characters will have no trouble locating the Archives complex; it is an imposing structure consisting of five buildings, each one hundred stories high, surrounding a central core and connected by skyways at various levels.

The Confederation Archives were originally maintained on Mire, but as more and more office space was required to support the Confederation bureaucracy, the Confederation Council was persuaded to transfer the archives to Roget. The move was also intended to provide some government spending on Roget. The Archives Complex, built in 320, was originally only

twenty-five stories high. Successive additions have extended the height to 50, 75, and now 100 stories.

The Complex has a distinctive numbering system for rooms and areas within it. The buildings are numbered 1 to 5, floors are numbers 00 to 99, and rooms are numbered 000 to 999; building, floor, and room numbers are combined to identify specific locations within the complex. For example, the ground floor reception area for building 1 is 100001: room 001 of floor 00 of building 1. Not all floors have 999 rooms. An identifier with a negative sign indicates a basement or subbasement: -102003 means the subbasement (2nd level underground) of building 1, room 003. Room 000 on each floor is reserved for the catalog of item lists for items on that floor; floor 00 in each building is reserved for an overall catalog of the contents of the building; floor 00 of building 1 is a complete contents list for the entire archives.

Ideally, the catalog of the Archives would direct anyone to the precise documents which they are looking for. That is not always the case. Anyone looking for X-135-SF will quickly find that there is nothing under that number. The adventurers may undertake any number of search strategies; ultimately, hard searching will reveal to them that the crate is on extended loan to Professor Ranir Zetil of Darrian.

Zlodh technology made possible a great many wonders on Darrian. While many marvel at Darrian's flying cities, an equal wonder is the undersea city of Zlodh. Created as the bloom of grav technology spread across Darrian, it lies on the floor of the Polar Sea beneath the North Polar icecap.

A network of grav generators mounted in a latticework of metal struts keeps the seawater at bay. Unlike the classic domed undersea structures, Zlodh's lattices snake in hundreds of directions, bulging out to cover settlements and factories, narrowing in again to cover transportation lines, small housing developments, and businesses. The grav generators constantly repel the waters above the lattice, creating strong currents around all of the city. Since the currents also carry waste heat upwards away from the city, the icecap above it has melted.

Transportation to Zlodh takes two forms: the undersea tube line, a 500 km rail system which connects with Drozh, a port city in the southeastern Zlodh basin; and the air terminal on the icecap directly above Zlodh with direct transport on a vertical grav shaft to the city 2,000 m below.

The city of Zlodh has two major attractions: the sea farms and the University of Zlodh. The sea farms are a major food resource for Darrian and provide a wide variety of tasty seafoods.

THE UNIVERSITY OF ZLODH

The University of Zlodh, located in Zlodh under the polar icecap, typifies the Darrian penchant for learning. The University has an open admissions policy designed to make the greatest of learning opportunities available to the greatest number of people.

The University of Zlodh began as an ordinary institution of higher learning, just as the other basin universities of Darrian did. However, this university was unique in that it survived the Maghiz. Located in an undersea city, shielded by an icecap, and supported by extensive seafarms, it felt only minor tremors when the stellar flares of the Maghiz hit. It was natural for the Darrian people to turn to the University for help, and it was natural for the University to jump at the chance.

Professor Ranir Zetil chronicled the role of the University in

the years following the Maghiz in his master work, *The University of Zlodh and the Rebuilding of Darrian*. His basic point was that the University held vast stores of knowledge and information, and it worked tirelessly to use that information to rebuild the world. The major problem on post-Maghiz Darrian was that the devastated population was barely sufficient to handle the basic needs of society; there were too few people to simultaneously pursue basic life support needs, such as food raising and industrial production, and to conduct the basic technological research that Darrian had pursued for the last several centuries.

The University of Zlodh took two steps that helped in the rebuilding. It first established a Rebuilding Foundation dedicated to any information that would help rebuild Darrian. The Foundation provided an analysis of the major power generation system of the Rimb Basin and trained personnel to run it. With a power net in operation, it was possible to reopen the mechanized farms of the Rimb Basin and eventually repopulate the cities of Rimb. The Foundation trained and equipped teams of technicians who visited now abandoned factories, preserving their equipment and machinery against the day when they would again be needed. It disseminated information on growing crops to regions where the population desperately needed food, but had no experience or training in agriculture.

The University of Zlodh also redefined its own role in the educational process. It shifted its teaching role from the traditional classroom one to a more evangelical one. More classes were provided by remote means such as telecast or recording or robot instructors. Equivalency credits were made easily available to anyone who could pass standardized tests. And the University of Zlodh encouraged what is now a revered pastime for many Darrians: secondary research.

