



FREELANCE TRAVELLER

The Electronic Fan-Supported Traveller® Magazine and Resource

Featured Article
Life Support

by Dwayne Walstron

Issue 038
February 2013

A Note About Production

Freelance Traveller is prepared using Microsoft Office Publisher 2010 running on a Windows 7 Ultimate x64 system. The program is reasonably easy to use, and produces good results with moderate effort; it also supports advanced typographic features such as typographic quotes and apostrophes, small caps, ligatures, swashes, and stylistic alternatives (if the advanced features are implemented in the font). Generation of the PDF files is built in to this version of Microsoft Office; no additional products are needed.

The title and heading typeface is ZapfHumanist BT, a Bitstream adaptation of Hermann Zapf's digital redesign of his 'hot lead' typeface Optima, chosen as a 'tie-back' to the title typeface of the original edition of *Traveller*. The black-and-orange of the section headings is also a tie-back to *Traveller's* origins, though we felt that the 'correct' red was too dark. The heading sizes vary from 12 to 16 points. Body text is set in Palatino Linotype, also designed by Hermann Zapf, and is set at 11 points for most body text, giving approximately the same text spacing as Times New Roman at 12 point (which was the original *Freelance Traveller* body text), but a lighter 'color'. Palatino Linotype also 'balances' better as a body text typeface to Optima as a titling typeface.

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Jeff Zeitlin

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Cover: L.E.Spry from his/her flickr photo-stream at <http://www.flickr.com/photos/lspiry/5294622567/in/set-72157602132076415>, based on NASA/NOAA original images.

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Freelance Traveller is published monthly in PDF form by the editor. The current issue is available from *Freelance Traveller's* website, <http://www.freelancetraveller.com>.

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From the Editor



I've been asked why I keep putting out *Freelance Traveller* month after month, investing time and money for no visible return or benefit.

Asking the question that way, though, denigrates the *intangible* returns and benefits: I get the pleasure of knowing that I'm making a contribution to the *Traveller* community that is appreciated. I get the pleasure of seeing downloads of the magazine every month as soon as I post the announcements—and occasionally before. I get the pleasure of knowing that at least one reader thought highly enough of my efforts that he wrote and told me he was sending in my name for a 'best fanzine' Hugo.

Yes, it's all 'egoboo', but I don't see anything wrong with that—it's a way for me to know that

I've made that contribution, and that it's appreciated. And that it's encouraged others to contribute.

Traveller has an active fan community. We have many contributors to forums, we have people who put out other fanzines and blogs, we have people who write, for *Freelance Traveller*, for other publications, or even for money (take a look at DTRPG!), and we have lively discussion in every venue that allows discussion. We have players who are introducing their children and grandchildren to *Traveller*.

Ultimately, it's that fan community that makes it possible for *Freelance Traveller* to exist. I could not do this without the readers, nor without the contributors. I'm just a facilitator and curator. To the rest of you, the *Traveller* community, I thank you for your support. ☼



Minor Alien Module 1: Luriani

reviewed by Jeff Zeitlin

Minor Alien Module 1: Luriani. Andrew Vallance.
Mongoose Publishing <http://www.mongoosepublishing.com>
60pp., PDF
US\$19.99/UK£12.66

For the first time ever, a minor race gets in-depth treatment almost worthy of a major one.

Minor disclaimer: I am named under Special Thanks on the title page; Andrew and I had a discussion on what turned out to be core ideas concerning Luriani reproductive genetics and interbreeding with non-Luriani humans.

On the Shelf

This product is not yet available in a print edition, so you won't see it on a shelf. At only 60 pages, it would be a slim volume, but not disappointingly so; there are third-party supplements that are thinner.

The cover follows the pattern of the other Third Imperium books, with the usual embossed-steel Third Imperium masthead right above the book title, a full-width central artwork panel, and the *Traveller* logo below the artwork. For this book, the artwork us a human/humanoid female against a backdrop of a futuristic city. Sadly, there are details that suggest that this was 'stock sci-fi art', rather than being commissioned specifically for this work.

Initial Impressions

The material is well organized: The Introduction could stand on its own as a Contact! article from the original *Journal of the Travellers' Aid Society*, but here it only whets your appetite for what follows, which is a 'day tour' of Luriani society. This leads into an overview of their history, which seems to emphasize the stresses existing between the Luriani and the Imperium and its predecessors.

A chapter on Luriani characters follows, outlining the differences between standard Imperial human characters and Luriani. Two Luriani-specific careers are included.



A chapter on Luriani Equipment and Technology might seem out of place, given that the Luriani are part of the Imperium, but Andrew has included this for good reason, and a thorough reading will reveal that the Luriani are in fact far more important to the Imperium than the status of 'minor' race would seem to imply. One might think similarly of the chapter on Luriani Ships, and one would be equally wrong to do so, for much the same reason. You also get deckplans and stat sheets for two starships and a fighter.

The chapter on Luriani Encounters starts with a brief discussion of the Luriani temper, and how to play it; the remainder is a set of brief profiles of selected prominent Luriani, and some potential patrons/seeds for Luriani-related adventures.

Finally, there is a chapter on Luriani Worlds; this does not, as you might think, present world-generation information; rather, it is an overview of one of the subsectors of the Luriani Protectorate/Luriani Cultural Region.

Internal artwork is sparse, and all in the same style. There are details that suggest that the artist

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actually read some of the material she was illustrating, but in some ways, the drawings do not 'line up' with the image I formed from the text—for the most part, the people portrayed look slimmer to me than the text would suggest.

On Closer Inspection

There are a few organizational infelicities; for example, I might have taken the discussion of Luriani reproductive genetics out of the Physiology section and put it in with Interfertility with Other Humans, or with the reproduction-related sections of the Luriani Equipment and Technology chapter. For the most part, though, such infelicities are at the level of nit-picking, and in most cases, one can argue in Andrew's favor just as easily as against.

Each chapter starts with an excerpt from the journal of Sara Maval Dame, giving a quick vignette of living among the Luriani. The vignettes all relate interactions between Sara and her Luriani friend and guide, Seshko, and illustrate how different Luriani social interactions can be from the "Imperial norm". Frustratingly, there isn't any real expansion on the vignettes; they're presented, and you get one or two sentences—Sara's analysis, in a sense—but that's it, and you end up wanting more

details, which searching through the book won't turn up. They are also slightly confusing, as they often seem not to relate to the material in the chapter. One can hope that Andrew will write a supplement to this supplement, filling in the gaps...

Many aspects of Luriani culture are covered, and not all of them are necessary for players to know for adventuring—but all contribute to understanding the Luriani, and giving them the three-dimensional feel that they have, rather than leaving them as 'cardboard cutouts'. One would be well-served to read through the book before attempting to use it; it is very much not a mere reference.

Conclusion

Andrew's presentation of the Luriani here is at least as good as the presentation of the major races in GDW's original Alien Modules, and sets a high bar for a minimum standard for future Minor Alien Modules. He has made them accessible as player-characters for even inexperienced players, and made it seem like a campaign with the Luriani could be more fun than a "straight Imperial" campaign. This module is worth every penny of its price, and is a recommended purchase for anyone who wants to go beyond the basic rulebooks. 🌐

Doing It My Way

Life Support

by Dwayne Walstron

My recent *Traveller* campaigns focus on exploration, military or 'adventuring' activities, neglecting mercantile ones. This is mainly due to the temperament of my group, which loves mysteries and combat (starship or otherwise), but hates dealing with 'small stuff' such as economics and life support. Searching for a way to simplify some bookkeeping, I developed the following method.

It should be noted that these house rules do not accommodate small craft, nor do they take into account the requirements of non-human lifeforms, as my current campaign rarely deals with them.

They are based on the Mongoose *Traveller* rules (which I currently use), but should be easily modified for other *Traveller* rules systems.

I first reduced the size of standard staterooms to 3 tons, removing the portion allocated towards life support equipment (as per the standard *Traveller* rules). I left the sizes for cabins untouched, as these are much smaller and do not contribute a significant portion of a ship's life support equipment (though I do reduce the cabin's base price by a small amount). Suites or luxury staterooms are also unchanged. After all, these are suites; they should be larger. I then reduced the prices for these components to reflect the removal of the life

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Doing It My Way

support equipment (again, leaving suites unchanged).

Next I created 'Life Support Units' (LSUs). I used a 10-stateroom capacity as the initial basis for the standard unit, making it 5-tons in size and costing MCr 2.5. This is of course the perfect capacity for a free, far or fat trader. (Well, not quite enough for the fat trader's 13 staterooms, but close.)

In determining the life support capacity for the standard unit, I computed 28 man-days capacity for ten staterooms (280-days), and rounded up to 300 man-days (representing a small efficiency bonus). To allow for double occupancy (per the standard *Traveller* rules), I increased this capacity by 50% (to 450 man-days), using the assumption that most staterooms will not be run at double occupancy for more than a couple of weeks at a time.

Using these numbers, a standard Life Support Unit requires 5-tons volume, costs MCr 2.5 and provides 450 man-days of life support. I then created larger and smaller sized units and extrapolated their tonnage, cost and support, as listed on the chart below. I considered creating even larger units (huge or military size LSUs), but ships large enough to require larger units are hardly ever encountered by my players, so I left these untouched.

For standard ship designs in my campaign, I make the assumption that these units are already installed (with an appropriate-sized LSU), and make no changes to the ship's layout or cost. Newly-designed or customized ships reflect these changes.

