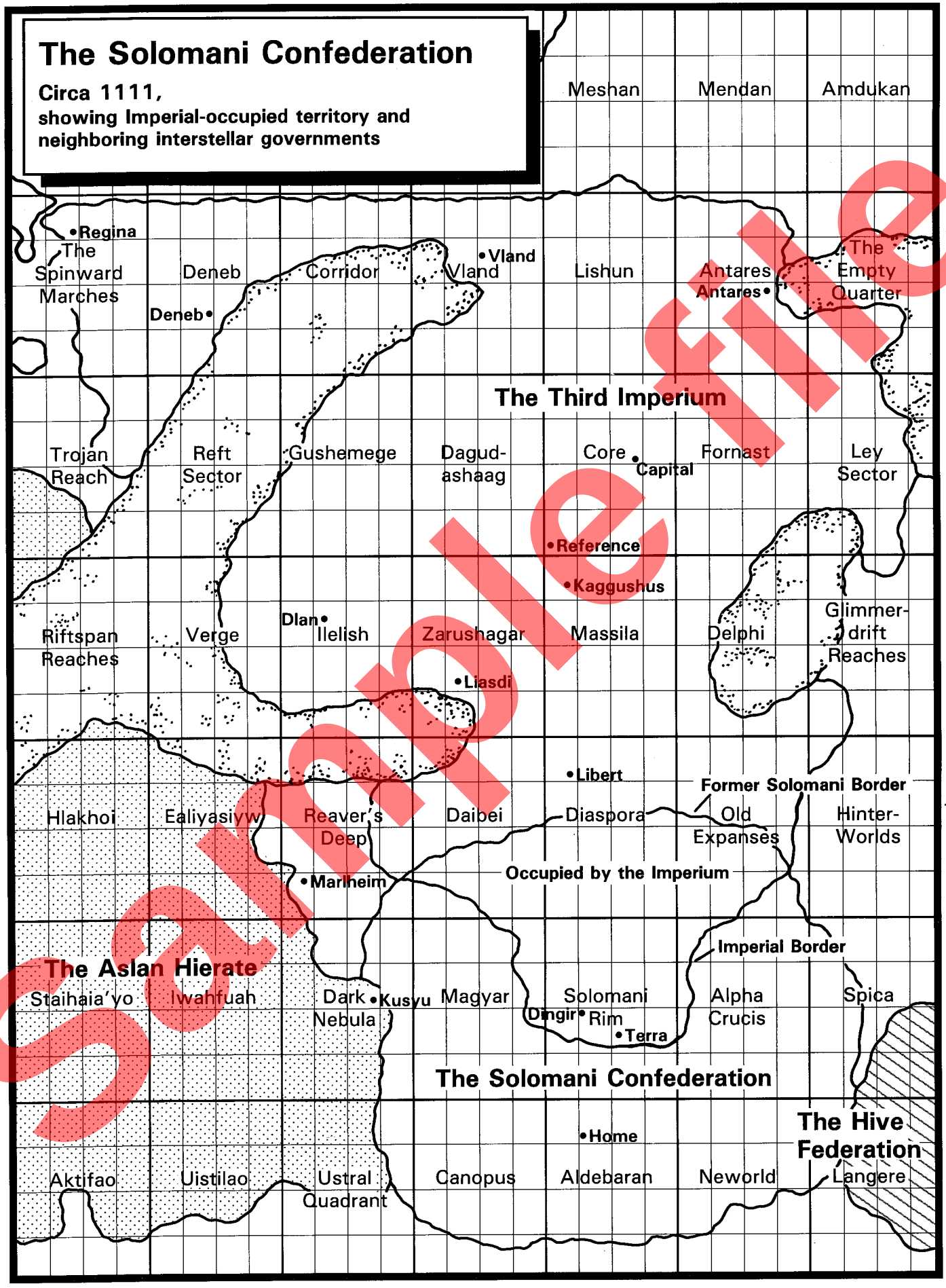

The Solomani Confederation
Circa 1111,
showing Imperial-occupied territory and
neighboring interstellar governments
Meshan
Mendan
Amdukan
•Regina
The Spinward Marches
Deneb
Corridor
•Vland
Vland
Lishun
Antares
Antares•
The Empty Quarter
Deneb•
The Third Imperium
Trojan Reach
Reft Sector
Gushemege
Dagud-ashaag
Core
Capital
Fornast
Ley Sector
•Reference
•Kaggushus
Riftspan Reaches
Verge
Dlan•
Ilelish
Zarushagar
Massila
Delphi
Glimmer-drift Reaches
•Liasdi
•Libert
Former Solomani Border
Hlakhoi
Ealiyasiyw
Reaver's Deep
Daibei
Diaspora
Old Expanses
Hinter-Worlds
•Marlheim
Occupied by the Imperium
Imperial Border
The Aslan Hierate
Staihaia'yo
Iwahfuah
Dark Nebula
•Kusyu
Magyar
Solomani
Dingir•
Rim
•Terra
Alpha Crucis
Spica
The Solomani Confederation
•Home
The Hive Federation
Aktifao
Uistilao
Ustral Quadrant
Canopus
Aldebaran
Neworld
Langere

Introduction

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

But the original humans were the Terrans, the Solomani. This module is about them. It allows the incorporation of this race into any and all aspects of **Traveller**. Whether Solomani are used as player-characters, non-player characters, patrons, opponents, or just as a background against which adventures may take place, this module provides the referee and the players with sufficient information to allow the Solomani to be dealt with both as individuals and as members of a fully viable society.

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

Once outside the cultural umbrella of the Imperium, the potential for aliens is substantially increased. Differences in physique cause some changes in rules and game concepts, but cultural differences cause even greater changes; the influence of culture, society, and thought are far stronger forces in the shaping of each unique alien race. Using the Solomani requires an understanding of their culture and their habits of thought. This module presents the Solomani in many different ways: cultural, psychological, and social differences are explored, and the bearing these have on specific game rules is examined carefully. Using this material, referees and players may confidently make use of the Solomani in a **Traveller** game. Still, it is ultimately the ability of the individuals involved to *play the role* (by adopting the appropriate patterns of thought) that will determine the success or failure of the game in portraying the Solomani as a race that is simultaneously human physically, but quite alien mentally and emotionally.