With so much of its time devoted to rebuilding, the University of Zlodh necessarily had to cut some programs. Yet research has always been considered a basic part of any university. By encouraging secondary research, the University essentially educated the public about the need for research. With the public engaged in secondary research, there was naturally created a need for original or primary research, if only to give the secondary research hobbyists material to examine. Finally, the University established the central data net for Darrian as a method of sharing secondary research findings with other secondary researchers.

Throughout the rebuilding of Darrian, the University of Zlodh showed a firm guiding hand. One result of its work has been the instilling of a genuine appreciation for higher education and research throughout the entire population of Darrian.

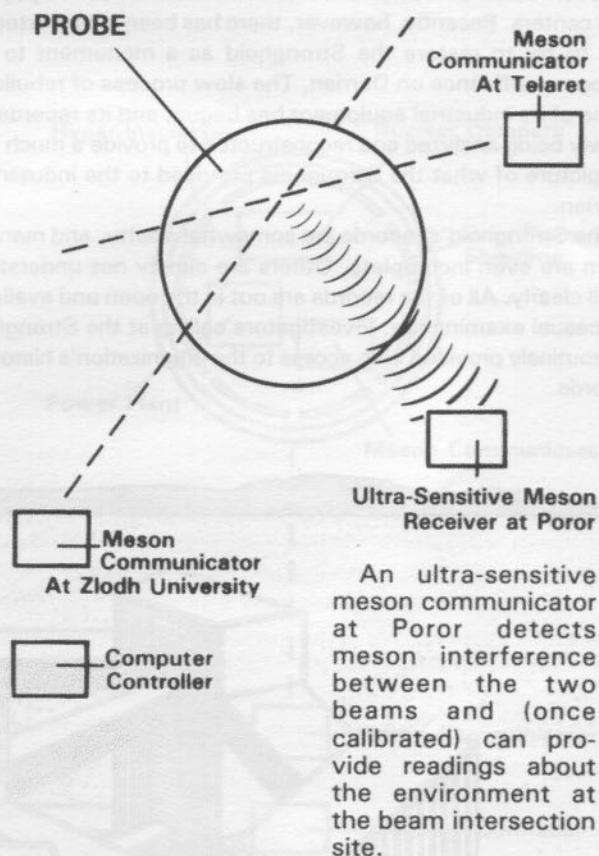
THE SOLOMANI STRONGHOLD

When the Solomani originally arrived on Darrian, they had no way of knowing precisely what their reception would be. In light of this fact, it would have been foolhardy of them not to provide an escape mechanism for themselves. They did so by establishing a stronghold on a high mountain plateau where the mountain borders of Rimb, Boyr, and Adh meet.

The stronghold is surrounded by high mountains and is virtually inaccessible except by air. Secret mountain passes were blasted into the mountainsides to allow access by a few people at a time from the Boyr, Rimb, and Abh Basins. The stronghold itself was equipped with the best of Solomani technology: metal-forming machine tools, quality control sensors

The UDH Probe

Originally a remote monitor to provide data readings for any point within a star.



The intersection of the beams, both intended to decay at the same point, creates an energy imbalance at certain regions within the star.

When used on a highly metallic region of the star (the area seeded by coolant from the Abh Probe) stellar flares are triggered within ten hours.

and extensive data bases. It was in this stronghold that the Solomani built the prototypes of many of the high-tech items that they shared with the Darrians.

Within 50 years, the Solomani were completely accepted into Darrian society. The secret stronghold was no longer necessary because the introduction of limited grav technology made it readily accessible by air anyway. Over time, the Stronghold became an industrial center devoted to working at the leading edge of technology. When the Abh Project needed a cooling system for its probe, they came to the Stronghold for help. The Stronghold produced the tungsten cooling system prototype that was used in the Abh Probe.

The Stronghold was almost destroyed by the Maghiz. Its remote location made rebuilding it a very low priority, and its function could be better filled at other sites closer to population centers. Recently, however, there has been a concerted effort to try to restore the Stronghold as a monument to the Solomani influence on Darrian. The slow process of rebuilding some of its industrial equipment has begun, and its records are slowly being analyzed and reconstructed to provide a much better picture of what the Stronghold provided to the industry of Darrian.

The Stronghold's records are somewhat spotty, and many of them are even incomplete. Others are simply not understood at all clearly. All of the records are out in the open and available for casual examination. Investigators calling at the Stronghold are routinely provided with access to the organization's historical records.

