

Chapter 08: The Koranda Occupied Territories

Koranda Races

The Empire knows very little about the background of the Koranda. They simply know they are bent on conquest within our galaxy and have proven more than a formidable opponent. The Koranda are relentless in their conquest, and they are masters of all sorts of warfare from covert, espionage, saboteurs and direct assaults. The

Koranda are native to a galaxy beyond our own Milky Way. It is not known how long they have been invading. They emerged from the unexplored regions of space 300 years ago, but are believed to have been here for at least 400. They employ a selection of races that suit these needs, and enslave any other they require.

Koranda Occupied Territory

The KOT is a hornets nest of Koranda activity. Between their fleet ships patrolling the border and occasionally massing for attack, to their Ore Carrying Freighters making off with the wealth of strip mined former Empire

worlds, few venture into this place. Those that do are Fleet Strike Craft and even then usually with the latest of stealth technology.

The Koranda Border Fringe Worlds

Encountering the Koranda is a definite probability when on the edges of the fringe worlds near the Koranda Occupied Territories. Koranda Scout ships are constantly

probing past the border and skirmishing with the Empire's Defensive Fleet or scouting exposed and terrified colonies ripe for invasion.

The Koranda Races

The Koranda Races include both the Koranda themselves and a number of other races that they have genetically engineered, enslaved, or brought with them from their own galaxy. The Koranda are a race of blue-skinned humanoids with vast psionic powers. They control large numbers of a genetically engineered humanoid giant that serve as their obedient legions of merciless warriors called the Zitsu-Kar. They also possess another genetically engineered humanoid giant that serves as their most obedient personal guard, called the Dragons.

They were their first soldiers sent here as scouts. The ones that came first revolted and escaped from their masters. The ones that remained, serve with undeniable loyalty. Their new scouts the flying metallic humanoids called the Xenos are sent ahead to scout and prey. Those humanoids that have been enslaved as either workers or brainwashed into being spies are called the KEHA. The KEZA are those xanthranians that they have farmed and have enslaved with cybernetics.

Koranda Invasions of Colonies

Koranda invasion is always a serious threat near the war zone. Although their rate has significantly slowed in their current stalemate on the border, that has only allowed the colonies to relax their guard. Their fate is almost always the same, capture of the planet, death, torture, and

enslavement by the Koranda. Scouting of the colony will provide information about the colonies defensive possibilities and overall population size.

Any world capable of an effective resistance will be attacked with a parasitic killing beast called the xanthranian to weaken the populace several months prior. These beasts killing with amazing efficiency and grow to overwhelming numbers in a short time.

All other worlds are attacked more directly. An invasion force is amassed in orbit, and drop ships of warriors are sent to the surface to kill, capture, or enslave the population.

Xanthranian Assault

A xanthranian hive automated drop ship is released near each settlement that the Koranda wish to destroy from out of sensor range disguised as meteorites. The xanthranians hatch and begin to attack the populace. As they kill, they

bleed into overwhelming numbers, and eventually in a war of attrition wear down the natives. This is sometimes followed up by a direct assault.

Direct Assault

If the world must be taken at a higher price, the Koranda fleet will amass over the colony to be attacked and bombard it from orbit. A relatively few Koranda ships can decimate any settlement.

If the Koranda face attack in orbit above the world, they defend with anti-fighter weapons. This includes both

seeking missile turrets and energy batteries. The Koranda do not have anything that is the exact equivalent to a fighter since their smallest ships is massive in comparison to the Empires. If the force is attacked by capital ships it will respond with devastating barrages of anti-ship weaponry.

Zitsu-Kar Invasion

When the Koranda invade they usually heavily scout the colony for a couple of days, sending the colony into panic. After any native air and space defense is destroyed, the Zitsu-Kar grunts are landed onto the colony surface in dropships. Depending on the expected level of resistance they may be equipped with tanks, mecha, power armor, scout vehicles, and possibly trained xanthranian attack beasts.

On the first day of the invasion the Koranda will dry run the planet checking the local resistance. If they meet little they send in forces immediately to capture the planet. Dropships of Zitsu-Kar warriors will be piloted into each population cluster and resource. They will immediately enslave or capture the location.

If the Zitsu-Kar meet unexpected resistance on the planet surface they will leash their trained Xanthranians onto the population. If they encounter stiff resistance in their dry

run over the colony they will bombard the planet surface, before sending in ground forces. If deemed necessary the Koranda will drop heavy armor, vehicles, power armor, with the Zitsu-Kar Grunts.