Quarters and Life Support Units			
Unit Type	Volume (dT)	Cost (MCr)	Notes
Luxury Suite	8	1 or more	
Stateroom	3	0.25	
Cabin	2	0.15	
Large LSU	10	5	900 man-days life support
Standard LSU	5	2.5	450 man-days life support
Small LSU	3	1.5	225 man-days life support

LSU Refills

Naturally these units need restocking. I set the cost for a standard-size LSU refill at Cr 30,000, and adjusting the cost as appropriate for the other unit sizes. In addition I set 'arbitrary' sizes for the volume of these supplies. Note that these sizes may not be accurate for some *Traveller* rules, but they work for my campaign, and the players in my group don't seem to have any problems with them (or haven't exposed any issues. Yet).

These refill kits include not only food and air, but other necessities such as replacement filters, life support-specific spare parts, new seals, replacement air tanks and the like.

Refill 'kits' can be purchased and stored in the cargo bay, and used as needed. Note that the 100-day Kit provides air, stock food and a few replacement filters; it does not supply the regular LS-specific spare parts, and is used by captains or stewards to 'top off the stores'.

Life Support Unit Recharges			
LSU Refill Type	Cost (Cr)	Vol (dT)	Man-days support
Large LSU	60,000	1.00	900
Standard LSU	30,000	0.50	450
Half Unit or Small LSU	15,000	0.25	225
100-day Kit	6,000	0.10	100

New Ship Statistics

I add two new ship statistics for these house rules: Life Support Capacity (LSC), which has two values, and Standard Duration. Use of these numbers allow a ship captain to compute when, how often, etc., he will need resupply.

Life Support Capacity has two values: Standard and Maximum. The Standard LS Capacity is calculated as follows: +1 per cabin; +1 per stateroom; +2 per suite. The calculation for Maximum LS Capacity is as follows: +1 per cabin; +2 per stateroom; +4 per suite. For example, the *Beowulf*-class free trader has a Standard LS Capacity of 10 (10 staterooms), and a Maximum LS Capacity of 20.

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Doing It My Way

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Standard Duration is the average, expected duration of the LS Unit in days. Divide the ship's Man-Days of life support by its Standard Capacity. For instance, the *Beowulf*-class free trader's Standard Duration is $(450 / 10)$ 45 days. If a *Beowulf* runs at double occupancy its duration is a mere 22.5 days.

Overloading Life Support

In certain situations a ship may be forced to carry more passengers than it is rated for; for example, deep space rescues. As noted, standard *Traveller* rules allow for double occupancy without stress to the ship's life support systems (but at an additional cost). However there are times you just don't want to leave someone behind; you may need to overload the system to save lives. These house rules allow for this! But it comes at a price...

As stated above, ships may carry up to their rated Maximum LS Capacity without complications. If a ship is carrying persons over its the Maximum Capacity, make an 8+ roll each day to avoid a life support malfunction with the following modifiers:

- ⇒ -1 per additional 50% of the ship's Standard LS Rating over its Maximum, rounded up
- ⇒ -1 per month the ship is past due for its annual maintenance
- ⇒ +ship engineer's EDU bonus and Engineering (Life Support) skill (if more than one engineer, use the average for these numbers)
- ⇒ +other modifiers as the situation warrants...

Example

A deep-space rescue might be the sort of situation that would require life support calculations to come into play:

Captain Smith, owner of the *Beowulf*-class free trader *Emperor's Dream*, has come out of jump in a system, and has picked up a distress signal. Another free trader has collided with a planetoid, resulting in severe damage to its power plant. That ship's engineer has managed to rig a solar collector, and maintained enough power to keep the

crew and passengers alive. But the system is degrading quickly.

Fortunately, *Emperor's Dream* is only a day's travel from the stricken ship. Captain Smith overtakes the distressed vessel, matches course and docks. The *Emperor's Dream* is carrying a crew of four, 20 passengers in low berths (so these are unavailable for the rescued crew and passengers), and six passengers. The damaged ship, also a free trader, has four crew, four passengers and six passengers in low berths. Captain Smith squeezes everyone into the ship, then bolts for the main world, two days travel away. (Smith could have pulled the low berths out of the damaged ship, but his cargo bay is completely full; it was a good stop at the last planet.)

The *Emperor's Dream*, a standard free trader, has a normal Life Support Capacity of 10, with a maximum of 20. It also has 365 man-days of life support remaining (having just restocked at the last stop). With the current crowding of 28 persons (14 original occupants plus 14 more from the damaged free trader), the *Emperor's Dream's* life support system will be stressed until it reaches the main planet (or another nearby ship). With the engineer's Engineer (Life Support) skill of 1, no EDU bonus, and DM -1 penalty for the overcrowding, the ship's engineer must roll 8+ per day to maintain the life support unit. The ship will also use 56 man-days of life support for the two-day trip. The overcrowding and chance of malfunction are a small price to pay for saving the lives of 14 persons. 🌌

The Freelance Traveller Forums

Our connectivity issues appear to be mostly resolved; the main issue at this point is having the time to put everything together. We hope to have something set up for limited testing soon, and are seeking volunteers for testing and discussion of various features. Interested people should contact us at tech@freelancetraveller.com. We apologize for the continued delay in restoring this service.

Henri Gaudette

profiled by Sam Swindell

Sir Henri Gaudette 7777BB Age 34 Cr32,000
4 Terms Army (Major)
Leader-3, Tactics-3, Combat Rifle-2, Admin-1, SMG-1,
Air/Raft-1
SEH, MCG×3, MCUF×5, Combat Service Ribbon×9,
Command Ribbon×7, Purple Heart ×6
Gauss Rifle w/10 mags

Sir Henri is a slight man, a scant 160 cm and barely 60 kg, with dirty brown hair, such of it that can be seen. His almost permanent squint nearly conceals his hazel eyes. His gaunt and lined face cannot be called handsome, but it is easy to see he once was. His only notable bad habits are his drinking, though he's not an alcoholic, and his tendency to grind his teeth. He engages in fairly limited exercise, mostly light walking and light calisthenics.

If one talks to a few veterans around, it is not difficult to piece together most of his story: He loves a fight, but would rather win a few than lose a lot. In the protracted counterinsurgency campaign in which he spent his army career, one of the other company commanders called him "wimpy" for calling off an ill-conceived assault, and volunteered to take the mission himself with no extra prep time. Gaudette's men repeated this with pride, after the other command was slaughtered almost to a man. The commander, known by Gaudette's men as "Stumpy" from the double amputation inflicted by the TDX mines that annihilated his command, blamed Gaudette for his unit being savaged. Later, 'Wimpy' and his company set and sprung the trap that did for the responsible group of insurgents.

When Gaudette was a cavalry troop commander, a mission went badly wrong for one of his platoons. The options for rescue were limited by either time or scale; the squadron was massing and pulling in assets to put together a thrust that could get the platoon's survivors out, but it would take hours. The platoon was not likely to last an hour without some forlorn-hope mission to divert the

attention of the insurgents; an insurgent brigade had downed the cav platoon's carriers in a sudden, massive volley of ATGM fire, and swarmed from unknown subterranean positions like angry ants. 'Wimpy' put his XO in command of the troop and asked for volunteers from those without wives or children to go on what he said was certainly a suicide mission, with little hope of either survival or success. He limited the men to enough to fit in two carriers by drawing lots, because no one wanted to be left behind when 'Wimpy' rode out. Through a skillful raid, they got to the survivors, and shuttled them back on the one wounded carrier that would still fly, as one *Rampart* that was officially 'down' went in again and again, firing mostly blind into the jungle valley. Less than half of the rescue mission, and only 12 platoon members, survived; all were both wounded and profoundly grateful. 'Wimpy' went from popular to legendary as a result of this action, and was awarded the Starburst for Extreme Heroism some years later. After recovering from his wounds, and taking an accelerated version of Staff College, he was given command of the Headquarters Troop, and went on to quickly move into a job as the head staff officer for operations training and planning, all from the effectiveness he showed in combat leadership and planning. His success inspired a bit of jealousy in some peers and superiors alike.

His men had always been more devoted to him than to his superiors, though; sometimes small men in the military have a greater need for obedience than efficacy, let alone efficiency. 'Wimpy' was not brilliant, but he was smart enough, very well-read, and would not back down when right. He cared not for his career but his job; the excellence in the latter never quite made up for the lack of attention to the former, however. His men would follow his profoundly profane, squeaky commands almost without a thought, because he worked hard to never make a bad call. If there was a hot spot, 'Wimpy' was there, with divots in his combat armor, ordering drivers to take cover, and gunners to shoot true. He never took a

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Up Close and Personal

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bad risk, and never missed a good opportunity to hit the "G's" where it hurt. Sometimes, when he had a good XO, he would lead the riskiest patrols himself. He was later made Battalion S3 for an infantry battalion, and did creditably, but knew that this was likely the apex of his career. Indeed, "creditably" is a gross understatement, if planning and coordinating highly successful combat operations were all an S3 had to do; all staff officers ultimately need to make the boss happy, though, and sometimes this means executing his stupid plans when he won't listen. 'Wimpy' failed badly at that.