THE UDH STAR PROBE

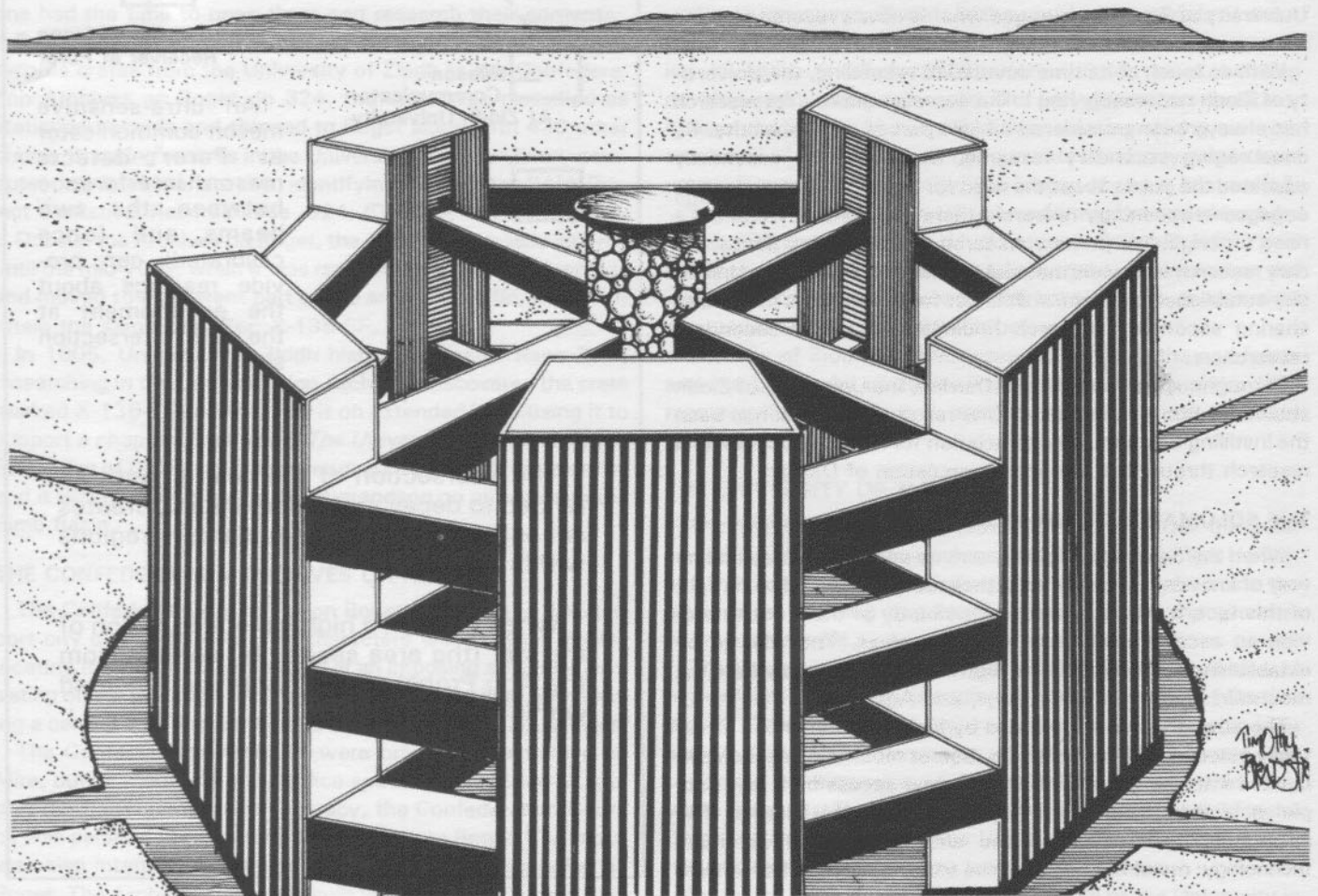
The Udh star probe was based on sensing disruptions in two intersecting meson beams to determine the conditions within a star. One meson beam was generated on Telaret; the other was generated on Darrian itself. The reading of the disruptions was conducted on Poror.

THE ABH STAR PROBE

The Abh star probe was a traditional approach based on sending a physical probe deep into a star. Nuclear dampers suppressed stellar fusion interactions near the probe, and to withstand the heat it was subjected to, the probe used a tungsten coolant system that vented gaseous tungsten as it vaporized. Sensors on the probe sent readings on the local environment.

THE SPECIAL ARM STAR TRIGGER

The Darrian Special Arm Star Trigger was created in 480 by the Darrian Special Arm. Based on the Abh Probe, it was known by a select few of the Darrian leadership that it did not work, but it was deployed anyway in order to have an operational deterrent. Special demonstrations (as much for the benefit of the Special Arm staff as for enemies of Darrian) convincingly proved that the Star Trigger worked; generation after generation of Darrians then believed that it worked because there was no reason to doubt it. In many ways, the Darrian star trigger was the perfect deterrent. As long as it was not used, it served its purpose admirably.



THE SECRET OF THE STAR TRIGGER

The Darrian Special Arm never understood how the Star Trigger actually worked. Driven by a need to have one and faced with failure after failure, they were eventually forced to fake a Trigger.

This adventure, however, contains enough information for the secret of the Star Trigger to be unraveled.

