

THE THIRD IMPERIUM

Alien Module 5: Solomani

CREDITS

Original Solomani Alien Module

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INTRODUCTION

In the *Original Traveller Universe*, the Solomani are us: the Human race that evolved on Earth, invented a faster-than-light jump drive and travelled to the stars. Terrans, as Earth humans came to refer to themselves, were culturally prepared to encounter non-human aliens on other worlds. They were shocked to discover instead that other humans were already there, ruling vast empires among the stars. The greatest of these was the Vilani-dominated Ziru Sirka. To the rulers of the Vilani Empire, the upstart Terrans initially appeared to be just another minor race of Humaniti from a backwater planet.

Terrans soon proved them wrong. Earth itself was unique, the original genetic home world of all human races, whose ancestors had been transported across the stars 300,000 years ago by the enigmatic Ancients. Like the Vilani, Terrans had developed jump drive on their own, becoming part of a select club of six major races. They exploded into space, driven by a youthful dynamism and confidence that the staid Vilani could neither match nor comprehend. Terra first held off and then defeated the Vilani but her premature attempt to rule the enormous Ziru Sirka ended in failure, precipitating the Long Night. Nevertheless, Terran-descended humans, the Solomani as they later became known, spread throughout Charted Space and proved instrumental in establishing a new Third Imperium, which melded the strengths of many human races into a single union.

As the Third Imperium grew in size and power, many citizens of Solomani ancestry resented the gradual decline of their traditions and influence. Inspired by their heritage as original humans and seeking a return to the glory days of Terran hegemony, this upstart Solomani Movement precipitated a violent struggle that tore the Imperium asunder. The new Solomani Confederation fought the Imperium to a standstill but lost much of its territory in the process.

Proud in independence but bitter in defeat, the Confederation remains a strong and independent state whose citizens' sense of heritage can decay into ugly racism and where personal freedom is often subordinate to the Solomani Cause.

The *Traveller Core Rulebook* concentrates on human characters living within the Imperium. Since many Imperials are of Solomani ancestry, no special rules are needed to play Solomani humans who are integrated into Imperial society. The Solomani are standard human in every respect, even more so than the average Imperial citizens. Their physiology, language and psychology all remain recognisably that of mother Earth.

Instead, this book focuses on the details of the society that has grown up in the Solomani Confederation located to rimward of the Imperium. This Solomani society is strongest within the Confederation itself. It also persists, in a diluted form, on some old Solomani worlds now occupied by the Imperium, especially where pre-Solomani populations have reason to resent the Imperial occupation and continue to believe in the Solomani Cause.

Traveller players may create Solomani adventurers who live within the Confederation or who are journeying beyond it. If a campaign is set in border sectors like the Solomani Rim or Alpha Crucis, it is even reasonable to have a multi-national group such as merchant crews, criminal gang or mercenary unit that includes a mix of Solomani Confederation and Imperial citizens, especially if the latter are also of Solomani descent. The Solomani also make excellent antagonists for an Imperial military or espionage campaign. The Solomani Confederation equals the Imperium in many respects. Their strongest drives are the very Human emotions of pride, prejudice and revenge. Their ancestors overthrew one great Imperium long ago; perhaps they can do so again.

SOLOMANI CHARACTERS

This chapter provides rules for generating characters living in the Solomani Confederation. The Solomani character generation rules apply to all Humans who grew up within the Solomani Confederation society, even if they are not of ethnic Solomani race. Similarly, Solomani Humans who live beyond the Confederation, such as inhabitants of the Imperium or Sword Worlds, do not use these rules.

INITIAL CHARACTER GENERATION

The worlds of the Solomani Confederation were part of the Imperium until a few centuries ago. They differ mainly in matters of state policy, social philosophy and the presence or absence of certain careers. Therefore, the regular character generation rules from *The Traveller Core Rulebook* are in force unless indicated in this chapter.

In these character generation rules the term Solomani refers to the Solomani Confederation and its society. Where necessary the term 'racial Solomani' will distinguish people belonging to the Solomani race, the original Terran Human sub-species.

Potential Secrets

People living in the Solomani Confederation are never sure if one of their acquaintances may be an agent or informer for SolSec, the secret police. They are also deeply concerned over issues of racial identity. To simulate both these aspects, players should initially design their Solomani characters in private conference with the Referee.

After all Solomani characters are secretly generated, the players and Referee may arrange inter-character Connections, roll for extra skills these grant and assign skill packages.

The significant elements that should be kept secret are the character's racial background and the choice to be a SolSec secret agent or monitor. Secrecy ensures that players remain unaware of any non-Solomani or mixed race characters that are passing as racial Solomani and uncertain if SolSec secret police informers exist in their group.