He is from a military family of "rankers," and the pride of his father, a retired Regimental Command Sergeant Major, means more to 'Wimpy' than any of the efficiency reports that damned him with faint praise. His first wife left him in his third term, and though he pretended that it did not affect him, he really blamed himself. He knew his love of the service had hamstrung that relationship, and would in the end rather have lost another of his men than have seen her go. But she went, and they kept dying anyway. 'Stumpy' went to real lengths to sabotage him, even delving into perjury and other criminal mischief, mostly hamfisted, but some almost artful. He never retaliated, though, and pitied 'Stumpy' in his impotent rage. Everyone in the chain of command saw through the tricks, but they were annoyed anyway, and some blame fell on Gaudette. The military tends to apportion blame to perpetrator and victim about 90/10, and this meant 'Wimpy' was eventually a liability that no one wanted around. Wimpy eventually retired, when it was clear that 'Stumpy' would not stop his vendetta. This was, in many ways, a tragedy.

Sir Henri is looking for a way to put his skills to useful and honorable service, but is willing to be patient. He is generally distrustful of mercenary units as being too, well, mercenary. He is staying at a veterans' hostel, where he can live cheaply in adequate comfort. He knows a few of the regulars

there, and they respect him. He has a large network of trusty connections, though, where he can find out about most people in military service. He does not speak of his accomplishments in social circles; few outside military circles know about his SEH or the knighthood he received with it. He is currently a shift supervisor at a local security company; the company is quite happy with him, and he has gotten a string of raises and promotions. He is living well within his means, and could put some away if 80% of it didn't go to liquor. He is always sober on shift, though. Despite knowing that he is 'underemployed', he approaches his job with the humility that all truly effective military men must have, and with the sense of self-sacrificial duty that few can retain and aspire to wear general's rank.

When interviewing for a position, Wimpy will arrange to do it in his time off. He will have an official fiche of his Army service record, and a staggering list of references. He will really be interviewing the interviewer, however, and in the time before being contacted and the actual interview, he will check out the organization that is approaching him. When approached by those trying to put together a mercenary unit, he has insisted on talking to all who are principals in the organization of the unit, and ask about contractual rights of the commander, and who the commander is. Most have either failed to pass muster, or balked at some of the most probing of his questions. A couple have not yet met his conditions, but are working to do so. Though he would never undertake it on his own, Sir Henri is perfectly capable of commanding a mercenary unit of up to brigade strength; if this is offered, however, he will have conditions, including having good recruiters, good trainers, and some months time to assemble and train the unit before going into action. For a smaller unit, all of veterans, he will still want a few weeks to train before being committed to action, for he well knows the difference between a group of highly skilled individuals and a good unit. 🌀



Subsector Sourcebook 1: Cascadia

reviewed by "kafka"

Subsector Sourcebook 1: Cascadia. John Watts.

Gypsy Knights Games <http://www.gypsyknightsgames.com>

169pp., PDF or softcover

US\$34.99

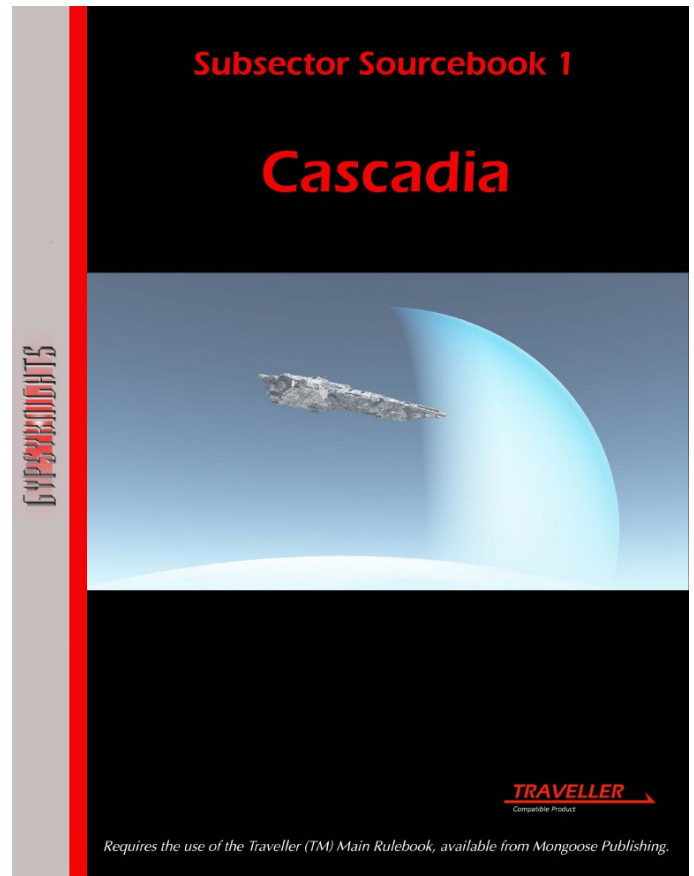
This review originally appeared on RPG.Net in January 2012, and is reprinted here with the author's permission.

Allow me, first and foremost, to thank the owner/publisher (John Watts of Gypsy Knights Games) for gifting a copy of this softcover for the purposes of this review. Thank you very much. When does more become better when less was viewed mediocre? Clearly the answer lays with *Subsector Sourcebook 1: Cascadia*. Gypsy Knights has been releasing the Quick Worlds that make up this sourcebook in PDF for some time, now they come together as a coherent whole making the sum greater and better than the individual parts.

Some might balk at some of the worlds on offer as just stereotypical worlds or motifs (i.e. Kyiv just being a stand-in for Kiev) but players who make those assumptions are likely to see themselves killed. Gypsy Knights has made significant headway in creating believable systems of worlds just like in the individual Quick Worlds (I'm happy to report that many of the Gas Giants no longer feature prominent rings – thanks for listening to my earlier advice) and because you have an entire solar system to play around in, you get more detail than any current Mongoose product.

True, *Traveller* has always had the Mainworld as the port-of-call and the Gas Giants being little more than gas stations but it also has a long and respectful tradition of building solar systems or at least credible ecologies, although very few *Traveller* game companies attempted this beyond a few key worlds.

Kudos to Gypsy Knight for bringing back this tradition because one of the other things that *Traveller* is all about is travel and going from port to port for profit and adventure is akin to seeing the Caribbean or other destination by cruise ship... sure, the Purser will give you an itinerary of the



high points (including all the overpriced restaurants where s/he gets a kickback) but you will not be *travelling*; you will be a *tourist*. While that's fine for some gaming groups, it is not the essence of *Traveller* that is to get the Sense of Wonder conveyed by Science Fiction and life on a frontier.

The Cascadia Subsector is certainly an interesting place for adventure. As it is firmly set in an Alternative *Traveller* Universe, it goes back to the days of when the future of *Traveller* was wide open (I would argue that even the OTU is wide open but fear that I would be shouted down by all those who closed the frontier by diligently adhering to the written canon – not seeing the trees from the forest and forest amidst the trees). So, whether you want to make these your own, or follow future developments from Gypsy Knights – you have full freedom to do as desired with these worlds. Each world has been given a vast history (some of it interdependent upon other worlds in the subsector) and none of this history falls back into pseudo-SF clones – thus, there are neither Tatooines nor any Trantors.

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Critics' Corner

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True, there are some worlds that are akin to being the Las Vegas in Space but their overall history make them much richer than that narrow assessment, making these worlds and this subsector able to fit in anywhere or any when. This flexibility allows the referee to instantly create a frontier from nothing and yet benefit from the supporting products that Gypsy Knights continues to bring forth.

However, this book is also more than a collection of interesting worlds; there are seeds for adventure, as each world is rife with plot ideas and mini seeds to ensure that each visit to the world will be memorable. Should the text not stimulate the referee's imagination beyond the suggested seeds, then a referee can pick up *21 Plots* and *21 Plots Too*. I really look forward to the next subsector as the mark of maturity for Gypsy Knights, as I am hoping that it will be as unique and innovative as this one. Nothing would be worse than to find that the neighbor is the big bad empire of the setting...as what seems to work is a collection of worlds bound together and using a product like *Mongoose Traveller Dynasty* – build your interstellar polities up and organically.

Alternatively, they can be set far away from regularly travelled space so as not to interfere.

The greatest strength of this volume, unless, you purchase the PDF and decide to print it out (because it is ink heavy) is the art. This volume is

chock-full of inspirational art that magnificently conveys the Sense of Wonder. Some might object that it is not *Traveller* enough, a criticism that is fair enough—but this is not the Official *Traveller* Universe, which gets back to the notion that *Traveller* is about brand new worlds, brand new ships and should not be confined to a particular subset but rather reflect a particular aesthetic grounded in SF and not the fantastic. Gypsy Knights certainly has done a magnificent job in selecting art that is both reflective of the text but also with creating an overall vibe. It is computer generated art, but like Jesse DeGraff's work, it is nicely done, rendering beautifully different worlds in full color. However, the book itself is a gorgeous saddle bound volume and well worth its cost. Does this book have some problems? Yes, there are some things that circumspect editing could have caught like the placement of the Table of Contents and some of the paragraphs did not flow. But, this is a small company run by a handful of people for an even smaller number of fans. So, I give Gypsy Knights great credit for coming up with a very nice looking and playable product akin to DGP's *101 Robots* – by all accounts, an ugly book but a classic, as it captures the right vibe of *Traveller* at the time. I eagerly await what future print items Gypsy Knights will release –for indeed the sum is greater than the individual parts and any referee needing inspiration would be wise to check out these compilations of unique and interesting worlds. ☼

News About Traveller

Recent Traveller News and Findings

January 2013

- **Avalon Game Company** has released *Avenger Kitbag 2: Sidearms*.
- **DSL Ironworks** has released *Quick Decks 4: Kankur-class Frontier Courier*.
- **Scrying Eye Games** has released *Type A Far Trader Easy Money*.
- **Gorgon Press** has released *Long Runner*.