The Abh Project Probe was the basis for the Special Arm Trigger. However, the Special Arm was unable to uncover complete plans for the Abh Probe and so missed the details of the tungsten cooling system. Instead, the Special Arm used better quality grav plate shielding and heavy insulation to protect the probe. Their probe is capable of descending deep into a star, but it does not trigger novae or even stellar flares.

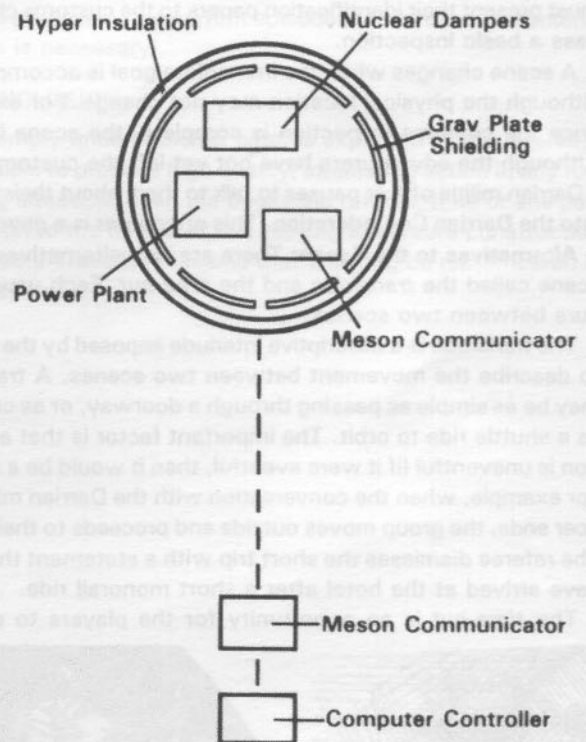
The Abh Project itself used tungsten coolant that was vented as it vaporized, forming a column of metallic vapor leading from the star surface deep into its interior. This vapor alone is not sufficient to create stellar flares, but it does create the necessary conditions for the flares.

The Udh Project, operating in parallel with the Abh Project, was trying to measure interior conditions of Tarnis, but using an entirely different technology. Its system used the interference patterns of two intersecting meson beams to produce signals that a meson receiver could detect. The Udh Project was unaware that the Abh Project had launched a probe, and, at the same time, the Udh Project was using its meson beams to try to produce readings on its receiver.

The interaction of the Udh Project's meson beams with the Abh Project's tungsten vapor seeding of Tarnis' interior was what actually produced the Maghiz. Neither project bore full responsibility for the disaster; both actively (and in ignorance) participated in producing it.

The Star Trigger

Created by the Darrian Special Arm in the 400's based on their understanding of the Abh Probe.



The Star Trigger is sent deep into a star, where intense temperature overwhelms the insulation and shielding. The presence of the Star Trigger, when overwhelmed, sets up discontinuities in the stellar interior and creates a series of flares within ten hours.

(The design of the Special Arm Star Trigger is deficient; it does not, in fact, work.)

The Structure of Adventures

All adventures have a structure that helps to make the events carry an appearance of realism and drama, and that allows both the players and referee to know what to expect.

SCENES

The basic component of every adventure is the scene. A scene is a single situation which presents continuous action in one place. The purpose of the scene is to provide challenge and information to the adventurers. Each individual scene allows the adventurers to discover some fact, acquire some information, accomplish some action, or deal with some non-player characters. For example, four adventurers arriving at Darrian must present their identification papers to the customs clerk and pass a basic inspection.

A scene changes when the immediate goal is accomplished, although the physical location may not change. For example, once the customs inspection is complete, the scene is over. Although the adventurers have not yet left the customs area, a Darrian militia officer pauses to talk to them about their journey into the Darrian Confederation. This encounter is a new scene.

Alternatives to the Scene: There are two alternatives to the scene called the *transition* and the *time-out*. Each usually occurs between two scenes.

The *transition* is a descriptive interlude imposed by the referee to describe the movement between two scenes. A transition may be as simple as passing through a doorway, or as complex as a shuttle ride to orbit. The important factor is that a transition is uneventful (if it were eventful, then it would be a scene). For example, when the conversation with the Darrian militia officer ends, the group moves outside and proceeds to their hotel. The referee dismisses the short trip with a statement that they have arrived at the hotel after a short monorail ride.

The *time-out* is an opportunity for the players to discuss

among themselves the events they are dealing with. The actual events of the adventure stop as the players give their opinions, discuss their options, and make their decisions about future actions. The period of discussion is a substitute for the normal thought processes of the adventurers, and may take more or less time for the players than for the characters. For example, one player suggests that they tour the starport before they leave for the hotel (he is a merchant character and wants to look for potential cargo bargains); another feels they should take the first available monorail car; still a third wants to go to a local restaurant for supper. Their discussion of the pros and cons of their possible actions is a time-out.