Prisoners are usually killed on capture, unless the Koranda have a use for them. Occasionally they will be enslaved and forced to perform manual labor, or as slaves. A few will even be converted into assassins for them.



The Koranda Empire

What the Empire does not know about is the magnitude of the Koranda Empire. Having conquered many galaxies, the Koranda are the undisputed rulers in this portion of the universe. The Koranda that have been witnessed so far in this devastating war are only raiders and privateers. In the grand scheme of things, the Koranda Empire has never officially attacked.

The Koranda in our galaxy are profiteers, jumping the gun on pillaging before the whole Koranda Empire comes. They have come simply to plunder and return home with the booty of war. As a result there is very little co-operation between various factions of Koranda. Although unknown to the Empire, they will even fight amongst themselves, even the rewards are great.

They do not respect any other race they encounter as equals, simply conquest. They only respect one another and even then as competition. Many of the worlds that they conquer are enslaved. Even the races the Koranda have brought with them, they treat as disposable property.

Each of these factions has a commander, and 2 to 10 Koranda aids, and followers. They will also have a few hundred to a few thousand Zitsu-Kar warriors.

Although they are all grouped together under Koranda, there are relatively few Koranda in the ranks. The majority of the forces are the Zitsu-Kar shock troopers. Genetically cloned and manufactured in great numbers, they are the enforcers of the Koranda's will and

Koranda

Personality		Physical		Combat		TOA
IT	80	IN	60	RS	70	80
KN	80	ST	150	WS	70	
CL	100	DX	60	MS	70	
CH	30	HL	60	A	1	
AW	60	WN	160	TN	160	

Movement Profile

- **Walking:** 32 (32)
- **Running:** 3 * W (96)
- **Sprinting:** 5 * W (160)

As NPC

- **Attribute Points:** 50 + d10 Attribute Points.
- **Skill Points:** 50 + d10 Skill Points.
- **Standard:** Normal Attribute Points & Skill Points.
- **Minor Hero:** Double Attribute Points & Skill Points.
- **Major Hero:** Triple Attribute Points & Skill Points.
- **Champion:** Quadruple Attribute Points & Skill Points.

Racial Description

The Koranda appear as tall blue skinned humanoids with blue-silver hair and silver eyes. They also look are very strong but not stocky. They are very close to a Sylvian in appearance and this has not gone unnoticed. They wear medium weight flowing robes that give them a somewhat fighting monk like appearance. They always wear psybenetic jewelry that enhances their psionic powers, and often work as a battery for such energies.

Height: 10 feet

Weight: 500 lb.

Life Span: 730-860 years

Racial Abilities

They are both very strong psionists naturally and also very powerful. They possess the basic psionic skill for every 20 years of age, and a psionic point per year of age. The number of psionic skills that a Koranda has is equal to their basic psionic skill level halved. The average Koranda will have basic psionic skill level 20, 10 psionic skills, and 400 psionic points.

Social Customs

Very little is known about their social customs, however it has been reported that all of the society of the Koranda within this galaxy is business competition boasting, and occasional heated rivalries. The Koranda that are here are



cut throat business men that have invaded for sheer plunder before the main Koranda Empire reaches us.

Reproduction

It is believed that the Koranda reproduce much like other humanoid mammals. Their incredible abilities with genetic engineering cannot however rule out their reproduction via cloning.

Government

The Koranda that are within this galaxy are war profiteers are not cohesively ruled by a central body. All of which are simply profiteers out for their own riches. They do however form dependencies on each other for trade, supplies, transport, and the black marketing of their booty. The need for each and the service that they provide determines their hierarchy. They are extremely treacherous to one another, especially if they sense weakness.

The actual Koranda Empire is a complete mystery. Although the empire has sent spies to attempt to reach their Empire, none have ever returned or reported again.

Religion

The religion of the Koranda is unknown, however it is observed from those here in this galaxy that they highly prize, prestige amongst their own, wealth, success, and their own importance and grandeur.

Technology Level

The Koranda is an extremely advanced race technologically. The tech from the scavengers that have invaded our galaxy is quite a match to the Empire's own forces. However it is presumed to be no match as that from the Koranda Empire & Fleet.