- **Christian Hollnbuchner** has released *Starships Book III: System Patrol Boat* and *Starships Book IOOOO: Drop Pod*.
- **Rainer Games** has released *The Heart of the Chiasht*. ☼

The *Traveller* community has lost another of its own. Hunter Gordon, creator of the Citizens of the Imperium forums, lost his battle with cancer on January 14, 2013. Hunter also headed up QuickLink Interactive, the company that published *Traveller20* (*Traveller* for d20).

Helot Grav Police Wagon (TL10)

designed by Ken Murphy

Craft ID: "Helot" Grav Police Wagon, Type AV, TL 10, MCr4.984215
 Hull: 9/23, Disp= 10, Config- 4SL, Armor= 10E, Unloaded- 51.3232s tons, Loaded= 60.037 tons, Hull +14, Turret +1
 Power: 2/2, Fusion- 18Mw, Excess= 3.5158Mw, Duration= 30 Days
 Loco: 2/2, Low Power High G, Thrust= 130 tons, NOE= 140 kph, Cruise- 750 kph, Top= 1000 kph, Max VacuumAccel= 1.2G, Space Agility= 1, Atmospheric Agility= +6/+6/+7.
 Commo: Radio- Very Distant x1
 Sensors: Headlights x12, Neutrino= Directional x1, Magnetic=Very Distant x1, Environmental x1, Passive EMS= Very Distant x1, Active EMS=Distant x1
 Off: VRF Gauss Gun x1, 1Mw Pulse Laser x2, Antipersonnel Mines
 Def: -2 in Space Combat
 Control: Computer= 0/fib x1, Panel= Dynamic Linkx46, Special= HUD x1, Electronic Circuit Protection, Environ= Basic Env, Basic LS, Grav Plates, Inertial Comp, Airlock x2
 Accom: Crew=3 (Commander, Driver, Gunner), Seats= Roomy x13, Bunks= 1
 Other: Cargo= 7.8066 kliters, Fuel= 12.96 kliters

Based on the successful Fenris *Bushman* (with a 99% commonality of parts between different models), the *Helot* is a larger, improved version sporting heavy armor to help thwart the challenges of the urban environment. The power plant and drive units have also been upgraded from their civilian counterparts, providing higher speed and better performance.

The *Helot* (often referred to as the "Hellbeast", "Pig", or "Cheese" by their crews) is a large, boxy, angular vehicle that comes to a point at the front end. A small turret sits atop it, more toward the back right side than right in the middle of the roof. The turret houses a heavy VRF Gauss Gun with a 1,000 round hopper (with the ammo divided into standard and non-lethal varieties; able to be used as needed with the flip of a switch). A pair of 1MW pulse lasers are mounted forward, below the cockpit on each side of the vehicle, facing forward. They have real trouble against military armored vehicles, but can easily reduce to slag the kinds of things one runs into on the streets. Mounted at about the midpoint all along the outer hull of the

wagon is an uninterrupted line of antipersonnel mines loaded with a mission-appropriate combination of sting, irritant smoke, and drugged smoke munitions, the latter two for situations when crowd control is required.

The *Helot* normally carries a crew of three, with the capacity for two more sophonts to ride along if needed. A bunk is located near the rear of the cockpit, in case an officer needs some down time on a long shift. At the rear of the cockpit are a pair of large equipment lockers, one each side of the door leading back to the prisoner detainment area. The detainment area provides a pair of bench seats designed to hold up to 8 prisoners comfortably and with some security. With fewer prisoners, it is possible for a pair to use the benches as none-too-comfortable beds.

The crew accesses the vehicle through an airlock on the left side, with a pair of steps jutting from the laser cannon's housing. Access to the wagon for prisoners is through a wide airlock at the rear of the vehicle.

Some *Helots* have been modified by mounting a water cannon in the turret and putting the water tank in the rear. Some vehicles are used to transport a squad of police, who are able to fire through firing slits put in the hull.

A TL10 standard, this sturdy workhorse can routinely be encountered just about anywhere within the Imperium where law enforcement officers operate, regardless of the prevailing TL. On some Frontier worlds, old *Helots* can sometimes be found operating as APCs for local ground forces.

An ambulance version also exists. 

About The Burrowwolf

At the time this issue of *Freelance Traveller* "went to press", no new chapter of *The Burrowwolf* was ready for inclusion due to other pressures. We are assured that the comic will resume as soon as possible.

Less Dangerous Game

Grass Manta

by Scott Diamond

Highlands terrain						Victoria		
Qty	Animal	Mass (kg)	Hits	Armor	Wounds and Weapons			
1	Grass Manta (Amphibian Flyer/ Carnivore Chaser)	275	18/7	jack	2D6 stinger* (Blade DMs)	Land: A(pre < 50kg)	F(if surprised)	S3
						Wa- A(pre < 150kg)	F(no)	S5
						ter:		

* Also injects venom; see text for description of effects

The Grass Manta is the aquatic apex predator of the highland lakes (and in some of the lowland ones, too) on the major continent of the planet Victoria where the climate is temperate to alpine in range. The lakes form near the edges of cliff sides and have waterfall dropoffs that can exceed 100–200 meters tall. Rivers and wetlands that drain the rolling hills of the region during the spring and mild summer interconnect the lakes.

The Grass Manta is an amphibian flyer that masses an average of 275kg, though larger ones have been seen in the lower lakes nearer the seas where food is more plentiful and the lakes deeper. Mantas average 4.5-5m long and their triangular wings have a span of 10m. The manta has a long, tubular body with two vanes on the ends of thick tails at the posterior end, and a large maw surrounded with 8 tentacles on the anterior end. Two large complex eyes on either side of the animal's head, just behind the maw, can move independently of each other on conical turrets. A tubular dorsal ridge along the 'head' above the maw has four simple eyes that detect light and shadow clustered above and between the complex eyes. Three rows of large gill slits open to the gills on either side of the head behind the eyes. The tubular ridge on top of the head runs halfway down the back and ends with a siphon opening that functions like a water jet when the manta is swimming to add a speed boost when chasing fast prey. Overall coloration for the animal ranges from green to gray-blue with dark blue marbling on the dorsal surface, and a pale gray ventral surface. This coloration makes them difficult to spot from above when they are in the water.

The maw is lined with rasping teeth and is surrounded by 4 pairs of tentacles. The upper and lower tentacle pairs are thinner than the others, and are used for manipulation of food and for probing the rocky bottoms of the lakes while looking for prey. The two pairs of tentacles bracketed by the manipulators are thicker, and stronger. These tentacles also have several rows of strong, blade-like teeth that are highly poisonous. The venom is so excruciatingly painful that it will stop any struggling by the prey held in the tentacles. The effect of the pain only lasts a few minutes, but that is sufficient time for the manta to then fly back into the water and drown its victim while beginning to tear it apart with its rasping maw. Xenozoologists surmise that the venom is a predatory mechanism that evolved to minimize any struggling by prey that would either injure the manta before it dove back into the lake or by struggling cause the manta to overbalance and crash into the ground where it would be helpless.

When the summer comes, the mantas enter an excited state and they fly out of the lakes where the water spills over the falls to the valleys below. The mantas then fly across the grasslands of the highlands, skimming low over the ground searching for prey. The small ungulates that live in the tall grasses, called Tick-Tocks for the sounds they constantly make while grazing, are the primary prey. A Grass Manta will swoop across the top of the grasses and snatch up a Tick-Tock in its tentacles to carry it, paralyzed by the pain from the venom, back to the lake where the manta will feed.

(Continued on page 12)