EPISODES

An episode is a specific developed situation which is integral to, but distinct within, a continuing adventure. An episode reflects one or more specific goals that are necessary to the progress of the overall adventure. Episodes are general in nature; they can be described in a few short sentences. Each episode builds on the previous ones, and the sum of the previous episodes is an overall adventure.

Episodes are roughly sequential: one is finished before the next one begins; each builds on the results and consequences of the previous.

An episode is defined by the scenes it contains. But there is nothing to preclude scenes from several episodes from happening together or becoming intermixed. For example, one important episode in the *Secret of the Star Trigger* is the meeting between the adventurers and Dr. Sotan Nevil. The episode consists of several scenes: the initial encounter at the hotel, an evaluation by Dr. Nevil whereby he decides that the group is one he would like to hire, and an invitation to the group to visit his home. The referee manages these episodes knowing the purpose of each; while the players may perceive the purpose in one way, the referee may perceive it differently through the eyes of Dr. Nevil. Perhaps the characters are attempting to impress their potential patron, while the patron instead sees only self-important bumbles.

Later in the adventure, the group must search the Archives on Roget for a specific packing crate. The many scenes involved in the search are all taken together as one episode: the search of the archives.

ADVENTURES

An adventure is a remarkable or exciting undertaking involving danger and unknown risks. An adventure is a story in role playing. It has a beginning, a middle, and an end. Along the way, the characters participate in the events, and they decide what courses of action are taken. Through those decisions, the ultimate result of the adventure is achieved. An adventure is the sum of the episodes within it. The excitement comes from exciting episodes; the gratification comes from considering and understanding what the many episodes together mean.

The *Secret of the Star Trigger* consists of three adventures. Each has a goal, a beginning, a middle, and an end. In this particular case, the beginning of each subsequent adventure is founded on the end of the previous one.

CAMPAIGNS

A campaign is a connected series of adventures dealing with a central theme. Many campaigns are geographical (with adventures connected as the adventurers travel from location to



location) or astrographical. Campaigns may be unified by other central themes such as a mystery, commercial or trade ambitions, military operations, alien contacts, exploration, scientific research, or other topics.

The *Secret of the Star Trigger* is a campaign. Its adventures are bound together in such a way that only at the end, when everything has been done, do the players finally understand what has happened.

THE STRUCTURE OF ROLE-PLAYING ACTIVITY

Consider this same structure from the top down. A group of players regularly get together to play **Traveller**. Their adventures into the Darrian Confederation is to be their current campaign. They have already travelled from their starting world in the Imperium to Darrian, and they are now ready to begin an adventure on Darrian. A preliminary adventure (just to get the players going) might involve an effort to locate and recover a lost cargo lander somewhere in the mountains of the Rimb Basin, and can be broken down into five episodes: being hired for the job, finding the probable location of the downed lander, travelling to the site and locating the lander, examining the lander, transporting it back to a company warehouse, and finally claiming payment from the company.

Each episode is divided into a number of scenes, each of which somehow furthers the adventurers' progress in the resolution of the episode. The episode involving locating the lander (from orbital scans) includes a large number of scenes in which the adventurers arrange for the orbital scans (probably from a variety of sources), find maps of the area in available data banks, and

analyze the terrain that affects location and recovery. Some blocks of terrain may not have maps available for them, creating scenes for making maps from orbital scans. Some orbital scans may be faulty and force reliance on older maps. Movement between scenes requires a transition; transitions may take time, but because they are uneventful, they do not require attention from the players.

At some point in the episode, one or more players may evolve a plan on how to recover and transport the downed lander. The discussion between the players about their plans is a time-out. That discussion might decide that the only practical method of recovery is aerial, and the only economic method requires a hot air balloon.

The referee can choose to ignore structure and just let the progress of the adventure wander. Players can say what they are doing and the referee just tells them what happens. Adventures played this way are often aimless; they depend on the inspiration of the players. Instead, the referee should briefly sketch out the purpose of the current episode (no more than a sentence or two is necessary).

IN CONCLUSION

By simply understanding what is expected of the referee, it is possible to produce high quality, interesting action in any role-playing situation. Even the beginning referee, if he or she pays attention to the details of role-playing adventure construction, can create **Traveller** sessions that will long be remembered by the players.



Darrian Enhanced Naval Characters

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

Some procedures are changed to reflect the different nature of the Darrian Navy, Darrian society, and Darrian culture. Darrian characters may be human or Aslan. The Darrian *High Guard* Character Generation Checklist serves as a guide to the procedure.

Initial Preparation: Characters are normally generated by rolling the six basic characteristics for the individual. Human characters throw Strength (1D + 3), Dexterity (2D), Endurance (1D + 3), Intelligence (2D), Education (2D + 1), and Social Standing (2D). Aslan characters throw Strength (2D), Dexterity (2D-1), Endurance (2D), Intelligence (2D), Education (2D + 1), and Social Standing (2D).