THIS MODULE

In one booklet, this alien module examines one alien race— the Solomani— and deals with it in depth. Using this material, players and referees alike may confidently make use of the Solomani 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. It is specifically designed as a companion to *Starter* **Traveller**, and is oriented toward that rules set. However, this module may be used in conjunction with any **Traveller** rules: *The* **Traveller** *Book, Basic* **Traveller**, *Deluxe* **Traveller**, or of course, *Starter*.

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

Usefulness: Traveller players can find any number of activities which include or deal with Solomani, whether inside the Imperium, or beyond its borders. The Solomani Confederation is located rimward of the Imperium. **Contents:** This module consists of four parts— the cover, the rules, the charts, and the adventure.

The inside of the *front and back covers* has a map showing the Solomani Sphere and its relationship to the Imperium.

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

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

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

Solomani

Traveller Alien Module Six

An alien race for use with **Traveller**

By Marc W. Miller and John Harshman

Additional Design by J. Andrew Keith and Rob Toy

Development by Marc W. Miller

Cover Art by David Deitrick

Illustrations by William H. Keith, Jr and Steve Venters

Art Direction by Barbie Pratt

Game Designers' Workshop

PO Box 1646, Bloomington, IL 61702-1646

The Solomani

Humans dominate space. They dominate it because they pervade it. The largest interstellar empire, human-dominated, still contains less than half of all humans in the universe. The reason for so many humans in known space was long a puzzle. The immediate theory of *parallel evolution* falls apart on closer analysis. For centuries, there was no satisfactory explanation; for thousands of years, humans and other races could not understand why there could be so many different human races. But the first of the human races was, and is, the Solomani: the humans of Terra.