Disposition

The invading Koranda are indifferent to the plight of any and all native races of our galaxy. In addition they are indifferent to the damage that they do to their captured worlds. They completely strip mine the surfaces of all valuable ores and leave the bio-spheres completely ruined and often incapable of supporting life again.

History

The Koranda are a highly developed race from beyond our galaxy. The Koranda discovered our galaxy several hundred years ago. When it was discovered many Koranda scavengers came in a gold rush to begin to exploit our resources. For four hundred years they have waged war and exploited worlds in our galaxy.

Name	Basic	Adv	Def	AP	Cost
Armor	All	All	600	3000	SI

Name	Dmg	Ranges	Cost
Laser Rifle	6d10 (x100)	100/200/300/400/500	SI
Laser Pistol	3d10 (x100)	100/200/300/400/500	SI

Name	Energy Unit Capacity	Cost
Power Clip	2000	SI

Psionic Jewelry

Name	Effect	Psionic Power
Psi Crown	Adds 5 base psionic skill levels.	500
Psi Bracers	Psionic Power Battery	750
Psi Necklace	Maintains a psionic shield that drains at half power with concentrating. Also has multiple shield charges for those that are unskilled. Runs at regular power draing from the necklaces own power.	500
Psi Amulet	Psionic Power battery	750
Psi Runes	Psi Runes typically contain at least one psi skill that has been stored a the skill of the storer and sufficient psionic points for its use. The stone is made of a rare element that apparently only the Koranda possess that can store in this manner.	Varies by Usage.



Dragoon

Personality		Physical		Combat		TOA
IT	80	IN	70	RS	60	70
KN	80	ST	800	WS	60	35
CL	80	DX	80	MS	60	
Ch	80	HL	70	A	2	
AW	80	WN	800	TN	800	

Movement Profile

- **Walking:** 37 (35)
- **Running:** 3 * W (105)
- **Sprinting:** 5 * W (175)
- **Flying:** 5 * W (350)

As NPC

- **Attribute Points:** 65 + d10 Attribute Points.
- **Skill Points:** 65 + d10 Skill Points.
- **Standard:** Normal Attribute Points & Skill Points.
- **Minor Hero:** Double Attribute Points & Skill Points.
- **Major Hero:** Triple Attribute Points & Skill Points.
- **Champion:** Quadruple Attribute Points & Skill Points.

Racial Description

The Dragoons are a very large reptilian humanoid that resemble 15 foot tall dragons. They were genetically engineered as a warrior race by the Koranda. After an early revolt in our galaxy they were enhanced with cybernetic enslaving devices that ensured their loyalty to the Koranda. They have large wings are capable of limited flight for short distance of a couple of miles with their armor on or lengthy flight with it off. They also have tails, and a dragon like face and snout on a long neck.

Height: 14-16 feet tall

Weight: 800lbs

Life Span: unknown, but very long

Racial Abilities

The Dragoons possess clawed hands that will do 20d10 plus strength bonuses. They also have a large and lethal mouth full of sharp teeth, again which they usually do not use. These will do 15d10 plus strength bonuses.

Those older Dragoons that revolted often have a vast array of psionic powers. They typically live remotely scattered across the Koranda occupied worlds and the fringe worlds. They despise Koranda and their enslaved brethren and will attack any they encounter, fighting to the death.



Social Customs

Never has more than one Dragoon been seen together, and are extremely mysterious, nothing is known about their social customs. Those that are still enslaved by the Koranda are fanatically loyal guards. In their cybernetic enslavement they think of nothing except total obedience to their masters.

Reproduction

It is believed that the Dragoons are cloned and raised in incubators by the Koranda. It is also assumed that Dragoons are capable of reproducing on their own as smaller and younger specimens have been found with older ones. Never has a mated pair been found together however.

Government

The Dragoons are formed into small units of personal guards for the Koranda. Each Koranda will have several to thousands at their disposal. Amongst the wealthiest they have even been known to fight them in gladiatorial style matches for wagers.

The freeDragoons are not organized into any family, social order. They appear to have simply disbanded and fled from captivity, or were simply stranded on the worlds they were sent.

Religion

Although theDragoons are genetically engineering, the free ones practice something akin to a self enlightening meditation that they are very committed to. The enslaved ones appear to have no similar practices.

Technology Level

TheDragoons are part of the Koranda Empire and as such share their advanced technology. The Free Koranda have only the technology that has survived since their revolt 400 to 500 years ago.