Enlistment: Characters may enlist in the Confederation Navy or a local planetary navy. Throw 9+ to enlist in the Confederation Navy; if unsuccessful, throw 7+ to enlist in a planetary navy. The Confederation Navy operates at tech levels 14, 15, and 16. The planetary navies operate between tech levels 8 and 15. An appropriate Darrian homeworld must be selected for characters serving in a planetary navy.

Automatic Commissions: Characters with high social levels (Social Standing 10 or higher) are automatically commissioned at rank OO once they have enlisted.

Initial Schooling: Characters who have enlisted are eligible for Flight School at the expense of the Navy. Any character is eligible and may apply; Flight School must be taken during the first term of service. A graduate of Flight School is commissioned with Rank O1.

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

Branch Selection: The Darrian Navy has seven branches; they are assigned to a character after he or she joins, but after any schooling. Crew branch is only available to enlisted characters. Engineering, Gunnery, and Technical are available to both enlisted and officer characters; Command and Flight are available only to officers. Flight branch is automatic for flight school graduates.

Special Arm: Members of the Confederation Navy may be assigned to the Special Arm upon request and a throw of 10+. An application may be made once per term of service. Once assigned to the Special Arm, the character remains in the Special Arm for the rest of his service.

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

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

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

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

ment resolution. Confederation Medals are awarded from the decoration throw and can be used to provide DMs for the promotion throw.

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

Reenlistment: At the end of each term of service, the character must make the reenlistment throw to be allowed to reenlist. A throw of 12 exactly requires reenlistment.

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

Decorations: Darrian decorations consist of Wound Badges and Confederation Medals.

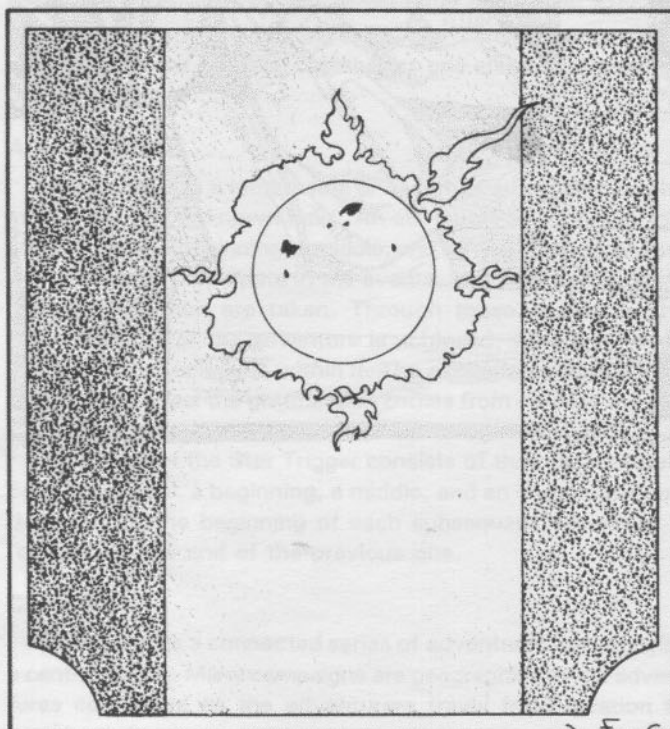
Wound Badges: Individuals who receive wounds while in battle are awarded Wound Badges to recognize their sacrifice for Darrian. A wound is received if the character makes the survival throw exactly while on Battle or Strike assignment.

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

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

Confederation Medals are awarded in classes ranging from Confederation Medal 1st Class (the lowest or most common) to Confederation Medal 10th Class or higher. Confederation Medals are received when the die roll for decoration (with DMs) exceeds the required decoration throw. The class of Medal is the difference between the modified die roll and the required decoration throw. For example, if the decoration throw is 8+, and the modified die roll is 12, then the individual receives Confederation Medal 4th Class.

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



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INITIAL CHARACTERISTICS

Generate the six personal characteristics: Strength (1D+3), Dexterity (2D), Endurance (1D+3), Intelligence (2D), Education (2D+1), and Social Standing (2D).

ASLAN CHARACTERS

Aslan Characters: Any Darrian may be an Aslan. Generate Aslan characteristics with Strength (2D), Dexterity (2D-1), Endurance (2D), Intelligence (2D), Education (2D+1), and Social Standing (2D).

ENLISTMENT

Confederation Navy.....9+
Planetary Navy.....7+

AUTOMATIC COMMISSIONS

Nobles (social level 10+) automatically receive a naval commission with rank O0 upon enlisting.

Others are eligible for commissions through Officer Training.

THE SPECIAL ARM

A character in the Confederation Navy may apply for transfer to the Special Arm once per term of service. An application is successful on a throw of 10+.

Assignment to the Special Arm is permanent for the remainder of a career.

Characters in the Special Arm are never assigned to shore duty or training; reroll if such an assignment occurs.

FLIGHT SCHOOL

Open only to rank O0 as the first term of service (4 years).