TERRAN TAXONOMY

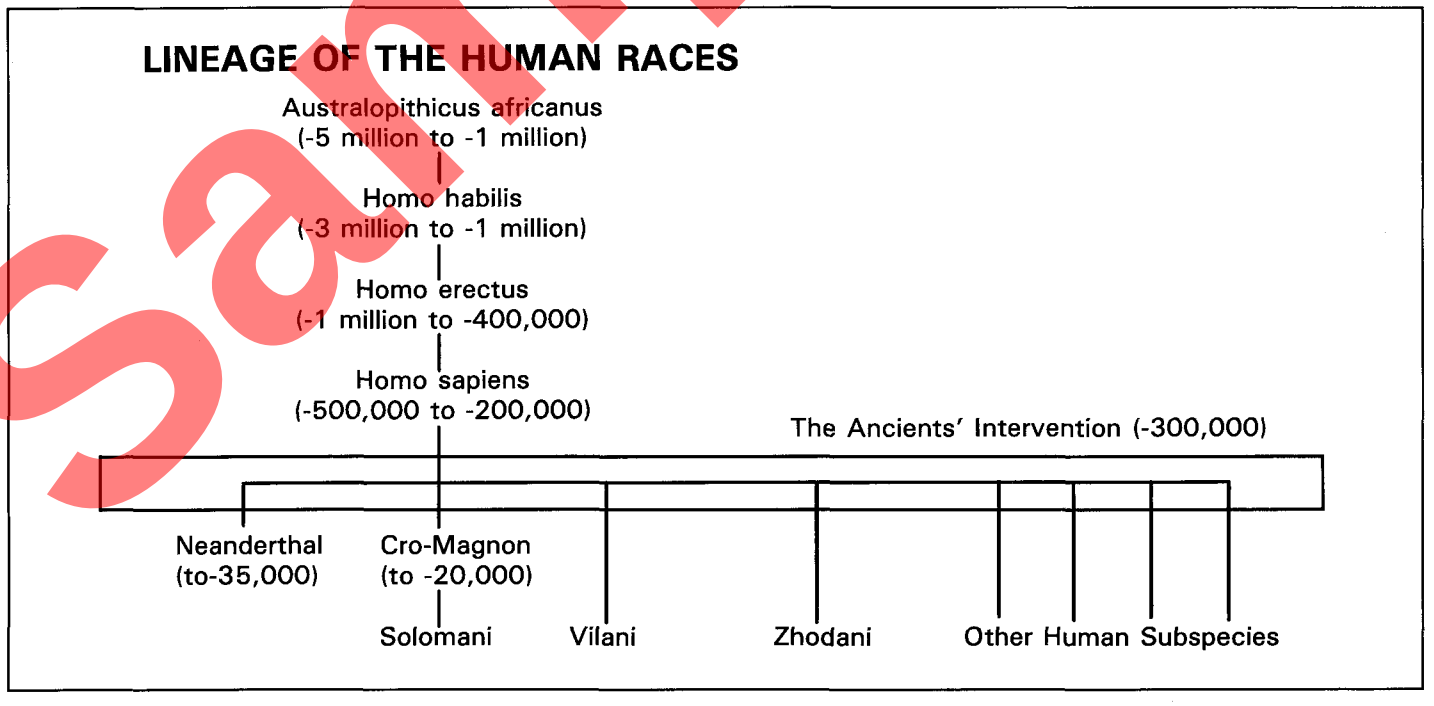
The classification of life on Earth is based on a succession of categories which establish a relationship to all other life. An example is successively placed in such categories as animal, vertebrate, and mammal until it is uniquely described.

The description which taxonomists aim for is *species*. The definition of species is matability; animals which can mate and produce offspring are defined as belonging to the same species.

Although the original taxonomic classifications depended on a physical evaluation of an example, modern methods depend on DNA analysis and other genetic and chromosomal tests; they have the added benefit of showing genetic relationships to other species. For example, the Terran giant panda (which looks like a bear) has long been classified as closer to the raccoon because of certain specific characteristics. DNA analysis shows that the animal is indeed closer to a bear in heritage and genetics. DNA analysis is a more specific means of identifying specific species. It is also possible to identify subspecies using DNA analysis.

Species are identified by two words which specify genus and species. For example, the wolf is *Canis lupis:* of genus *Canis* and species *lupis* (genus is capitalized; species is not).

Sometimes subspecies are identified, especially when there is significant variation within a species, even though there is no reduction in interfertility. For example, the domesticated dog is classified as *Canis familiaris.* There are subspecies of the dog, however, which make it possible to identify variations such as Schnauzer or German Shepherd.



Subspecies are identified by a third name after genus and species. For example, the human subspecies known as Neanderthal Man is called *Homo sapiens neanderthalensis.*

THE EVOLUTION OF HUMANITY

Approximately five million years ago, *Australopithecus africanus* first began using crusde stone chips as tools. Three million years ago,m a branch of *Australopithecus africanus* became *Homo habilis* (which means *tool-using man*), with a regular tradition of pebble-tools and crude bone instruments. *Homo habilis* evolved into *Home erectus* (characterized by an erect stance and by more extensive stone tool use) nearly one million years ago.

Home erectus was the immediate predecessor of *Homo sapiens* (which means *wise man*), who first appeared about 400,000 years ago and progressed through a variety of subspecies into the modern *Homo sapiens* familiar to us all.