Naming and Titles

Solomani are given a first name at birth and take a family name from one of their parents, often the father. Ranks or titles are stated before a name.

Titles of nobility are abolished in the Solomani Confederation. Social Standing 11+ will indicate a background with wealth, celebrity or links to the governing Solomani Party.

All of Earth's peoples participated in the colonisation of space and over thousands of years Human cultures have often blended together. First and last and sometimes middle names will often come from different ethnic backgrounds. For example, Yumiko Egerszegi mixes Japanese and Hungarian.

Solomani Character Generation Checklist

Solomani character generation should follow these steps:

1. Roll Characteristics and determine Characteristic modifiers.
2.
 - a. Choose a homeworld. Solomani homeworlds will not exceed TL14.
 - b. Gain background skills.
 - c. Generate Human racial background
3.
 - a. Choose a career. You cannot choose a career you have already left, nor can you choose SolSec as your new career unless you were a SolSec sleeper agent whose cover was blown. Racial background may limit or modify choice of careers.
 - b. Roll to qualify for that career.
 - c. If you qualify for that career, go to Step 4.
 - d. If you do not qualify for that career, then you can go to the Draft or enter the Drifter career. You can only apply for the Draft once.
4. These steps are the same as those outlined in the Character Generation Checklist in the *Traveller Core Rulebook* (p. 5).

SOCIAL STANDING

Social Standing in the Solomani Confederation represents circumstances such as class and wealth. It also reflects their relationship with the dominant Solomani Party, which exerts significant influence in Confederation society. Jobs applications, bank loans, licenses or business deals can all be expedited with support of influential Party members.

A character who starts out with Social Standing 9+ has family or patrons with influential positions in the Solomani Party hierarchy or possibly with SolSec or the military, the two other institutions that wield the most power. The greater his Social Standing, the more powerful these patrons will be. Similarly, individuals of lower Social Standing may defer to the character in the belief that his influence can affect their own circumstances.



A character with Social Standing 6 to 8 has a normal relationship with the Solomani Party. He may know people who are ordinary Party members or even participate in Party activities himself but he exerts no special influence on his own.

A character that begins with Social Standing 5 or less has an adversarial relationship with the Solomani Party. He or his family may be associated with a faction organisation, region or religion that his world's Solomani Party considers disloyal or dangerous. He might be stigmatised as inferior for lacking pure Solomani blood. Perhaps his parents offended an important Solomani Party official or were arrested by Solomani Security. The lower his Social Standing, the more institutionalised discrimination he suffers.

In some ways, the Confederation is not as socially stratified as the Imperium. Since there is no hereditary nobility, individuals have the opportunity to dramatically improve their Social Standing by joining the Solomani Party hierarchy or by rising to high rank in the military or SolSec, all of which will result in automatic increases in Social Standing.

Social Standing, Party Patronage and Advancement

The pervasive influence of the Solomani Party at all levels of Confederation society means that individuals favoured by the Party, as indicated by high Social Standing, will receive assistance in their careers and those who are disfavoured will be penalised.

These rules apply to all careers in the Solomani Confederation except Rogue, Drifter and extended careers from *Traveller Book 6: Scoundrels*.

Qualification: Party connections are vital for finding good jobs. Characters will apply their Soc Characteristic modifier to qualification rolls in addition to the usual DM.

Automatic Commission or Advancement through Patronage: Characters with Social Standing 10+ may advance through patronage rather than merit. If a commission or advancement roll fails but the character has high enough Social Standing they gain the position via patronage. The character receives the desired commission or promotion but does not get the extra roll on the Skills and Training tables that success normally brings.

There are two exceptions to this; if a Natural 2 was rolled or if the character would be forced out of the career due to a roll lower than the number of terms served that means no commission or promotion is gained.

There are limits to how far a character can rise through patronage. The Party Patronage table that follows shows the Social Standing required to gain automatic advancement.

PARTY PATRONAGE

Social Standing	If Advancement Roll Fails	If Commission Roll Fails
10	Automatic promotion if character is presently Rank 0	Automatic commission
11	Automatic promotion if character is presently Rank 0–1	Automatic commission
12	Automatic promotion if character is presently Rank 0–2	Automatic commission
13+	Automatic promotion if character is presently Rank 0–3	Automatic commission

HOMEWORLD

A character's homeworld may be any world within the Solomani Confederation. The Referee may also permit the character to have been born on one of the Imperial occupied systems but to have emigrated or escaped to the Solomani Confederation. If generating a homeworld rather than choosing an existing world, note that no Solomani worlds exceed TL 14.