Disposition

Most free dragoons are very silent and live in solitude on various planets across the fringe worlds, they are very rare and hard to find. Most just ignore other lifeforms, but some will sit and talk to the humanoids native of this galaxy. Those that do speak are great story tellers, and very informed about the ancient history of our own galaxy. They are sometimes found amongst very primitive civilizations aided their development.

The enslaved ones are completely loyal to their Koranda master and will die in his service even senselessly.

History

Dragoons are rumored to be the first genetically engineered warrior race of the Koranda, who long ago escaped to our galaxy to be free from their evil masters. The Zitsu-Kar are believed to be their replacements. They have always been found alone, living a primitive hermetic lifestyle. They usually are found near the ruins of ancient civilizations, or amongst very primitive civilizations. It is believed that the long life span of theDragoons, is what caused them to revolt and run from the Koranda.

Name	Basic	Adv	Def	AP	Cost
Armor	All	All	600	3000	SI

Name	Dmg	Ranges	Cost
Laser Rifle	10d10 (x100)	100/200/300/400/500	SI
Laser Pistol	5d10 (x100)	100/200/300/400/500	SI

Name	Energy Unit Capacity	Cost
Power Clip	2000	SI
Mega Power Clip	3500	SI

Zitsu-Kar

Personality		Physical		Combat		TOA
IT	30	IN	40	RS	50	40
KN	30	ST	350	WS	50	
CL	80	DX	30	MS	50	
CH	30	HL	60	A	1	
AW	30	WN	750	TN	750	

Movement Profile

- **Walking:** 40 (40)
- **Running:** 3 * W (120)
- **Sprinting:** 5 * W (200)

As NPC

- **Attribute Points:** 65 + d10 Attribute Points.
- **Skill Points:** 65 + d10 Skill Points.
- **Standard:** Normal Attribute Points & Skill Points. {ST, WN, TN, RS only}
- **Minor Hero:** Double Attribute Points & Skill Points. {ST, WN, TN, RS only}
- **Major Hero:** Triple Attribute Points & Skill Points. {ST, WN, TN, RS only}
- **Champion:** Quadruple Attribute Points & Skill Points. {ST, WN, TN, RS only}

Racial Description

The Zitsu-Kar are 12 foot tall humanoid giants. Besides being almost double the height of most humanoids they are also immensely strong and Brutish in appearance. They have a wide forehead and bony ridges over their eyes. Their eyes are slitted much like large cats. They also have two fang like canine teeth that extend down below their lower lip.

Their native language is a series of growls and hisses, and need a Koranda issue cybernetic translator to understand or speak in other languages. These are restricted in issue frequently to keep the rather dumb warriors from being persuaded by their victims or to keep them from identifying with them. They are rather dumb, however are quite effective soldiers, and do not need to be cybernetically controlled like the Dragons. Simple psionic powers are all the Koranda need to be able to control these troops.

The Zitsu-Kar are designed to only be aggressive when they are motivated by direct psionic command. When the Zitsu-Kar have been abandoned from their leader, they will simply become passive except for self-defense. They will wait for up to a week, and then begin to resort into



simple hunter gathers and farmers survival mode, storing their high tech equipment for re-activation. They can remain in this state for many generations and then instantly activated by the presence of a Koranda psionic command into warrior mode.

Height: 15 feet
Weight: 950 lb.
Life Span: 10-12 years

Racial Abilities

The Zitsu-Kar have no native abilities other than perhaps their genetically enhanced coolness which aids their roles as soldiers. They are immensely strong, and formidable but dumb warriors.

Social Customs

While being commanded they have no social customs other than those of a foot soldier in the army. Whenever they are not being directly commanded into battle they are simply dumb grunts. They play games, compete, workout, and joke as any soldiers would. Although overhearing them could cause you to permanently lose 10 IQ points. Just kidding!

Those that are in survival mode, have been know to develop quite a number of social customs that were

specific to their group over time. They are still rather dumb in this mode, but rather less cruel. They develop a cohesive tribe that is ruled by the elders. They worship something that vaguely resembles a Koranda as a god, to keep the idea fresh for later mind control. They can even develop shamanistic beliefs.

Reproduction

Zitsu-Kar are cloned as needed for the Koranda and raised in incubation tubes that are filled with embryonic fluids and medical equipment. However Zitsu-Kar can produce like normal mammals but are not inclined to do so unless they are in survival mode.