Human Subspecies: On Terra, several subspecies of *Homo sapiens* are recorded: Neanderthal Man, Cro-Magnon Man, and Rhodesian Man.

About 400,000 years ago, human development on Terra had reached a standstill, and for nearly a hundred millenia, humans occupied a comfortable niche that challenged them very little; humanity was going nowhere. About 300,000 years ago, a challenge arrived. The greatest cause of human subspecies visited Terra, the Ancients, landed on Terra and gathered samples of *Homo sapiens*, carrying them off to their settlements among the stars. When the Ancients' civilization collapsed and destroyed itself in a star-spanning war, some of the humans they had with them survived, with each adapting itself to the world it was stranded on, and becoming a new and distinct subspecies of *Homo sapiens*. There are currently forty-six known and identified human subspecies within explored human space.

THE SOLOMANI OF TERRA

The visits by the Ancients to Terra had lingering effects on Terran humans as well. The shock of the Ancients prodded humans out of their niche and propelled them forward, however slightly. Half of the human witnesses made gods of the Ancients and worshiped them and their magic technology; the other half made devils of them and tried to do better than them. In both cases, the forward push by the Ancients was enough to eventually allow humans to take over their world.

Off-world, all of the forty-five known human races continued their development once they took hold on their new worlds. For each the development was characterized by a long period of slow progress, followed by a series of rapid technological increases over the immediately preceeding 30,000 years. Of the three human races which found the secret of star drive and then went to the stars, the Solomani were the last to do so.

Those human races which did not develop the jump drive exhibit a wide range of cultural and technological development. Some reached as high as tech level 12, while others remained at (or reverted to) tech level 0.

The fact that the Solomani took so long to develop and the discover jump drive (the Vilani were travelling between the stars ten thousand years before the Terran humans were) has been a source of debate for years. Some anthropologists argue that Terra's ice ages had a retarding effect on Terran development. Others hypothesized that the more stimulating environments of other worlds prompted human races off Terra to develop more rapidly. Still others point out that discrepencies in development rates of the various human races falls well within acceptable statistical limits.

THE SOLOMANI HOMEWORLD

The homeworld of the Solomani is Terra. Terra is currently occupied by, and is part of, the Imperium.

Stellar Data: Terra's star is Sol, a solitary G2 V star which is used throughout human space as a definition of stellar mass, radius, and luminosity; Sol has a value of 1 in mass, radius, and luminosity. Effective temperature is 5,800° K.

World Orbital Data: Terra orbits Sol in orbit 3, at a distance of 1 AU, with a period of one 365.25 standard days. It rotates on its axis once every 24 hours. Terra has an orbital eccentricity of 0.01673.

World Physical Data: Terra is 12,742 kilometers in diameter and has a standard atmosphere. Seventy percent of the world's surface is covered by water, dividing the surface into seven continents. Approximately 10% of the world surface is covered by icecaps.

Terra has an axial tilt of 23.5°. Average temperature for the world is 15° C.

Terra has one natural satellite: Luna. Luna orbits Terra at a mean distance of 384,405 kilometers with a period of 27.3 days. Luna is tidally locked to Terra and only shows one face to it. Luna is used as a naval base and research laboratory.

World Social Data: Terra has a population of 40 billion. In 1109, Imperial rule (as a result of occupation by Imperial forces during the Solomani Rim War) was terminated, and the world is now governed by a civil service bureaucracy. A strict local law level of 9 (all weapons outside the home prohibited) is enforced.

Terra's tech level is F and Terra is a source of high quality, high tech products.

THE SOLOMANI'S NEW CAPITAL

With the end of the Solomani Rim War in 1002, Terra was occupied by Imperial forces. The Solomani were forced to establish a new capital, at Home in Aldebaran sector approximately thirty parsecs from Terra.

Home was selected for its close similarity to Terra physically, for the similarities between its star and Sol, and for its distance from the Imperial border.

Stellar Data: Home's star is Dril, a solitary G2 V star nearly identical to Sol.

World Orbital Data: Home orbits Dril in orbit 3 at a distance of 1.02 AU with a period of 376.24 days. It rotates on its axis once every 26 hours. Home has an orbital eccentricity of 0.024.

World Physical Data: Home is 12,422 kilometers in diameter and has a standard atmosphere. Sixty percent of the world's surface is covered by water, dividing the surface into three continents. There is one large archiepelago with many large island subcontinents. Approximately 10% of Home's surface is covered by icecaps.

