

This supplement suggests Alternity statistics for the species presented in "A League of Their Own" in Mongoose Publishing's *Signs and Portents* #25:
<http://www.mongoosepublishing.com/pdf/sp25.pdf>

In Star*Drive the intervention and advice that turned the Zand, Soomat and Trakallans into genocidal conquerors came from a first contact at the high point of the wave of human exploration after GW I, before the stellar nations withdrew to fight GW II and lost touch with vast reaches of Open Space. Ideologues of just about any of the 26 nations might have been responsible, perhaps Utopia Now or the Chrysanthemum Imperium.

The fateful expedition travelled out somewhere in the direction of Sagittarius. Zander Beta, Soom and Thrakalla are closer to the galactic core and in a denser region of stars, casting human space as the shadows of the outer galaxy to them.

Zand

The industrious and determined crustacean-like populace of the Zand Colonies underpin the economy and defence forces of Praxis.

Ability Score Limits

STR 6-15
DEX 4-13
CON 6-14
INT 6-14
WIL 4-13
PER 4-13

Free Broad Skills

DEX Vehicle Operation
CON Movement
CON Stamina
INT Knowledge
WIL Resolve
PER Interaction

Species Abilities

Land Restriction: A Zand's Sprint, Run and Walk rates are two-thirds of those shown on Table P8. The character suffers a +2 penalty to *Awareness-perception* checks based on sight if the target is over 10 metres away.

Amphibious: The Zand species thrives in a wide range of aquatic conditions. A Zand character can breathe both fresh and salt water without penalty given suitable oxygen content. His Easy Swim and Swim rates are three times those listed in Table P8.

Carapace: A freshwater-spawned Zand has a natural armour value of $d6L/d6-2H/d4-1En$ and minimum Dexterity of 8. An ocean-spawned Zand has a natural armour value of $d6+1L/d6H/d4-1En$, but the spikes and ridges of his carapace chafe against rigid or resistant coverings so that he can't wear or gain benefit from manufactured armour, but can only use body plating as listed under Cybergear. Zand e-suits and similar protective wear must be made thinner than the human equivalent and don't provide their normal incidental armour value. A vent-spawned Zand has still thicker and more profusely spiked natural armour, gaining an armour value of $d6+1L/d6+1H/d4En$, but can't use any armour nor body plating.

Forceps Claws: The lower part of a Zand's hand comprises a set of pincers that can cause considerable damage, doing $d6s/d4w/d4+1w$ Low Impact damage in an unarmed attack.

Technical Aptitude: A Zand gains a -1 bonus to Technical Science skills. Structures, vehicles and spacecraft built by Zand are of superior quality:

Zand Construction: Structures, including large vehicles and starships, built by Zand are particularly sturdy and resilient to damage, increasing their Durability for the purpose of damage (but not for installing systems nor for systems required to cover the hull) by 10%. For example, a Zand-built cutter in Warships can mount 20 Hull Points of systems and requires systems to support 20 Hull Points, but has Durability values of 11s/11w/6m/3c, or a Zand-built reinforced door has 7 Durability.

Other species repairing structural damage that requires extended repair checks or yard work (rather than battle damage control) or modifying a Zand-constructed structure can't replicate these remarkable properties, each time causing the structure to lose 10% of the number of Hull Points repaired or modified from its Durability, re-applying the appropriate multiplier for other damage types, until the whole structure reaches the typical Durability for its class or type.

(Clearly this will involve a lot of rounding calculations. For the advantage and drawback to work as intended, it's important to round figures accurately and then apply them in standard increments - not, for example, in D&D 3e style - though it shouldn't make a huge difference whether a GM rounds exact half results up or down. For example, if the same Zand-constructed cutter loses 7 Wound points and they are repaired at a Stellar Ring starport, reduce the cutter's Wound track by $7 / 10 = 0.7$, rounded to 1 Wound Point, giving it a new total of 10w, then adjust its other damage tracks to 10s, $10 / 2 = 5m$, $10 / 4 = 3c$. This cutter now has the Durability of a standard cutter hull, so further repairs or modifications won't change its Durability track.)

Warships: Armor

PL 7: Gravity Age

	Tech	LI	HI	En	Hull	Cost/Hull Point	Notes
Zand duraplate, light	S	d6	d6	d6-1	2.5%	\$120K	Available to Praxis Triad military only
Zand duraplate, medium	S	d4+2	d4+2	d4+1	5%	\$250K	Available to Praxis Triad military only
Zand duraplate, heavy	S	d6+2	d6+2	d6+1	10%	\$500K	Available to Praxis Triad military only
Zand duraplate, super-heavy	S	d8+2	d8+2	d8+1	20%	\$1M	Available to Praxis Triad military only

Zand duraplate armour combines a layer of interlaced ultra-tough but flexible polymer with a substrate of hard mineralised alloy to offer exceptional protection from impact and structural strains.