Government

When active the Zitsu-Kar is organized as military units up to armies that server a single Koranda master. When in survival mode they govern themselves as a tribe.

Religion

Only the ones in survival mode practice religion. They develop a tribe like shamanistic practice that has a sole god similar in appearance to a Koranda.

Technology Level

The Zitsu-Kar are members of the Koranda forces and as such share their technology. When in survival mode, they store their tech equipment and build a primitive tribe like society. They are also extremely adept at training smaller predators into obedient attack beasts. Typically this is of xanthranians while in active mode.

Disposition

The Zitsu-Kar are extremely brutal killers when they are commanded by their masters. When simply in active mode they are playful and bond with one another, and when in survival they are passive to anything non-threatening.

History

The Zitsu-Kar are a genetically engineered warrior race of the Koranda. They are very obedient and have no distinguished history besides that of the Koranda they are born and bred to die fighting the cause of the Koranda and have no free thought besides following orders

Name	Basic	Adv	Def	AP	Cost
Body Armor	All	All	600	3000	SI

Name	Dmg	Ranges	Cost
Heavy Laser Rifle	6d10 (x100)	100/200/300/400/500	SI
Laser Rifle	4d10 (x100)	100/200/300/400/500	SI
Laser Pistol	2d10 (x100)	100/200/300/400/500	SI

Name	Energy Unit Capacity	Cost
Power Clip	2000	SI



Xenos

Personality		Physical		Combat		TOA
IT	60	IN	60	RS	50	60
KN	60	ST	200	WS	60	40
CL	80	DX	60	MS	60	20
CH	60	HL	60	A	3	
AW	80	WN	140	TN	140	

Movement Profile

- **Walking:** 24 (24)
- **Running:** 3 * W (72)
- **Sprinting:** 5 * W (120)
- **Running:** 10 * W (240)

As PC

- **Attribute Points:** 50 + d10 Attribute Points. {Strength, Wounds, Toughness Only}
- **Skill Points:** 50 + d10 Skill Points.
- **Wealth:** 20,000 Credits.

As NPC

- **Standard:** Normal Attribute Points & Skill Points.
- **Minor Hero:** Double Attribute Points & Skill Points.
- **Major Hero:** Triple Attribute Points & Skill Points.
- **Champion:** Quadruple Attribute Points & Skill Points.

Racial Description

The Xenos are a humanoid that possess a organic metal skin. This skin is very strong and acts as armor.

Those that possess wings are called **Orbitos**.

Height: 7 feet tall

Weight: 250 lbs.

Life Span: 150 years

Racial Abilities

The Xenon's armor acts as armor equal in value to their TN, and covers their entire body. The Xenos also possess a incredible healing factor and completely regenerate in 24 hours, and have a healing rate five time that of normal humanoids.

Social Customs

Xenos are solitary humanoids and are not very sociable. They spent most of their lives wandering around of something they call life quests, to discover who they are, and their place in the universe.

Reproduction



It is believed that they mate in a standard mammal like fashion, but it is done so infrequently that they possess a very small population.

Government

Their is very little in the way of government, since they are extremely individualistic. They are nomads and wanderers, and will only join forces on rare occasions for their mutual benefit.

Religion

They have no established religious system.

Technology Level

Due to their nomadic nature, they possess no individual technology, but acquire much Empire equipment during their travels.

Disposition

The Xenos are bizarre, they are at the same time friendly, yet aloof. Anything they do, is for their own private reasons, and they are unpredictable in this way.

History

Due to the nomadic lifestyle of the Xenos, it was only probably that they would eventually bump into the Empire. The actions of a few, allowed them acceptance into the Empire, and now all enjoy those benefits. Since

they have joined they have continued their new travels and great explorations.

K.E.H.A. (Koranda Enslaved Human Agent)

Personality		Physical		Combat		TOA
IT	30	IN	40	RS	40	40
KN	30	ST	70	WS	40	
CL	40	DX	40	MS	30	
CH	30	HL	40	A	1	
AW	40	WN	60	TN	60	

Movement Profile

- **Walking:** 24 (24)
- **Running:** 3 * W (72)
- **Sprinting:** 5 * W (120)

As PC

If the human has not been completely enslaved by the Koranda, then they will have the stats of their former self.