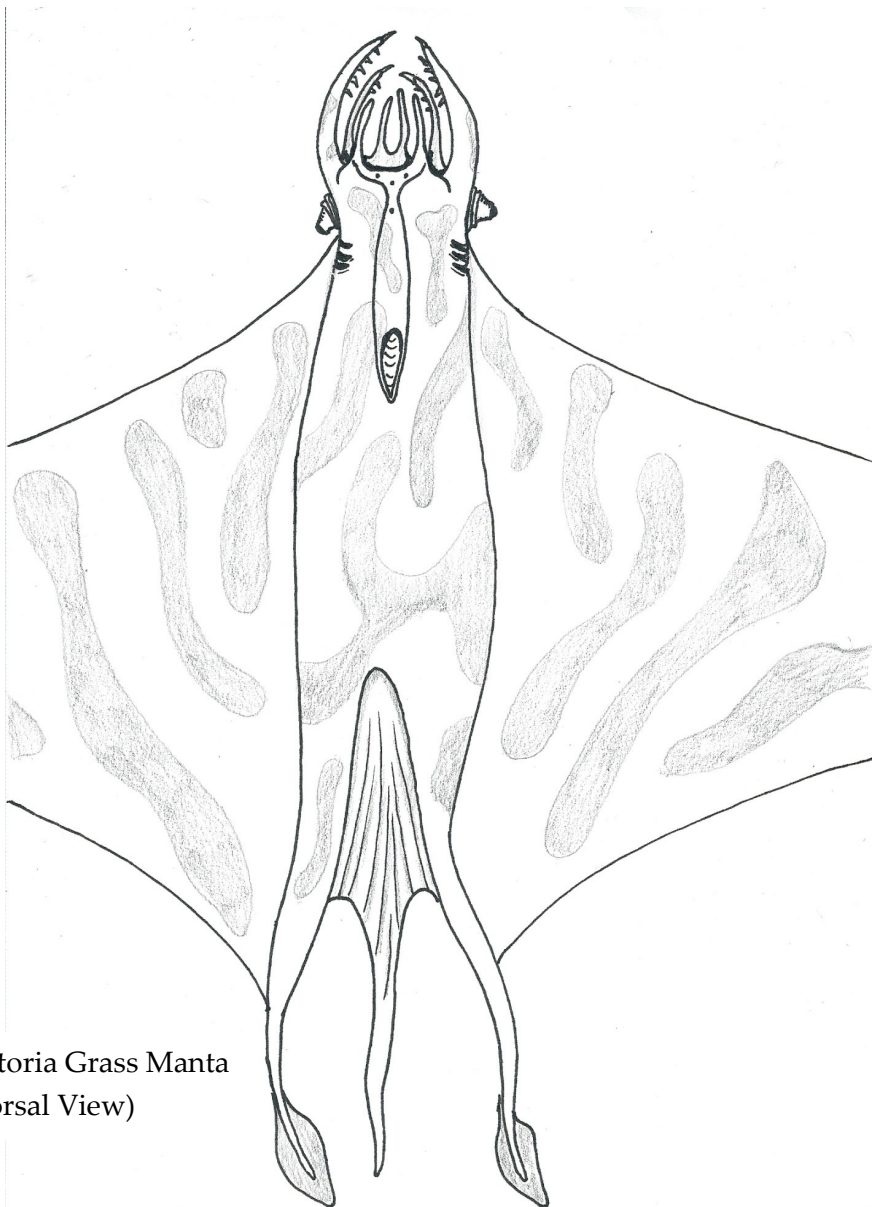
Less Dangerous Game

(Continued from page 11)

Mantas generally hunt the Tick-Tocks, but sometimes will eat the occasional lone Glider-Wolf, the land apex predator of Victoria. The Glider-Wolves also hunt the mantas and use complex pack hunting strategies to lure the mantas into a position where the wolves can bring them to ground. Mantas have attacked humans but usually lack the mass and lift capability to carry one off to feed. Instead, the manta ends up flailing away on the ground, unable to take off, and the human paralyzed with pain for 2-3 minutes and bloodied by the animal's teeth. Underwater it is a different story, and an attack by one is near-certain death, particularly since the scent of blood in the water

draws more mantas from hundreds of meters around and they will tear at the prey item, even lashing each other in their frenzy.

During the heavy rainfall of the winter, the Grass Mantas are most since the rains and fogs keep their gills moist to allow for oxygen exchange. During the dry seasons the mantas are less plentiful and only come out of the lakes for far shorter times since they must close their gills tightly to keep them moist from the water trapped there before takeoff. During the dry season, the mantas spend the majority of their time underwater and feed primarily on the fish that swarm the depths of the lakes and rivers to mate. They also eat each other since they are cannibalistic if food is scarce. ❁



Victoria Grass Manta
(Dorsal View)



Drop Out

by Ken Murphy

Part 21

Sometime about midmorning the following day, Doctor Wong operated on Kalifra Donaldson, performing reconstructive and plastic surgery, as well as administering the first round of metabolics designed to increase the body's healing rate. According to the cool green robot, "Kalifra will be just fine in a few days."

With the good news out of the way, Ilsa decided to take the new Crewmembers down to the local Merchant Spacers' Guild Hall and get them registered. Piling into the old Chilton, old man Johansen did the driving, and within an hour they approached the building, large and long, and covered in verdigris; the structure slightly resembling an ancient ocean-going freighter.

"Interesting architecture," commented tall Euripides Johansen over the comm as he brought the Sled in for a landing.

"With that design, I'm guessing they served as the Merchant Sailors' Hall as well," said Kelowna Brewster, her mind filling with romantic visions of sleek mercantile submarines passing beneath Heimdall's extensive ice caps.

Getting out of the Chilton, Ilsa said, "And maybe we'll be able to hire on some extra crew..."

The wait in line was long, even with the Slidewalks. The lines were made up of a small percent getting their first time accreditation as Guildsmen; the larger percentage by far being Guildsmen who owed back dues to keep their accreditation up-to-date. It was hard to tell for certain whether naval assets were dealt with here or not, but the occasional crush cap sporting the anchor of the naval service could be seen.

Once at the counter, Ilsa told the boxy vertical robot there "Three newbies!" as she jerked a thumb at the trio with her.

The robot quickly took images and vital statistics, and produced a card requiring a thumb print. Once that was accomplished, the robot re-

covered the cards for further processing, and within a few minutes, a brand-new Imperial Identocard was produced from a slot in the counter for each new Spacer, each ID displaying 'Merchant Spacer' in gold letters above the image, and *Chicken and Waffles'* registry number beneath.

The robot said, "Welcome, Guildsmen. You are now Merchant Spacers," as it reached under the table and pulled out a large stack of literature and a trio of black crush caps. "Your literature and Cap," it said, giving a hat and stack to each. Then, to Ilsa, it said "That'll be twelve hundred Credits, each, Miss." Then, checking her Identocard, it said, "Plus your past dues of thirty six hundred Credits, makes seventy two hundred Credits, total, Miss."

"I know thirty six times two is seventy two, you dreadful robot," Ilsa said, counting out a number of large bills, then adding a handful of golden Yuan. Then, to be spiteful, she emptied her pocket of two handfuls of small Fen. It didn't make the robot feel anything, but it acted like it was put out by the whole thing. Ilsa felt better blowing off a little steam, regardless.

"Thank you," the robot said. Ilsa could swear she heard a sneer in the robot's voice.

"Aaaah, go soak your head!" she replied, before turning to her shipmates.

"What now?" asked Hagar Ermette, a neckless muscle-bound Rooster with a head that resembled a large potato.

"We go next door to the Guild's Hiring Hall." The hiring hall was a different part of the old Guild Hall, loaded with Guildsmen looking for work. Ilsa was looking for a decent Navigator. "Sit down," she told the Roosters, as she sat at a table, and, using Zero-G hand signs to see if the candidates were on the ball, indicated she was interviewing for a Navigator.

Using her forearm-mounted computer to read the interviewees' records off their Identocards, Ilsa was impressed by number five, and, shaking his hand, said, "Standard pay acceptable, then? Welcome to the *Chicken and Waffles*, Mr. Tower." Eljin

(Continued on page 14)

(Continued from page 13)

Tower was a fine-boned individual from Foothold, near Alpha Centauri.

"Come with us, Tower," Ilsa insisted, pulling on the sleeve of his jacket.

"What now?" asked Hagar again, new crush cap worn at a jaunty angle on his hideous head.

"Back to the *Waffles*, then a meeting with the Captain," Ilsa grinned.

Inscrutable Johansen was driving, and took the Sled straight up; the cityscape below slowly getting wider and more complex as the Chilton traveled. "We'll be out of the atmosphere in a few minutes, Second Officer Frieland," Johansen volunteered right before the Sled passed into Space.

"Take us home, Mr. Johansen," Ilsa directed, and the little Sled turned toward the *Waffles'* berth at the Highport.

Once back on the Boat Deck, the new Spacers, followed by the Navigator, were spread out, following the Second Officer to the Quarters Deck. Stopping at a door with a glazed glass panel reading

Nordel A. Fygg Owner and Captain

Ilsa rapped on the doorjam and Captain Fygg showed his head, wondering.

"The new crew, Captain, official Merchant Spacers now, Sir."

"Official Merchant Spacers, eh?" the Captain asked, smiling as he reached back and pulled a bottle from a shelf in his Office. "I believe this calls for a celebratory drink," the Captain decided, directing Number Two to retrieve the shot glasses from his cabinet. The Captain searched and came up with a pair of proper coffee cups, until there were six receptacles all together.

"Let me see, I met some of you yesterday," Fygg said, pouring a shot with each name: "Johansen, Brewster, Ermette...." Then he stopped when he reached the new Navigator.

"You, sir, I do not know," said the Captain as he poured three more drinks.

"Eljin Tower, your new Navigator, Sir," interrupted Ilsa.

"Well, Eljin Tower, my new Navigator," the Captain said, passing the drink, "You are most welcome."

Fygg finished up with passing Number Two a coffee cup, and taking one for himself.

"Welcome aboard the *Chicken and Waffles*-proper, my fellow Merchant Spacers." The group knocked-back their collective shots.

"Mr. Tower, the crew quarters are one deck below us, as the others discovered last night," The Captain gestured toward the new Roosters with his empty coffee cup.

"You'll be sharing cabins," Fygg told the new Navigator "A situation you've no doubt encountered before. The crew lounge, with a working galley, is one deck below the quarters deck."

"Yessir," Tower replied.

It was getting very late, and Brodie was in a swanky joint, at the top of a long, winding staircase, chatting with a perfectly lovely big redhead and looking down at a packed, black and white-checked dance floor. The music, a mix of Moroccan Blues and the Atomic-Era master, Gershwin, was played by a live orchestra, rather than pre-recorded and played over a Micro.

While dancing, Brodie cupped the woman's big ass then ran his hand down her thigh, feeling a knife sheathed there.

He looked at the woman, wondering.