Admission 9+ +2 if Dext 9+
Success 7+ +2 if Intel 8+

Graduates throw 4+ (on 1D) for: rank O2, Pilot-3, Navigation-1.

They automatically receive rank O1 upon successful graduation.

BRANCH SELECTION

	<i>Enlisted</i>	<i>Officer</i>
1	Engineer	Engineer
2	Engineer	Engineer
3	Gunnery	Gunnery
4	Technical	Technical
5	Crew	Command
6	Crew	Command
DM +2 if TL 16.		
Automatic: Flight branch if flight school graduate.		

COMMAND DUTY

Officer Branch	Throw
Command	7+
Flight	8+
Engineering	9+
Gunnery	10+
Technical	11+
This table is used only by commissioned officers rank O1+.	
DM -2 if rank O2-.	
DM +2 if Social A+.	
DM +1 if Education 9+.	

SPECIFIC ASSIGNMENTS

Die Roll	Assignment
2	Shore Duty
3	Special Duty
4	Siege
5	Strike
6	Patrol
7	Training
8	Patrol
9	Strike
10	Shore Duty
11	Special Duty
12	Battle
13	Battle
DM: DM -1 if rank E1 to E9 and Education 6+.	

ASSIGNMENT RESOLUTION

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

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

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

For Survival, DM equals Pilot skill level.

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

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

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

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

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

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

SERVICE SKILLS

Die	Navy Roll	Shipboard Life	Shore Life	Petty Officer	Command Officer	Staff Officer
1	Brawling	Zero-G Cbt	Brawling	Vacc Suit	Vehicle	Computer
2	+1 Stren	+1 Dext	Vehicle	Blade Cbt	Gun Cbt	Electronic
3	+1 Educ	Blade Cbt	Fwd Obsv	Gun Cbt	Ship's Boat	Gun Cbt
4	Vacc Suit	Mechanical	Vacc Suit	Mechanical	Pilot	Admin
5	+1 Endur	Ship's Boat	Liaison	Medical	Ship Tactics	Ship Tactics
6	+1 Dext	Vacc Suit	Vehicle	Leader	Leader	Computer
7	+1 Endur	Zero-G Cbt	Fwd Obsv	Zero-G Cbt	Leader	Ship Tactics
8	+1 Educ	Commo	Vacc Suit	+1 Educ	Pilot	Pilot
9	Admin	Admin	Survival	Instruction	Vehicle	Admin
10	Vacc Suit	Jack-o-T	Battle Dress	Admin	Fleet Tactics	Fleet Tactics
DMs:	+4 00+	+4 00+	+4 00+	+2 E5 + +4 E7 +	+2 04 + +4 07 +	+4 Psi B +

BRANCH SKILLS

Die	Crew	Flight	Gunnery	Engineering	Special Arm	Technical
1	Mechanical	Vacc Suit	Fwd Obsv	Mechanical	Admin	Mechanical
2	Steward	Admin	Gun Cbt	Electronic	Jack-o-T	Electronic
3	Gun Cbt	Gun Cbt	Commo	Engineering	Ship Tactics	Gravitic
4	Computer	Commo	Computer	Mechanical	Telepathy	Computer
5	Commo	Pilot	Gunnery	Vacc Suit	Medical	Computer
6	Liaison	Navigation	+1 Dext	Engineer	Computer	Computer
7	Zero-G Cbt	Pilot	Gunnery	Engineer	Navigation	Jack-o-T
8	Battle Dress	Pilot	Gunnery	Engineer	Fleet Tactics	Computer

DMs: No DM if planetary Navy; +2 if Confederation Navy.

TABLE OF RANKS

Rank	Enlisted	Rank	Commissioned
Abbreviation	Rank	Abbreviation	Rank
		00 Subaltern	0
E1	Recruit	01 Ensign	1
E2	Trainee	02 Sublieutenant	1
E3	Spacer	03 Lieutenant	2
E4	Advanced Spacer	04 Lieutenant Commander	3
E5	Section Leader	05 Commander	4
E6	Compartment Leader	06 Captain	5
E7	Deck Leader	07 Commodore	6
E8	Crew Leader	08 Fleet Admiral	6
E9	Base Leader		

Notes: 00 to 03 are junior commissioned officers; 04 to 06 are field grade officers; 07 to 08 are general officers. The number after commissioned rank is the basic **Traveller** rank. E1 and E2 are enlisted ranks; E3 to E9 are NCOs (non-commissioned officers). Officers cannot advance beyond rank 08; Planetary Navy officers cannot advance beyond rank 07.

SPECIALIST SCHOOL

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

SPECIAL DUTY

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

SERVICE SCHOOLS

Attaché: Receive promotion and +1 Social.

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

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

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

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

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

Officer Training: Receive rank 00 in original or cross-trained branch. Roll once each for officer command skill, officer staff skill, and appropriate branch skill.

