

PHASE 1

1 General Type of Scenario

- Investigation (2)
- Survival (3)
- Exploration (4)
- Assault (5)
- Trade (6)
- Sacrifice (7)

PHASE 2

2 Type of Investigation

- Where are they (4)
- What happened (8)
- Where is it (9)
- What is this (10)
- How do we stop it (11)
- Who did this (12)

3 Type of Survival

- Get away from it (11)
- Trapped (13)
- Creeping doom (14)
- Natural disaster (15)
- Hordes of the things (16)
- Assassin (20)

4 Type of Exploration

- Alien structure (17)
- Abandoned structure (18)
- Natural phenomena (19)
- Space (21)
- Mental (22)
- Urban (23)

5 Type of Assault

- Stronghold (24)
- Murder (25)
- Uprising (26)
- Kidnap (27)
- War (28)
- Technological (29)

6 Type of Trade

- Small expensive item (30)
- Rare item (31)
- Cargo (32)
- Technology (33)
- Prisoners (34)
- Star ships (35)

7 Type of Sacrifice

- Money (36)
- Livelihood (37)
- Yourself (38)
- An entire people (39)
- Your hopes and dreams (40)
- Time (41)

PHASE 3

8 What happened

- Missing person (12)
- A thing appeared (21)
- Missing items (9)
- Murder (12)
- It was moved (42)
- Strange behaviour (22)

9 MacGuffin

- Star ship (35)
- Bundle of cash (36)
- Technological miracle device (19)
- Jewels (36)
- Weapon (11)
- Secret (18)

10 Weird item

- Alien artefact (42)
- New mineral (35)
- Sixth sense (20)
- Psionic item (17)
- Map (18)
- Living substance (30)

11 Threat

- Solar event (18)
- Failing crops (7)
- Infestation (28)
- Illness (22)
- Invasion (21)
- Political (19)

12 Who

- Relative (25)
- Mysterious stranger (20)
- Powerful politician (26)
- Lifelong enemy (27)
- Insurgent (26)
- Alien emissary (42)

13 Trap

- Snipers all around (26)
- Rising water (26)
- Social ties (27)
- Locked exits (40)
- Poisonous atmosphere (44)
- Mental confusion (20)

14 Creeping doom

- Dying sun (12)
- Infestation (16)
- Alien animals (31)
- Asteroid swarm (26)
- Poison air (35)
- Radiation (20)

15 Natural disaster

- Black hole (32)
- Super nova (3)
- Storm (19)
- Drought (36)
- Collapse (21)
- Meteor (19)

16 Hordes of the things

- Intelligent aliens (20)
- Alien animals (42)
- Insects (11)
- Micro-bots (5)
- Fighter craft (27)
- Mobile fungi (28)

17 Alien Structure

- Hive ship (28)
- Abandoned station (44)
- Religious temple (29)
- Asteroid colony (44)
- Dead city (31)
- Military base (11)

18 Abandoned structure

- Power station (35)
- Floating framework (24)
- Inverted pyramid (34)
- Subterranean cavern (27)
- Arena (42)
- City (29)

19 Natural phenomena

- Population boom (26)
- Psionic scream (40)
- Gravitational anomaly (31)
- Solar fade (41)
- Audible anomaly (11)
- Biological die-off (43)

20 Assassin

- Professional killer (9)
- Angry fool (22)
- Alien (25)
- Underworld thugs ((13)
- Corporate competitor (28)
- Racist (34)

21 Space exploration

- Asteroid (13)
- Space station (20)
- Abandoned hulk (32)
- Alien craft (44)
- New planet (26)
- Mysterious cloud (11)

22 Mental

- Psionic (29)
- Madness (40)
- Invention (36)
- Despair (10)
- Expanding IQ (12)
- Induced confusion (33)

23 Urban

- Old factory complex (16)
- The sewer system (12)
- Abandoned apartment building (44)
- Active atmosphere processor (29)
- Ancient fortress (10)
- Newly discovered alien environment (35)