As NPC

After a human has been completely enslaved by the Koranda, all of their skills are halved, due to the brain damage caused during the procedure. Although they often are capable of impersonating their former selves, they somewhat appear zombie like in mentality.

Racial Description

The Keha race is identical to humans only that they have been enslaved by the Koranda. They all wear Koranda issued armor and gray robes when not incognito.

Height: 5 - 6 feet 6 inches

Weight: 120-220 lb.

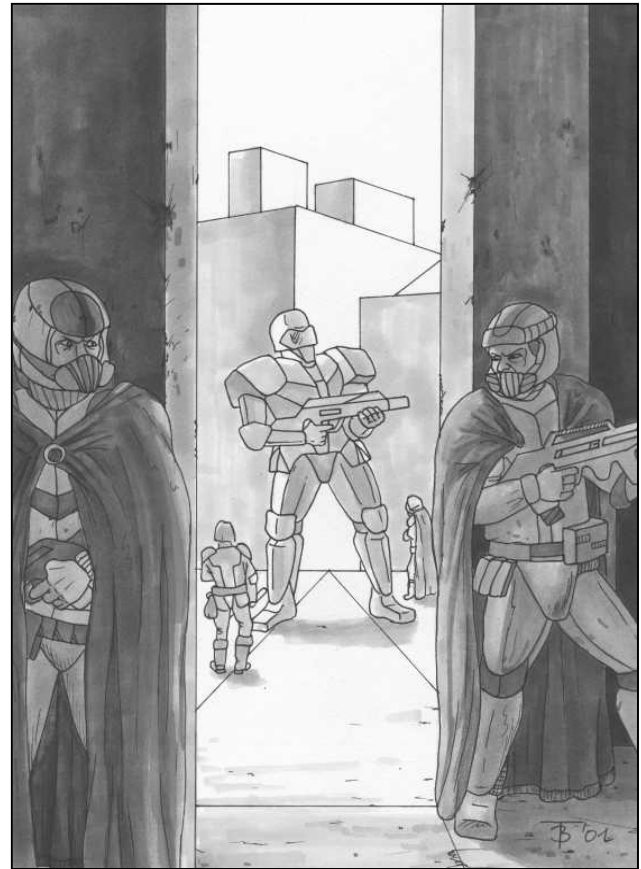
Life Span: 90-120 years

Racial Abilities

None.

Social Customs

None. They walk around within a society that has been defeated by the Koranda. When they observe actions that are of interest to the Koranda, they alert the Koranda via their cybernetics, and await orders. The most often response is to send Zitsu-Kar, Keza, or Keha forces to intervene, or the Keha is ordered to conceal himself and continue to feedback intelligence to the Koranda. Keha do not eat, drink, or sleep. They are often seen sitting in a bar observing everyone, standing on street corners, walking into social functions, and into large groups of humans. They act emotionlessly and cannot be appealed to. When ordered they will fire on any and all humans, regardless of age, or sex. Note a Keha is a separate agent from Zitsu-Kar and cannot be ordered by them, only the Koranda can order a Keha.



Reproduction

The Koranda take human prisoners, and destroy their individuality by destroying certain parts of their brains. The Keha is then attached with control and relay cybernetics.

Government

They are slaves controlled by the Koranda.

Religion

None.

Technology Level

The Keha cybernetics is of standard Koranda technology of 8. The cybernetics are not removable from the Keha without causing death. The death of a Keha agent regardless of cause, results in a 10 d10 explosion.

Disposition

The Keha are an emotionless lot, who seem extremely attentive to their surroundings, and those around them, due to their spy role within the Koranda Forces. When their leader is absent or killed, the Keha will stop fighting or whatever they are doing, going immobile, and with die within a day.

History

The Keha are a cybernetic enslaved spy race for the Koranda. They were once individual people, however they have no memory, and therefore no history before their enslavement. The first Keha of course came into being during the current Koranda War, and since hardly

any news leaves a captured Koranda territory, or prisoners escape, they are not common knowledge.