The standard Praxis Triad *Covenant* corvette incorporates both of these advantages.

Soomat

The subjects of the Soomat Alphasect are a carnivorous species (roughly along the lines of [small canoids](#)) who retain a predatory mindset and penchant for violence that others can find disturbing.

Ability Score Limits

STR 4-13
DEX 6-15
CON 6-13
INT 4-12
WIL 6-13
PER 4-12

Free Broad Skills

DEX Stealth
CON Stamina
INT Knowledge
WIL Awareness
WIL Investigate
PER Interaction

Special Abilities

Run: By dropping to all fours, a Soomat can increase his Run and Sprint move rates by 25% from the base rates given by his STR and DEX scores.

Show Teeth: When a Soomat makes a successful intimidate check, he induces a change in attitude one step further than listed.

Feral: While many Soomat have left behind the primitive use of their teeth and claws in combat, their ancestral weapons remain effective. A Soomat can attack with a claw for d4-1w/d4w/d4+1w or bite for d4w/d6w/d6+2w Low Impact damage.

Nocturnal Breed: A Soomat character from one of the lunar septs adapted to twilight and night hunting has a maximum STR of 11 and treats Marginal or worse lighting conditions as two steps less restrictive for vision, to a maximum of Ordinary illumination.

Trakallans

These golden-skinned schemers carefully maintain a reputation among their neighbours as harmless mystics.

Ability Score Limits

STR 4-11
DEX 6-12
CON 4-11
INT 6-13
WIL 6-14
PER 8-16

Free Broad Skills

INT Knowledge
WIL Awareness
WIL Resolve
PER Deception
PER Interaction
PER Leadership

Special Abilities

Chime in the Symphony: A Trakallan may substitute an Entertainment-*sing* check, opposed by the subject's WIL resistance modifier, for any other encounter skill and can make this check regardless of the subject's attitude (though penalties still apply for a Hostile or Combative target).

Contacts: If a Trakallan receives one or more contacts at the start of the game, he adds one additional contact. The Acquire Contact achievement benefit costs 2 AP for a Trakallan Diplomat or 2 points less than normal for a Trakallan of any other profession.

Psionic Loathing: If a Trakallan knows that a psionic power is in operation or a Mindwalker is present at his location, he suffers a +2 penalty to all actions and checks. A Trakallan can pay 4 skill points at character creation to reduce this penalty to +1 and a further 4 skill points at 6th level to eliminate it entirely. A Trakallan cannot become a Mindwalker, Diplomat (Mindwalker) or psionic talent.

Equipment

Praxisian Battleaxe: The Zand particularly approve of this design, copied from their former enemies. They often reproduce them in advanced materials. The triangular blade of a Praxisian battleaxe is particularly effective at shearing through armour and ignores 1 point of the target's armour value.

	Skill	Acc	Type	Damage	#Actions	Hide	Mass
<i>PL 2</i>							
Praxisian battleaxe	<i>blade</i>	0	LI/O	d4+1w/d6+1w/d4m	2	+1	3kg

Soomat Knuckle Knives: Soomat knife fighters use these six-inch sideways-projecting blades in pairs with sweeping and raking attacks, causing gouging wounds that are both wide and deep. In terms of my [knife resource](#), they have equivalent effects to broad daggers, adding the hard edge (well-forged steel) quality to contemporary examples:

	Skill	Acc	Type	Damage	#Actions	Hide	Mass
<i>PL 2 or PL 4</i>							
Knuckle knife	<i>Knife or blade</i>	0	LI/O	d4+1w/ [d4+2w] d4+3w/ [d4+3w] d4+4w	4	+2	0.5kg

A knuckle knife is not balanced for throwing, so such an attack takes a +2 penalty.

If using PHB statistics for knives, treat these as combat knives.

Zand Aqua-safe Flechette Pistol: The cavitating shards thrown by this medium-bore pistol cut easily through water, though the effect is less stable in air. Double damage from a flechette pistol at short range and halve damage at long range.