HUMAN RACIAL BACKGROUND

Racial Solomani dominate the Solomani Confederation but other Human races also live there. In the Solomani Confederation 'race' does not refer to a terrestrial race such as Caucasian but instead to a sub-species of Humaniti, such as Solomani or Vilani.

Race can be identified by family history, genealogy and physical appearance on worlds up to TL 5, by blood tests at TL 6 and by more precise genetic testing on higher TL 7 worlds. It is recorded in identification papers such as birth certificates and passports.

After determining the six Characteristics, throw 2d6 on the Human Racial Background table, adding the character's Soc Characteristic modifier to the roll.

HUMAN RACIAL BACKGROUND

Roll 2d6	Racial Background
2 or less	Non-Solomani Human
3–4	Mixed Race Human
5 or more	Racial Solomani



Non-Solomani Human: The character is descended from a non-Terran branch of Humanity; most likely the Vilani. He is unlikely to be a member of a race that originated far from the Solomani Confederation, such as the Zhodani. His features could appear slightly exotic, making him a visible minority on Solomani worlds.

Known non-Solomani Humans suffer racial discrimination. Unless 'passing', the character may not qualify for Solomani Party, SolSec, Navy or Marine careers. He suffers a -2 DM for Advancement rolls in any careers except Drifter, Rogue or the Citizen specialisation of Worker. He has a +1 DM to qualify for Rogue careers

Mixed Race: The character shares racial Solomani and non-Solomani ancestry. He might be part of the generic mixed race of Humanity that predominates in the Imperium and that is still common on those old Solomani Confederation worlds settled in the Rule of Man or Vilani Empire. He might instead be a child or grandchild from a relationship between a racial Solomani and a non-Solomani or mixed race Humans.

Mixed Race Humans are subject to racial prejudice but a few moderate Solomani Party factions accept them. A mixed race Human has a -3 DM to qualify for a Solomani Party career. He suffers a -1 DM to advancement within every career except Drifter, Rogue or the Citizen specialisation of Worker. He has a +1 DM to qualify for any Rogue career.

Racial Solomani: The character is of pure Solomani ancestry. He suffers no penalties in Solomani society. Due to the privileges offered to racial Solomani, he may find it harder to adjust to life on the fringes of society: a -1 DM to advancement in the Drifter career.

Passing: Since most mixed-race and some non-Solomani Humans can physically pass themselves off as racial Solomani, people will sometimes risk criminal penalties to falsify their own or their children's official racial status in order to avoid discrimination.

Players whose characters have a Non-Solomani Human or Mixed Race background may opt to throw to see if they or their forebears successfully hid their real ancestry. This is Soc 11 check for Non-Solomani or Soc 7 check for Mixed Race. Add a DM of +2 if the character's homeworld is TL5 or lower or +1 if it is TL 6. Success means bribery, forgery or Human error result in the character having official papers that falsely identify him as racial Solomani. Failure means no opportunity existed to alter his apparent race.

A character that is passing for racial Solomani may never enter SolSec, the Navy or the Marines; they perform detailed medical tests on recruits during their induction process. He is otherwise treated as a racial Solomani character in all respects, with one exception:

If a passing character throws a Natural 2 on an Advancement or Survival roll, it means that in addition to the usual effects, the truth of his heritage is discovered. The ensuing scandal or criminal penalties halves Social Standing; round this up. If he was in a Solomani Party career his Rank in it drops to 0, which may affect his final benefits. If the character continues the character generation process he does so using his real race.

VOLUNTEERING FOR HOME GUARD AND MONITORS DUTY

The Solomani Confederation encourages patriotic citizens to volunteer to help protect the security of the state. Citizens may do so by choosing to become part of the Home Guard or a Monitor on a part-time basis even as they continue in their full-time careers.

The Home Guard

The Home Guard are the reserve and planetary defence forces of the Solomani Confederation. They include part-time citizen warriors and retired veterans.

A Confederation citizen not in an active military assignment such as Army, Marine or Navy career may enlist in his world's Navy Home Guard or Army Home Guard.

Characters that follow Merchant Marine or Free Trader careers, or were previously in Navy careers, may join the Navy Home Guard. Characters who have other careers may enlist in the Army Home Guard. Enlistment requires a commitment to report for periodic part-time training or duties. This means a character that is presently in a Drifter or Rogue (pirate) career may not join the Home Guard. Otherwise, enlistment is automatic.

The Home Guard is not a Career, as reserve service requires only a few weeks commitment each year. A character who joins the Home Guard continues in their present assignment.