Name	Basic	Adv	Def	AP	Cost
Body Armor	All	All	70	490	SI

Name	Dmg	Ranges	Cost
Laser Rifle	8-80d10	100/200/300/400/500	SI
Laser Pistol	6-60d10	100/200/300/400/500	SI

Name	Energy Unit Capacity	Cost
Power Clip	2000	SI

KEZA (Koranda Enslaved Xanthranian Agent)

Personality		Physical		Combat		TOA
IT	20	IN	80	RS	0	80
KN	20	ST	120	WS	0	60
CL	100	DX	20	MS	90	40
CH	10	HL	80	A	4	20
AW	75	WN	120	TN	120	

Movement Profile

- **Walking:** 20+d6 (26)
- **Running:** 3 * W (78)
- **Sprinting:** 5 * W (130)

Racial Description

The Keha race is identical to normal Xanthranians only that they have been enslaved by the Koranda. A Xanthranian looks like a humanoid evolution upon the scorpion. They have a very strong silicon based carapace exoskeleton. They have six legs and a additional set that has evolved into clawed grasping hand like appendage. They also have a tail with a stinger.

Height: 7 feet

Weight: 195 lb.

Life Span: 20-30 years

Racial Abilities

The Xanthranian have a set of claws the do 5d6 damage, and a stinger tail that will do 6d6 damage plus injecting a paralysis poison with a -30 modifier to save.

Social Customs

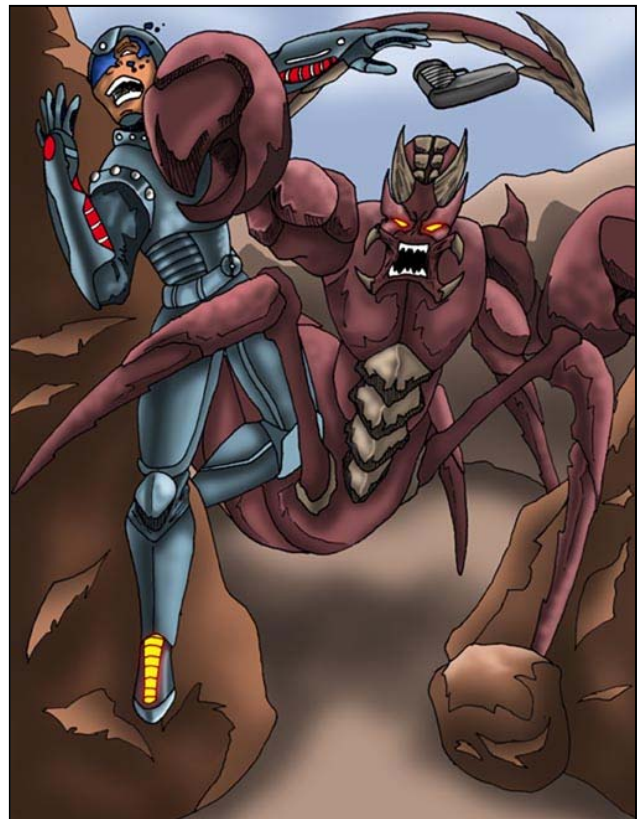
The Xanthranians have no social customs whatsoever, except for the fact that they love to kill and devour any living thing around.

Reproduction

Xanthranians are hatched from eggs laid by a Queen Xanthranian. The hatchlings grow to full maturity in one week and are dual purpose warrior/drones. Once a hive reaches average size(pop 5,000) the Queen begins to lay royal eggs for Kings(80%) and Queens(20%)(in addition to her regular eggs). The Royal Hatchlings wait until full size is reached and then a task force of Queen, 3-5 Kings, and about 75 warrior/drones, will leave the hive seeking a suitable place to build a new hive. The queen of a hive will continue to produce Royal eggs until she dies.

Government

Hive Like, the queen being the absolute leader, only that they are commanded by the Koranda. This is in two



different ways, sometimes they will control only the queen who then orders the individuals, and sometimes they cybernetic enslave every single Xanthranian in the hive. The first method is for subtle, or covert operations, and the second for full scale attacks, and suppressions. They are usually deployed outside a city in their hive. Those prisoners causing trouble are thrown to them, or if losing control of a territory is thought eminent are let lose to destroy and eat everything including Zitsu-Kar, and Keha. Any cybernetic controlled Keza are programmed to not attack Koranda, however those who are commanded by a cybernetic enslaved Queen, may be not be stopped by the queen in time. This is only a theory, and has not been proven.

Religion

None.

Technology Level

None, the Keza cybernetics is of standard Koranda technology of 8. The cybernetics is irremovable from the Keza without causing death. The death of a Keza agent regardless of cause, results in a 10 d10 explosion.

Disposition

Eat Everything!

History

The Keha are a cybernetic enslaved spy race for the Koranda.