24 Stronghold

- Bunker complex (21)
- Prefabricated fort (32)
- Massive ancient tower (15)
- Natural cave system (44)
- Military camp (32)
- Vehicular laager (39)

25 Murder

- Legal execution (18)
- Bloody reprisal (12)
- Back alley mugging gone wrong (37)
- Overdose (40)
- Mass killing (26)
- Starvation (27)

26 Uprising

- Slave revolt (36)
- Military coup (32)
- Democratic movement (39)
- Provincial independence declaration (22)
- General strike (25)
- Ethnic aggression (30)

27 Kidnap

- Protagonist (23)
- Sibling or parent (43)
- Employer (20)
- Extended family (22)
- Friend / Neighbour (36)
- Child (23)

28 War

- Capture equipment (35)
- Kill leader (41)
- Hold the line (41)
- Take that hill (22)
- Demolish structure (23)
- Aggressive patrol (41)

Requires the use of the Traveller(TM) Main Rulebook,
available fromongoose Publishing.

Compatible Product

TRAVELLER

game Planner

43 Skills

- Computer (22)
- Melee (20)
- Firearm (28)
- Piloting (21)
- Navigation (19)
- Social (7)

44 Failure

- Accident (40)
- Sabotage (35)
- Wear and tear (33)
- Faulty material (36)
- Operator error (13)
- Corrosion (33)

39 An entire people

- An extended family (15)
- The whole tribe (26)
- The last of the race (28)
- The complete colony (4)
- The crew (22)
- All the witnesses (11)

40 Hopes and dreams

- Inheritance lost (15)
- Loved one leaves (38)
- Holiday venue destroyed (28)
- Criminal record (28)
- Unemployed (22)
- Poor health (39)
- Irrational fear (31)

38 Yourself

- Livelihood (37)
- 1 year of your life (23)
- Slaves (39)
- Indentured workers (22)
- Captured aliens (35)
- Political rivals (25)
- Irradiated hulk (30)
- Damaged scout (37)
- New Corvette (25)
- On the star ship (29)
- Hidden next door (22)
- On another planet (32)
- Across the world (37)
- The next subsector (33)

42 Moved

- Your family (9)
- Life savings (20)
- Your home (24)
- Every Monday (27)
- Six months (30)
- Tissue sample (17)
- 1 year of your life (23)
- The next week (30)
- The next week (30)
- One year (25)
- A decade (34)
- Retirement (31)

32 Cargo

- Weapons (37)
- Rare earth (18)
- Industrial gems ((27)
- Animals (42)
- Engine parts ((23)
- Food (16)

33 Technology

- Ship engines (44)
- Laser crystal (24)
- Guidance system (44)
- Comm's gear (34)
- Power source (6)
- Computer parts (25)
- Prisoners of war (27)
- Murders (25)
- Slaves (39)
- Indentured workers (22)
- Captured aliens (35)
- Political rivals (25)
- Irradiated hulk (30)
- Damaged scout (37)
- New Corvette (25)
- Alien spy vessel (40)
- Decommissioned trader (43)
- Bulk fuel carrier (25)

34 Prisoners

- Prisoners of war (27)
- Murders (25)
- Slaves (39)
- Indentured workers (22)
- Captured aliens (35)
- Political rivals (25)
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29 Technological

- Power out (41)
- Communications block (39)
- Robotic mayhem (42)
- Overload explosion (44)
- Life support failure (24)
- Out of control vehicles (35)

30 Small expensive item

- Antique (32)
- Extinct alien corpse (35)
- Computer program (13)
- Gem (42)
- Legal document (18)
- Key (17)
- Endangered animal (4)
- Piece of art/craft (43)
- New invention (22)
- Fossil (17)
- Artifact of the Ancients (19)
- Strange material (36)

35 Star ships

- Irradiated hulk (30)
- Damaged scout (37)
- New Corvette (25)
- Alien spy vessel (40)
- Decommissioned trader (43)
- Bulk fuel carrier (25)

31 Rare item

- Legal document (18)
- Key (17)
- Endangered animal (4)
- Indentured workers (22)
- Captured aliens (35)
- Political rivals (25)
- Irradiated hulk (30)
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