"A girl's got to protect herself, honey. Not all men are as charming as you," she smiled.

"No, they aren't," Brodie agreed, smiling, before dipping her. "I'm Mrs. Le Boucherre's most charming son, in fact. My brother Alvin, now, he's got the looks. But the poor chump can't dance!" Brodie chuckled. "And kind of a cold fish with the ladies, if you know what I mean."

(Continued on page 15)

Raconteurs' Rest

(Continued from page 14)

On the bridge, 'The Professor' contacted Number Two. "We've got bumboats comin' in, Ilsa."

"Whip them into some sort of order, then let 'em come in one by one, 'Professor'."

"Roger that, Ilsa," 'The Professor' replied.

"And get Chef and Li'l Mary down there, ASAP!" Ilsa directed.

While larger merchants received their supplies from the company quartermaster, smaller merchants, such as the *Chicken and Waffles*, often got their supplies piecemeal from a number of different food service companies or bumboats hustling a wide assortment, or even extreme specialization, of some provision or other. The hard part of dealing with the bumboats was that each wanted their cash ASAP, so it was often the case that a buyer might run short of cash before seeing what each laden boat had to offer.

If Chef and Mary had had to rely on the *Waffles'* funds this time around to make ends meet, they'd have run out quickly. Fortunately, Captain Fyyg had gone into his personal savings and backed their choices; making for a full and diverse larder.

Captain Fyyg watched the last of the bumboat crews leave the ship with their money after setting down several pallets of fruit and vegetables. As the airlock sealed behind them, he sorted through the fresh fruit, picking a flat of strawberries and a green melon for himself, then directed Chef to take some fresh fruit for the bowl kept on the bridge. After that, whatever was left went into the beer locker or the galley.

The beautiful redhead cooed all manner of filth into Brodie's ear until the pair were in the coat closet, and she was facing the wall, bent over. "C'mon!" she whispered.

When the big ape put his hand into her panties he definitely got a shock.

"Geez! You're a guy!" Brodie declared.

"You, too!" said the He/She as she pressed a small handheld device to his neck; the arc created a flash of blue-white lighting that lit up the coat room like a flare and knocked Brodie back into the wall, before he fell face-first to the floor, still smoldering.

Out like a light, Brodie was in no danger of putting up a fight, so avoided getting stabbed by the He/She's ceramic knife.

Within a few seconds she'd taken all his cash. And in a few more seconds she was gone; going down the stairs and out into the street where she was picked up by a conspirator in a grav Sled

With only a few days left until the *Waffles'* scheduled lift from the Highport, Captain Fyyg wasn't overly happy at the idea of turning around and making the Crossing back to Nordic Prime. But he did owe Port Director Hobson something close to ninety thousand Creds, which would be happily received, no doubt.

Well, *nothing for it*, Nordell decided, and slipping out of his robe and into his dress whites, took Chief Purser Quentin Isaacs along with him as they worked into the night, canvassing better hotels in the port, both high and low, posting the proper electronic information, then offering the serving staffs of such establishments small bribes to recommend the *Chicken and Waffles* should anyone ask for a reputable ship to Nordic Prime; which someone was bound to do.

Brodie woke up some time later. He was stretched out on a couch. The band and dancers were all gone.

It was obviously very late. As Cleanbots moved across the dance floor and vacuumed the rich velvet drapery, one of a pair of nearby Securitybots, its taser still aimed squarely at his chest, reported aloud, "He's awake, Oh Great Ronaldo."

A chair turned around, and in it sat Ronaldo, the Night Security Supervisor.

(Continued on page 16)

Raconteurs' Rest

(Continued from page 15)

"Okay, Dishy, stand down. He's a friend," Ronaldo said.

"Roger that, Six!" replied one of the two identical Securitybots.

Looking closer, Brodie noticed a piece of tape on the talkative robot that said 'Dishy' in pen; the other being called 'Nelson'.

"Most of the guests figured you'd gotten drunk and passed out. It happens all the time," said Donald, adjusting his cap, "but I'd've sworn I smelled burnt hair."

"Yup!" Brodie agreed.

"What'd he get you for?" Ronaldo asked.

"Everything. Almost forty five hundred Credits," Brodie huffed, worn from the night's events.

"Well, I can't do anything about your loss, really, but how about this?" Ronaldo asked, handing the chimp a cold red bottle of foamy Apatebi Ifa.

Opening his bottle, Ronaldo said, "I have no police powers. I am merely a paid deterrent presence. The boys here," he pointed toward the twin robots with the opened bottle, "deal with the real trouble."

Thanking Ronaldo for the beer, Brodie got up and turned to leave, asking first, "Cab fare?"

"Sorry Bro', I get here on *that!*" the guard replied, as he pointed to an ancient-looking bicycle leaning in the corner.

Brodie sighed, thanked Ronaldo anyway, and started the long trek back to the *Waffles*. 🌀

23 In A Store Near You

The Showroom

MPV: Band wagon

by Timothy Collinson

Vehicle	TL	Skill	Agility	Speed	Rang e	Crew/Psgrs	Cargo	Open?	Hull	Struct	Cost (Lv)	Ship Size
Hoondy 1000 Ground Car	9	Drive (Wheeled)	0	160	400	1/7	1	N	3	3	25,600	2.5

This Core World MPV is designed to carry up to eight people and a small amount of luggage, or a larger amount of luggage and five people, or an almost van-like amount of cargo and just two people. There are two rows of seating behind the driver and front seat passenger; each row can seat three adults (cramped), or be removed to add more cargo capacity. Called 'The Beast' by those more used to traditional family cars, it's perfectly capable of allowing a family of six to travel to a holiday destination with all their clobber; acting as a base vehicle for a windsurfer and companion; or carrying a small band and their gear to gigs. There's plenty of headroom, a surprising amount of legroom; one indication of its size is that in Amaterasu it may be sold as a ten-seater.

Powered by a Gorman Systems Ltd class 2 fuel cell, this car can reach speeds of 160kph (unladen)

Armor	Front, Rear, Left, Right, Top, Bottom: 3 each
Other Equipment	Two rows of triple capacity seating behind driver and front seat passenger. Navigation (Std) (TL9) Lv.10,000. Entertainment system (TL9) Lv.2000

and has a theoretical range of 400km although in practice purchasers have tended to find this figure slightly optimistic. Generally the vehicle has good mechanical reliability. It may not have high performance handling, but it drives very smoothly when not on the automatic control of TrafCon. It is available in a variety of colours and has a tantalum anti-corrosion finish as standard.

The vehicle is fitted with TrafCon links as standard, has a Microtechnica Computers 'Discovery 10' unit which gives a +2 to navigation, and as standard, a Vannoccio entertainment system with separate feeds to each of the seats. 🌀

21 Plots

reviewed by Jeff Zeitlin

21 Plots. John Watts et alia.

Gypsy Knights Games <http://www.gypsyknightsgames.com>

24pp., PDF and/or softcover

US\$10.99 Softcover and PDF/US\$4.99 PDF Only

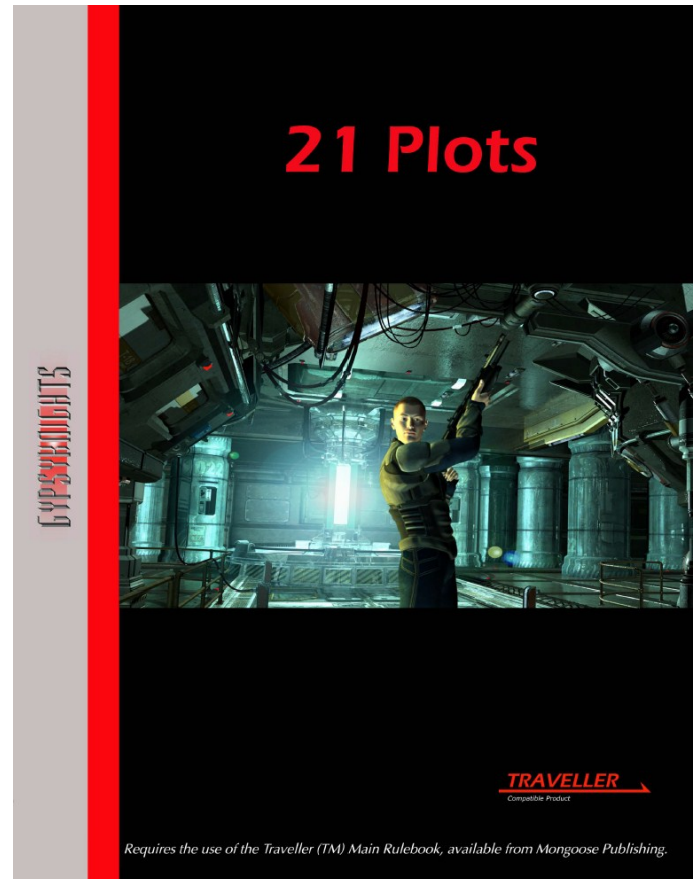
I have been sadly remiss; I promised the principal author a review of this product back in mid-2011, shortly after receiving a complimentary copy in e-mail. I cannot even plead “too much hands on my time”; a quick look at *Freelance Traveller's* back issues or the Consolidated Listing will show that I've written reviews of other products, and non-review articles, in the interim; I can only abase myself and say that I just plain forgot.