Training: Upon enlistment Home Guard members roll on the Home Guard Training table and receive the skill at the level shown, unless they already have it. In addition, all Army Home Guard receive Gun Combat 0. All Navy Home Guard receive Vacc Suit 0.



HOME GUARD TRAINING

1d6	Army Home Guard	Navy Home Guard
1	Gun Combat (any) or Heavy Weapons 1 (any)	Gunner 1 (any)
2	Mechanic 1	Engineering (any) 1
3	One of Drive (any) 1, Flyer (any) 1 or Seafarer (any) 1	Pilot (any) 1
4	One of Computer, Comms or Sensors 1	One of Computer, Comms or Sensors 1
5	Recon or Survival 1	Vacc Suit or Zero-G 1
6	Leadership or Tactics (military tactics) 1	Leadership or Tactics (naval tactics) 1

Rank: The Home Guard maintains a rank structure similar to the Confederation Armed Forces. Use Army ranks for the Army Home Guard and Confederation Navy ranks for the Navy Home Guard. For part-time characters, Home Guard rank is preceded by the word Reserve in situations when the character is not on active duty with it. An Army Home Guard Lieutenant is normally a Reserve Lieutenant.

Army, Marine and Navy veterans who later join the Home Guard transfer their military rank over. Thus, a Marine with Rank 3 Force Commander would become a Rank 3 Reserve Major in the Home Guard.

A character in the Home Guard additionally rolls for commission and advancement within the Home Guard. Use Soc 8+ for commission and Edu 8+ for advancement. The rank gained is reserve rank. No skills are gained as a result of success. If the character held prior military rank before joining the Home Guard it is quite possible for them to have different ranks due to advancement. For example, if our Marine Major advanced two ranks in the Home Guard, he may be a Rank 3 Force Commander in the regular forces but a Rank 5 Reserve Colonel in his homeworld's Army Home Guard.

Risks: If a character in the Home Guard rolls a Natural 2 on his Survival roll, it means he suffered misfortune during a rare mobilisation of the Guard. Roll on the Army Mishap table for Army Home Guard or Confederation Navy Mishap table for Navy Home Guard instead of his ordinary career's Mishap table.

SolSec Monitors

Solomani Security (SolSec) is the Solomani Confederation's secret police and intelligence agency. It is possible to openly join SolSec, working in it as an analyst or officer. This simply means qualifying for the SolSec career, as detailed on page 14, in the Careers section. In addition to those professional agents, SolSec coordinates a vast number of volunteer sources and informers. These are known as monitors.

At the start of any term, any character who is not a SolSec agent or secret agent may opt to become a monitor. Enlistment is automatic and runs in parallel with their existing career. A character may also opt to cease to be a monitor at the beginning of a term.

SolSec quietly uses its influence to further the careers of monitors. Any SolSec monitor gets a +1 DM on all Advancement rolls in any career other than Drifter. On rare occasions, a monitor may discover information or attract attention that leads him into contact with SolSec operatives. If a monitor ever rolls a Natural 2 on his Survival roll, use a Mishap from the SolSec Mishap table instead of his own career. If a monitor ever rolls a natural 12 on his Survival roll, roll an Event from the SolSec Event table rather than using his own career's event and acquire one Contact who is a SolSec agent.

Monitors do not have formal rank but SolSec rates them based on their position and usefulness. Any time a monitor also receives promotion in their own career, their Monitor Rank goes up by one (to a maximum of 6). A character with Monitor ranks 3+ receives one extra benefit roll. This roll may be taken on their career table or on a SolSec Benefit table. Monitor Rank is primarily honorary in nature. Solomani use the term Monitor Rank as a cynical synonym for a position without value or authority.

A monitor may continue to be a monitor even after the character generation process ends. SolSec may act to protect and advance interests of any monitors who are believed in danger or who are positioned to provide information of great interest to Solomani Cause.

Party Membership

Characters who qualify for Party careers automatically join the Solomani Party. A character who is a racial Solomani or passing as one and who is not in a Party career may still join the Solomani Party. This means they participate in periodic Solomani Party meetings and events but do not make the Solomani Cause their career.

If the character is Social Standing 9 or less, joining the Party requires giving up one of that term's rolls on the Skill and Training table. Instead of rolling, the character receives Party membership and +1 Social Standing. This represents the time spent on Party activities. If the character has Social Standing 10+, joining the Party requires no sacrifice but gives no extra benefit; the character already has Party connections, such as family members and likely is a guest at Party events on a regular basis; joining is a formality.

Characters that join the Solomani Party effectively have Party rank 0. To increase this, they should consider a career within the Party itself.