Home has an axial tilt of 12° and Home's seasons are less severe than those of Terra. Slight differences in geography and physical data give Home a smaller albedo than Terra (about .285 compared to Terra's .300), which means that Home absorbs heat somewhat more than does Terra. Even though Home is slightly farther from its star, its average temperature is 18° C.

Home has no satellites.

Terran Confederation Symbol

The Terran Confederation

The early days of space exploration in the Solar System were a time of intense national competition. Competing nations saw space as a shining new frontier to be explored and exploited, but at the same time, nations saw space as a danger— a high ground that none could allow another to hold unchallenged.

THE UNITED NATIONS SPACE COORDINATING AGENCY

Although each of Terra's nations maintained its own space operations, the need was seen for coordination between those space forces in such simple matters as traffic control, orbit assignment, and radio frequency allocation. The agency established to meet this need was the United Nations Space Coordination Agency— UNSCA. In addition to handling mundane responsibilities that helped avoid conflict, UNSCA soon became a clearing house for information that space operations generated; it used mapping information to standardize charts that its members created, alerted members to dangers and defects in equipment they used, and promoted cooperation between members when they were working along the same lines. As additional nations reached space, they also joined UNSCA as participating members.

In the first century of space travel (1960 to 2060), various nations were able to build scientific bases and colonies on Mercury, Luna, Mars, and Ceres. Some bases were manned on a cooperative international basis; others were strictly national in nature.

By the mid-21st century, industry was also involved in space activities, in transport, in mining, and in manufacturing. UNSCA monitored and supervised commercial space activity as a natural outgrowth of its original responsibilities.

As the second century of space travel began, UNSCA had expanded its base of power. It held patents on several significant improvements to equipment and tools, and their royalties helped fund the agency. Additional income came from service fees associated with traffic control and equipment inspections; national members also made annual budget contributions. UNSCA supervised space travel in the Solar System.

One of UNSCA's natural directions was research. It maintained a variety of research establishments within the Solar System: a high-temperature lab on Mercury, a solar power station in Earth orbit, an electronics lab on Luna, and a materials quality station in the asteroid belt.

The asteroid belt station became the key to the future quite by accident. Exploitation of the asteroids required economical and efficient drives that would enable large quantities of ore to be moved about. The lab produced the thrusters that were called for, but it also discovered the jump drive (in 2087); the zero-G environment of the asteroid belt was exactly what was required before the space-rending effects of jump drive could be even seen.

The first use of jump drive was entirely within the Solar System; it enabled fast expeditions to the outer worlds of the system and made possible several new colonies in the outer worlds. UNSCA did not realize that the drives had a great enough range to reach the stars.

UNSCA licensed its jump drive to its national members. Expeditions were launched farther and farther, to Uranus, Neptune, Pluto, and the Oort Cloud. Cost savings in outer system travel were paid (at least partially) as royalties to UNSCA. The income paid not only UNSCA's budget, but also made a substantial contribution toward the parent United Nations budget. Freeing the UN from a tax-based budget made the organization more able to control its own direction, while also enhancing its public reputation. It was sowing seeds (unknowingly) for its ultimate takeover as a world government.

The range of the jump-1 drives first developed by UNSCA was insufficient to reach the nearest star— Alpha Centauri. It took several years before a US Space Force team based on Luna tried a mission which, in several trips, established an intermediate stopover and refuelling point about one parsec out. For various scientific reasons, the mission was to Barnard's Star instead of Alpha Centauri. They set out in 2096 and came back less than a year later. Originally, their return was planned as a triumphant testimony to American technology. Instead, they came back secretly, reporting to a specially-called session of UNSCA's governing board: the Americans had encountered an alien culture— intelligent life that was totally and incontrovertibly human! Barnard was the site of a small Vilani prospecting base.

The tales they heard of the size of the Vilani Empire were staggering. Realizing that the aliens they would have to deal with were stronger than any one Terran nation could expect to handle, the Americans quite rightly included the members of UNSCA in on their discovery immediately.

Joint UNSCA expeditions were quickly launched— to meet and deal with the Vilani on Barnard and later on the Vilani-settled worlds of Nusku and Gashidda, and to explore the as yet unsettled worlds of Alpha Centauri. A quick effort was also made to settle Barnard even as Vilani prospectors were working on that world.