Although the version originally sent to me was the first release of the product, this review will focus on the second version, which is the currently available one. The differences are outlined in the third section below. When I sent an advance copy of this review to GKG, along with my apologies, they alerted me to the existence of the second version, and forwarded a copy, which I looked over for completeness and accuracy in this review. Most of my comments apply equally to both versions.

On the Shelf

I have the PDF to review, so I can't speak to the binding of the softcover. At only 24 pages, though, I can't imagine it being much more than the typical magazine, saddle-'stitched' or stapled, with no separately visible spine. It likely would easily get lost in a pile or on a shelf.

When seen face-on, you see a “clean” design, without a lot of decoration making it hard to read. The company name is written vertically in their distinctive font on a pink stripe along the left edge, bordered by a red stripe separating that from the rest of the cover. The remaining (main) portion of the cover is divided horizontally into thirds; the top third is black with red text naming the product in a sans-serif font, over a photo-render of an industrial setting, centered on a person who might be a mercenary carrying a long gun (a rifle or shotgun) at high port ready to bring it down and fire.



The lower third is once again solid black, and the lower right corner carries the *Traveller* Compatible Product logo.

On Inspection

The title tells you exactly what to expect, and delivers exactly what it promises. There is a title page and a page ‘explaining’ what the product is up front, and a page of Open Game License at the end, but the ‘meat’ of the book is 21 adventure ideas, one per page, in the standard format that the *Traveller* community has come to call ‘Adventure Seeds’ and which have been ubiquitous in fan venues of all types. Each seed consists of a paragraph or two setting out the general idea behind the adventure, and six alternative outcomes, with the referee and the party left to develop the details. The seed instructions are to determine which alternative outcome is used randomly, but there is no compelling reason that a referee should feel obligated to do so; I would merely write “Possible directions to take this adventure:”, or perhaps suggest that the outcome can be selected “in any manner that seems good to the referee”. This, however,

(Continued on page 18)

(Continued from page 17)

is a nit to which little effort should be devoted to picking.

Differences Between the Versions

The cover has been restyled; the original version's company name and separator stripe was somewhat thinner, and the artwork was the bottom four-fifths of the cover, rather than just the middle third. The artwork for both editions was taken from the same original; in the first version, it was cropped a little on the left and right; in the second, it was more heavily cropped from the bottom, so that the second version cover art appears to be roughly the top half of the first version cover art.

Internally, some of the text has been elaborated on in the second version, with additional descriptive material in both the setup paragraph and the list of possible outcomes. The page layout elements are also slightly more aesthetically pleasing in the second version. It should be noted that the original version did not claim a tie to GKG's *Quick Worlds* and subsectors (as it predated most of them), but the tie in the second edition isn't all that strong, and can easily be 'edited out' by the referee. Finally, the Open Game License is printed in a smaller font in the second version, so that the entire license fits on a single page (and makes the difference between the second version's 24 pages and the first's 26).

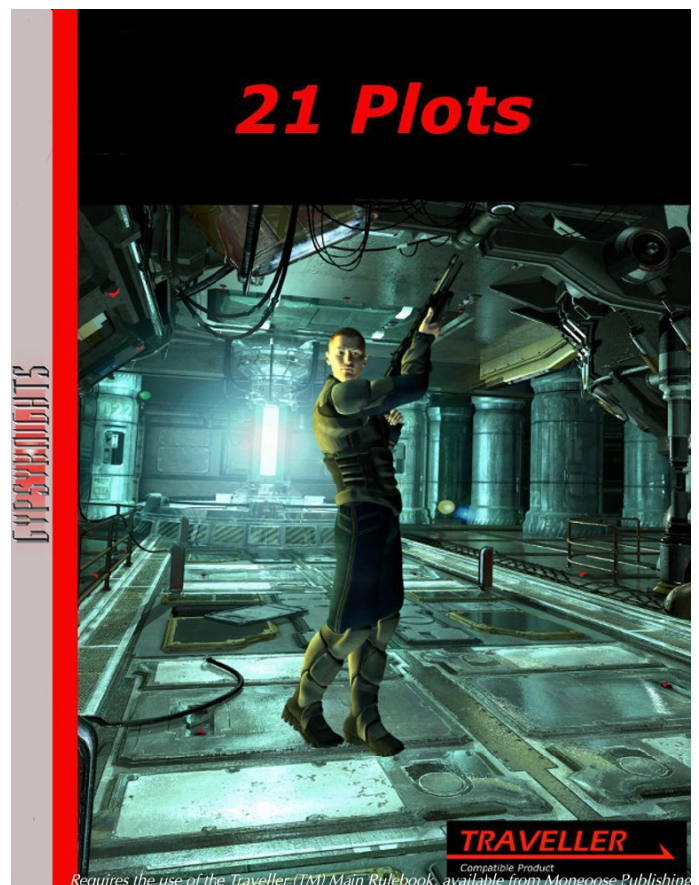
Overall, the second version should be considered preferable to the first version. Aesthetically, the minor differences in font selection and layout elements make a big difference; set side-by-side, the first edition looks more amateurish in comparison. More importantly, the more-elaborated text gives each of the seeds a little bit more 'flavor'; while it doesn't make any of them stand out, they are just that little bit less likely to garner the "Meh, it's a seed" reaction.

Conclusion

There's really little that can be done in one or two paragraphs to make any single seed stand out from the myriad of others—but then, the ultimate value of a seed is in what the referee and the party can do with it.

The chief value of this volume, and its similarly named companions, is in the convenience of having a bunch of seeds handy, so that one can quickly get started on a session when there wasn't a chance to pre-plan, or if part of your regular party can't make it, or for a quick one-off at a con, or... For that purpose, the PDF is a good value (about \$0.25 per seed) if one's imagination is likely to get 'stuck in neutral', and a judgement call by the referee otherwise; the printed edition (about \$0.50 per seed) is strictly a judgement call by the referee.

While I do not say that you should avoid purchasing this as a single item, my instinct is to wait for it to be part of a bundle at a discounted price. 🎲





Laced

by Bill Cameron

This adventure was originally posted to Freelance Traveller's website in 2004.

Introduction

During a quiet layover, a recent acquaintance asks the players to help him procure a certain brand of liquor for an upcoming anniversary. Not surprisingly, neither the players' new friend nor the liquor are what they seem.

Location

Ideally, any world in the Imperium with sufficient population to support military formations large enough to belong to the subsector's Unified Army. With a little work, referees can place this adventure in any location however.

Synopsis

The player-characters are looking forward to a few quiet days. They could be waiting for a ship, a cargo, a job, or anything the referee may desire. It really doesn't matter, all the players need be doing is enjoying their leisure time at the various bars, saloons, and cafes within the local Startown.

During these pub-crawls, one Arne Huppe befriends the players. Huppe, who insists on being called 'Huppy', is a jovial middle-aged man always quick with a back slap, joke, and the next round of drinks. Huppy will be dressed neatly in the clothes and cap of a local workingman. He is below average in height, bandy legged, and has a shock of white hair. His face and knuckles also reveal him to be a bit of a brawler.

Although he currently works for a local freight handling firm, Huppy is most proud of the hitch he served some 25 years ago in the grav infantry brigade that is this planet's contribution to the subsector Unified Army. He still wears a lapel pin displaying the crest of that unit; the 77th Fencibles. During his time of service, the 77th—or 'The Double Natural', as the troops referred to it—deployed off-world as part of a 'peace-making' operation.

Huppy will eagerly chat up any Army or Marine veterans among the players, swapping stories

about military life and combat. While as exaggerated as any military recollections, his stories should raise no real suspicions among the players. One thread running through his stories will be a certain type of scotch his specific unit—a transport company—drank almost exclusively during their deployment off-world. Known as "Von Kreuger's Special", Huppy and his comrades engaged in many an escapade while under the influence of 'old Victor Kilo', as they called it.

The players will come to realize that Huppy's reminiscences will be due in most part to the upcoming 25th anniversary of the 'peace-making' operation. A local veterans' organization, the Imperial Legion, will be sponsoring a series of events to commemorate that operation. Huppy will be looking forward to seeing his old friends again. A couple of bottles of 'old Victor Kilo' would make the reunion that much better, but the planetary government heavily taxes off-world liquors. Huppy could probably swing purchasing a few liters, but getting enough booze for all of his old transport company is just impossible.

After bemoaning his inability to buy enough of the scotch, an idea will suddenly come to Huppy. The players, if they're willing, may be able to help Huppy out of his predicament. And it won't be anywhere near illegal!

Referee's Information

In an Imperium of 11,000 worlds, everything is illegal somewhere. More importantly, everything is taxed somewhere too.

The Imperium's support of free trade applies to the free movement of goods between Imperial starports and through the space in member systems. It does not refer to the movement of goods across the extrality line. Canon is crammed full of examples of worlds prohibiting or taxing off-world goods. This is where smuggling enters the picture.

Contrary to popular belief the majority of real world smuggling does not involve illegal goods. Smuggling is used to avoid taxes and tariffs more often than actual prohibition. The market for untaxed goods is vastly larger than that for prohibit-

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ed goods thus making the potential profits just as large at a much smaller risk. Use of an illegal substance must remain surreptitious while use of a legal—but untaxed—item holds no such problems.

This is not to say that SPA and local customs officials won't be looking for untaxed goods as much as prohibited ones. It does mean however that there may be a bit more 'wiggle room' for the smuggling of untaxed goods.

Huppy's idea is a simple one. He'd like the players to purchase the liquor for him and bring it across the extrality line.