	Skill	Acc	Range	Type	Damage	#Actions	Clip	Hide	Mass
<i>PL 6</i>									
Aqua-safe flechette pistol	<i>pistol</i>	0	Air: 4/8/20 Water: 6/12/50	HI/O	d4w/d6w/d4m	4	12	+3	0.5kg

Scripture of the Galactic Symphony: A scholar can make an in-depth study of a copy of the Symphony as a complex skill check using either Entertainment-*musical instrument* or *sing*, Knowledge-*Trakallan language* or Social Science-*linguistics*, one check per full-time month of study, number of successes determined by the GM. If the researcher is using a computer reference or Grid source of Ordinary or better quality for an appropriate specialist subject to cross-check allusions in the score, the reference's rating applies as a bonus to each skill check. Successful study of the Scripture has the effect of an Ordinary success (digital recording) or Good success (written copy) in the Teach skill, allowing the scholar to acquire a rank immediately using stored skill points or Achievement Points in an appropriate Lore or Social Science skill (see the *Dark.Matter Campaign Setting*) at a discount of 1 or 2 skill points depending on the form of recording.

Praxis Covenant-Class Light Combat Vessel

Progress Level: 7 **Tech Tracks:** C, D, F, G, S

Description

See "A League of Their Own", *Signs and Portents* #25, p. 44-45

Toughness: Light **Stun:** 22 **Wound:** 22 **Mortal:** 11 **Critical:** 6

Crew Complement: 20 **Max. Personnel Capacity:** 24 **Max. Endurance:** 225 days

Armor: Medium Zand duraplate d4+2 (LI), d4+2 (HI), d4+1 (En) **Target:** +1 (+3) steps

Airlocks: 1 **Maximum Jump Distance:** 14 LY

Maneuverability Rating: 4 **Maneuvers:** 4/round **Acceleration:** 4 Mpp

Sensors: Multiband Radar (active) **Range:** 10/20/40 **Arcs:** All **Targeting:** Normal

Special: Zand Construction

Attacks	Acc	Arcs	Range	Damage	Type	Mode
Twin heavy plasma beam	-1	F	2/4/8	d8+2w/d12+2w/d8+2m	En/L	F (2)
Mass cannon turret	-2	F, P, S, 0P, 0S	1/3/5	d6+2s/d6+1w/d6+3w	LI/Sm	F
Twin mass cannon	-2	A, 0P, 0S	1/3/5	d6+2s/d6+1w/d6+3w	LI/Sm	F (2)

Crew: Good 14/7/3 (-d4 Leadership bonus to manoeuvres and sensor checks)

Hull: Corvette	Hull: +88		Cost: \$5M
Armour: Medium Zand duraplate	Hull: 4		Cost: \$1M
Power: Mass reactors, 2 x 8	Hull: 16	Power: +56	Cost: \$7.5M
Engine: Induction engines, 2 x 8	Hull: 16	Power: 16	Cost: \$10M
FTL: Stardrive	Hull: 4	Power: 12 (+42)	Cost: \$6M
Support: Autosupport	Hull: 2	Power: 2	Cost: \$400K
Crew Bunkroom	Hull: 3		Cost: \$40K
Crew Cabins	Hull: 2		Cost: \$40K
Weapons: Twin fixed mount heavy plasma beam	Hull: 9	Power: 16	Cost: \$13.5M
Mass cannon turrets, 2	Hull: 6	Power: 6	Cost: \$750K
Twin mass cannon	Hull: 3	Power: 6	Cost: \$450K
Defences: Stealth hull	Hull: 4	Power: 2	Cost: \$2M
Command: Command deck (Command, Pilot, Co-pilot, 3 x Sensors)	Hull: 2		Cost: \$600K
Radio transceiver	Hull: 0.5	Power: 1	Cost: \$25K
Computer core, Ordinary	Hull: 1	Power: 1	Cost: \$500K
Fire Control, Ordinary (heavy plasma beams)	Hull: 1		Cost: \$2.7M
Fire Control, Ordinary (mass cannon turrets)	Hull: 1		Cost: \$1.8M
Fire Control, Ordinary (twin mass cannon)	Hull: 1		Cost: \$0.9M
Sensors: Multiband radar	Hull: 2	Power: 4	Cost: \$200K
IR Detector	Hull: 0.5		Cost: \$20K
Misc: Deep stores	Hull: 3		Cost: \$15K
Cargo hold (150m3)	Hull: 5		Cost: \$70K
Stabiliser	Hull: 4	Power: 4	Cost: \$800K
			Total: \$54.31M

Damage Zones:

F: twin heavy plasma beams, radio transceiver

FC: stealth hull, IR detector, multiband radar, crew cabins, autosupport, command deck, computer core

P: mass cannon turret, multiband radar, crew bunkroom, deep stores

S: mass cannon turret, multiband radar, cargo hold

AC: multiband radar, stabiliser, induction engine, mass reactor

A: twin mass cannon, induction engine, mass reactor, stardrive