It came as quite a shock to the Terrans that most of the worlds beyond a few parsecs distance were already claimed. Politicians echoed the popular sentiment that it was unfair for aliens from far away to claim worlds nearer to Terra. Individual nations began expanding their armed forces and building starships. Outposts on Barnard and Alpha Centauri were reinforced and

strengthened. In 2118, a minor incident by a Vilani merchant caravan (it ignored traffic control signals from the Terran base on Barnard) sparked the First Interstellar War. The Vilani scarcely knew that a war was going on, which was fortunate for the Terrans. That first war, fought by several national squadrons under a tenuous fleet control by UNSCA showed that a war against the Vilani would be impossible without a strong centralized command of all Terran forces— a command that naturally became the role of the United Nations.

THE UNITED NATIONS

Over the course of the next three decades, the UN transformed itself into a true world government, administering the defense of the world against the Vilani Empire.

In the transformation from a forum for debating international policy to a world government, the UN underwent some fundamental changes. The Secretary General was given a wider range of powers than before, and was recognized as the personal executive leader for Terra. The Secretariat, previously an unofficial advisory body of representatives from the major nation-states, was made the legislative body. The General Assembly was retained, but only as a forum for debate of issues affecting both major and minor nations; it had no real power. The Security Council was disbanded.

Colonies on other worlds were granted membership in the UN as well, and with their admission, the UN formally changed its name to the United Worlds (in -2400). After two years, the name was again changed, this time to the Terran Confederation. Some degree of autonomy was granted to member worlds other than Terra, but the existing government structure of the United Nations continued to be the common legislative body for the Confederation.

The Terran Confederation lasted until the end of the Interstellar Wars with the Vilani, being dissolved in -2204 at the hands of Admiral Estigarribia.

THE INTERSTELLAR WARS

At first, the Terrans had no concept of the immensity of the Vilani Empire. By the time they had fought and won three Interstellar Wars, they grasped not only the immensity of their task, but also the fact that they could conceivably win in the long run.

The Terrans were also unaware of at least one advantage they had. The local governor for the Vilani Empire was charged with winning wars and maintaining the power of the Empire, but operated under a limited budget. Appeals to the Vilani Emperor were costly in terms of personal power, and were generally avoided. Consequently, the local governor often compromised, electing to accept a truce with some territorial losses, and then claimed victory in reports to his superiors in the Empire. The Terrans gradually expanded their territorial bounds, all the while believing that their successes were totally of their own making.

The nearly two hundred years of interstellar war brought profound changes in Terran society. National distinctions remained, but (in the face of the Vilani threat) citizens came to see themselves as Terrans first and national citizens second.

By the time the Interstellar Wars against the Vilani Empire were over, Terra was a united world operating under a single world government, ready to extend its rule beyond its own gravity well— to the entire conquered Vilani Empire.

The First Interstellar War (-2408 to -2400) was the first clash between Terra and Vland. The peace that ended the war was both uneasy and short. The Second through Seventh Wars were marked by see-saw exchanges of territory, primarily confined to the Dingir and Sol subsectors. While Terra brought every force it could to bear against the enemy, the Vilani fought using only the ships and troops that were normally available to a Vilani Provincial Governor; the central Imperial government was too preoccupied with other seemingly more pressing problems. This was fortunate for the Terran Confederation, because Vilani power, even in the later wars, was sufficient to crush the Terrans, if it had been applied.

The Eighth War finally broke open the frontier and ended in a major Terran victory. Finally, the Vilani Empire took notice and dispatched major fleet elements to the area. But the time for action had passed. Terran invention of the jump-3 drive made the Ninth War a crushing victory for the Confederation, and forced the Vilani Empire to relinquish most of the Solomani Rim sector. From that point on, the Terrans were almost constantly on the offensive.

In the centuries after the end of the wars, the academic community found it difficult to establish a precise chronology of the Interstellar Wars. All were interrupted several times by armistices, cease fires, or shaky periods of peace; indeed, a new war would sometimes break out along the front lines before the existence of a peace treaty could be communicated to the respective capitals. Periods of warfare were lumped together or split apart depending on a historian's particular point of view; what one identified as a single war would be seen as two or more distinct conflicts by others. The situation is complicated by the fact that records for some of the years in question are sketchy. After about three hundred years of historians arguing, an accommodation was reached: all Interstellar Wars after the Ninth are identified by the indeterminate variable N. Many history texts use this system to refer to all wars after the First.

The Nth Interstellar War (-2235 to -2219) ended the centuries of conflict with the Vilani Empire. Terran forces drove deep into Vilani territory, reaching as far as Massilia sector before the Empire collapsed.