Recruiting Duty: Receive Recruiting-1.

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

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

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

SURVIVAL

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

DECORATIONS

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

INITIAL TRAINING

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

DARRIAN HIGH GUARD INCLUDED SKILLS

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

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

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

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

DARRIAN HIGH GUARD CASCADE SKILLS

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

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

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

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

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

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

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

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

DARRIAN HIGH GUARD CHARACTER GENERATION CHECKLIST

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

1. Generate Character.

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

B. Determine tech level of navy being joined.

2. **Navy Enlistment:** Confederation Navy, 9+. Planetary Navy, 7+.

A. Automatic Commissions.

B. Initial Schooling.

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

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

A. Command Duty.

B. Specific Assignment. Schools.

5. Assignment Resolution.

A. Survival.

B. Decoration.

C. Promotion.

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

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

7. **Mustering Out.**

8. **Resume Writing.**

BLADE WEAPONS

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

GUNS

Weapon	+DM	-DM	Wnds	Wt
Body Pistol	11+	7-	2D	.30
Auto Pistol	10+	6-	3D	1.00
Revolver	9+	6-	3D	1.00
Carbine	9+	4-	3D	3.13
Rifle	8+	5-	3D	4.50
Auto Rifle	10+	6-	3D	5.50
Shotgun	9+	3-	4D	4.50
SMG	9+	5-	3D	3.00
Laser Carbine	10+	5-	4D	8.00
Laser Rifle	11+	6-	5D	10.00
Snub Pistol	10+	6-	4D	.38

DARING AND BRAVADO

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

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

PROMOTIONS

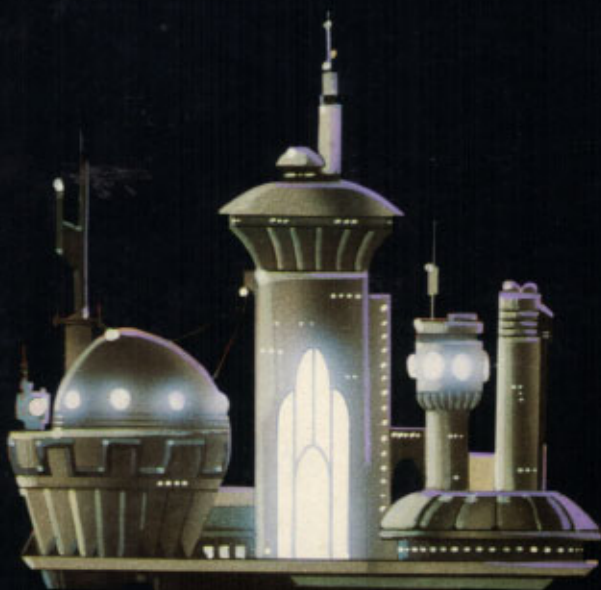
Promotions increase rank, but no rank increase can elevate an NCO to commissioned officer; only officer training can achieve that.

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

A TRAVELLER Alien Module

Darrians

The Secret of the Star Trigger



CREDITS

Design: Marc W. Miller,
Robert and Nancy Parker,
and Matt Renner.
Art Director: Barbie Pratt
Cover Painting: David Deitrick

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

What makes a small, backwater confederation so important to the sprawling empires that surround it? Why does the Imperium court this minor client state while the Zhodani Consulate refuses to attack them directly? The answer lies in the distant past when the single world of Darrian succeeded in producing stellar flares in its own star and thus stumbled on the secret of the star trigger. Unfortunately for them, the flares devastated their civilization, and they took centuries to rebuild. But when faced with Zhodani aggression, the Darrians dug out the old technology and staged a demonstration of their star trigger. What aggressor can continue in the face of a threat to their home suns?

Darrian has since lived in a state of uneasy peace with its neighbors. They may argue about minor matters, but no one dares antagonize Darrian on major matters; no one dares risk their own star to the anger of the owners of the star trigger.

This alien module for *Traveller* allows players and referees to adventure within the Darrian Con-

federation, use Darrian players against the background of Darrian society, and learn more about Darrian culture and high technology.

This Alien Module includes:

- **Darrian History and Culture.** Complete details of the initial settlement of the Darrian homeworld, its later discovery by the Solomani, and the expansion of Darrian into space.

- **Darrian Character Generation.** Special tables allow generation of Darrian characters which include the Navy, Army, Special Arm, Nobles, Merchants, and Academics.

- **Advanced Character Generation.** Character and skill tables for *High Guard* are included (you must have *High Guard* before you can use them).

- **Darrian Word Generation.** Details of the Darrian language and tables for the random generation of Darrian words.

- **And an Adventure.** A group of travellers are selected by a kindly old gentleman to help him in his researches on Darrian, in the Darrian system, and even beyond into the Darrian Confederation.

TRAVELLER®

The Game of the Far Future

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