As off-worlders, the players are allowed to 'import' a certain amount of untaxed goods across the extrality line for 'personal' use. Currently, each can bring in two liters of liquor duty free per visit. This doesn't mean that the players can cross the extrality line dozens of times every planetary day with two liters of booze. To renew their duty free privileges they must first leave the system and then return.

Von Kreuger's is currently selling in the starport for 100 CrImps per liter and the planetary government imposes a flat 200% duty per liter making any purchase of sufficient quantities of 'old Victor Kilo' well out of Huppy's financial reach. With the players' help, Huppy can buy enough booze for the reunion. Huppy will front the players 200 CrImps each, along with an additional 50 CrImps each for their 'trouble' that he insists on paying. The players will then pop into the port, buy the booze, bring it across the extrality line, and deliver it to Huppy. For an outlay of 250 CrImps per player, Huppy will be getting 600 CrImps of booze.

As Huppy will explain, "Pretty simple, ain't it?"

On the appointed day, Huppy will meet the players, hand over the money, and make plans to meet them the following day at a local cafe. Everything will go smoothly up until the time players are supposed to meet Huppy. No matter how long they wait at the café; a seedy dive called the 'Ham

and Windmill', Huppy will not show. The players now have a few options open to them.

Find Huppy: The players can ask around but they'll have no luck finding Arne Huppe. The staff at the bar where they met him will admit that Huppe had been a fairly new 'regular'. The freight handling company he said he works for has never heard about him. Neither has the local stevedore union. No one at the local Imperial Legion post knows an Arne Huppe and the records of the 77th Fencibles will contain no one of that name.

Sell the booze: The players have two liters apiece of some very pricey liquor. With Huppe gone missing, they may be tempted to sell it. Many establishments in the local startown will jump at the chance to purchase a 300 CrImp bottle of liquor at discount. If the players sell the booze, the final price they receive should depend on their haggling skills. As the referee will see below, the players' customers will soon come looking for them.

Have a snort: Why not have a few fingers of 'old Victor Kilo' for themselves? Huppy was always talking about it, so why not sample it? The first thing they players will notice is that the liquor smells horribly. If any are still stupid enough to drink it, they should become deathly ill almost immediately. Normal first aid for poisoning; regurgitation, etc., will be effective. If particularly stupid players ingest a large amount of the liquor, referees should feel no remorse in inflicting proportionate medical consequences.

Dump the liquor: Once 'Huppy' disappears, some players will get rid of the liquor as soon as possible. Most of the others will want to dispose of it after the liquor makes them ill. Very few will turn the booze over to the authorities along with the story about 'Huppy'. Whatever the players do with the booze, they'll likely come to the attention of the law.

Resolution

The liquor bottles obviously contain something besides 'Von Kreuger's Special'. The scotch has been laced with a controlled chemical compound.

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Many governments in the subsector control the compound because it is used as a reactant in the production of an illicit drug. Arne Huppe's story about the 77th's reunion was obviously a plan to smuggle the reactant on-world. The police officers investigating the players will inform them that enough of the reactant was contained in each bottle to make tens of thousands of CrImps worth of the drug in question. The 'liquor' the players brought across the extrality line could have manufactured close to a million CrImps of the drug.

The players should be cleared eventually of any real involvement in the drug trade. As one

officer will put it, "Their story is so stupid, it must be true!" The players may find themselves on an 'persons of interest' list for awhile with all the problems that entails. Persons other than authorities will also be interested in the players however.

The people who the players sold any of the liquor to will come knocking. If the players are lucky, all they'll want is their money back. If the players aren't lucky, a few beatings may be in order.

Finally, Arne Huppe or the people he was working with may start looking for the players. They may have a few unanswerable questions they want answered.

As always, the referee should determine the course of further events. 

Doing It My Way

Character Generation Rules

A Life Less Ordinary

Alternative character creation rules for Mongoose Traveller

by Sam Lockwood

Introduction

The character creation process in the Mongoose edition of *Traveller* is pretty decent. However, many don't like the random skill selection process, and I don't care for the way aging and career-induced injuries work in the system. It's possible to "game" aging effects to some extent, and the injuries you can get in your career don't mesh with the damage system outlined in combat.

I've also tried to deal somewhat more realistically with the "70-year old admiral" adventurer motif by adding the "thirst for adventure" rule. Those familiar with older versions of *Traveller* may see some familiar concepts here: the aging rules are a combination of *MegaTraveller's* aging table and Mongoose's single aging roll. The experience limit is also from *MegaTraveller*.

Background Skills

A character may have one or more background skills at skill 1 instead of skill 0. Taking a level 1 skill uses up two background skill slots. This rep-

resents the sort of single-minded pursuit of a study or hobby that leads to friends and family asking exasperatedly, "Don't you think about anything else?"

Character Limits

The maximum characteristic level for a human is 15. For alien species, alter the maximum by the modifier for normal/weak characteristics. If the species is large, change the maximum by 6 points per die of difference. The maximum characteristic DM stays +3.

Maximum skill level is 4. Also, characters have an experience limit equal to the total of Intelligence + Education. A character's total skill levels can't exceed this. 0-level skills count as 1/2 a level, rounding fractions in the total up.

For example, the sample Merchant Character in the core rulebook (Alexander Jamison) has Int 12, Edu 9, for Experience 21. His skills are Admin 1, Broker 1, Comms 0, Computers 2, Deception 1, Drive 0, Gun Combat (slug pistols) 1, Gunner (turrets) 1, Mechanic 2, Medic 1, Persuade 0, Pilot (spacecraft) 3, Pilot (small craft) 1, Sensors 1, Steward 0, Streetwise 1. Alexander's skill total is 18. If he were to gain Melee 0, his total would go up to 18.5, rounded up to 19.

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Changes to the Career System

Most aspects of the career system stay the same as in the Core Rulebook. However, skills not gained through events are no longer random. A character may pick a skill or two each term, from the appropriate lists for that character's career. Characteristics are advanced in the same way, from the allowed skills on the various lists.

If a character's skill total is at their Experience limit, that character may only increase a given skills' level at the expense of another. However, a character can't completely "forget" a skill below 0. This rule is intended to represent the fact that the character is focusing on their increased skill, at the expense of getting out of practice with another.

Aging

Aging losses are fixed, based on the result of the aging roll as in the core rules:

Aging Losses				
Result	Strength	Dexterity	Endurance	Intelligence
0			-1	
-1	-1		-1	
-2	-1	-1	-1	
-3	-1	-1	-2	
-4	-2	-1	-2	
-5	-2	-2	-2	
-6 or lower	-2	-2	-2	-1

Large alien species should increase losses by 1 point per extra die of Str or End, and reduce losses of Dex by 1 point.

Rather than using complicated rules for angathics, assume that characters get a DM of +1 per home world tech level above 6.

When a characteristic is reduced to zero by aging, it can't be increased by character advancement. When two characteristics are reduced to zero, the character is incapacitated and loses 1 minor action per round in combat. When three characteristics are reduced to zero the character dies.

On average, the numbers work as follows:

Aging "Timetable"			
Tech Level	Aging Starts	Average Lifespan	Maximum Lifespan
0-6	34	70	90
7	38	74	94
8	42	78	98
9	46	82	102
10	50	86	106
11	54	90	110
12	58	94	114
13	62	98	118
14	66	102	122
15	70	106	126
16	74	110	130

The table assumes a character with average stats in all 3 categories.

Injuries

Roll 3d6 for normal injuries or 5d6 for serious injuries (such as in the military career mishap table). Roll 1d6 on the following table for the type of injury and the characteristics affected:

Injury Effects		
Roll 1d6	Injured Part	Characteristics Affected (in order)
1, 2, 3	Arm or Leg	Str, End, Dex
4, 5	Torso	End, Str, Dex
6	Head	Dex, End, Str

Regardless of the injury level, the character always survives. If a character is seriously injured (2 characteristics reduced to zero), the character must make a "saving throw" for each characteristic, using the DM for its normal full value. If this is failed, the characteristic is reduced 1 + 1/2 effect points.

Thirst for Adventure

Adventurers tend to be restless and ambitious individuals who wish to seek their fortune outside of the normal career path. Or, they're people who've failed in their careers and have no choice but to make their living dangerously. To that end,

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Raconteurs' Rest

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the following rules should be used for creating characters:

- A character must end the character creation process after failing survival rolls for 3 careers. That many failures means the character has little choice but to strike out on their own.

- A serious injury or noticeable aging effects will also force a character out of character generation: A net loss of 3 or more characteristic points due to injuries or aging will end character generation. Either the injury shocks them out of the career rut, or the fact they're aging starts a sort of mid-life crisis resulting in choosing the adventuring life.



Active Measures

Getting Off The Ground

Game On

by Timothy Collinson

Two neighboring worlds a Jump apart (or in the same system, as need be) have an intense rivalry over a twice-per-year sporting fixture. In general, the two teams are evenly matched but the supporters are at loggerheads with each other to the extent that there is often violence either at the games or in the near vicinity of them immediately before/after. (The result of the game or the performance of key players can often set off flashpoints.) Sadly, the 'rivalry' can spill out into relations between inhabitants of both worlds completely outside of the sporting scene. At one point, the SPA workers of one of the worlds went on strike over a large shipping company's treatment of low-waged port staff; the other world supplied workers to break the strike.

The PCs happen to be in the right place at the right time to get involved. Or is that, perhaps, the wrong place at the wrong time?

Possible directions to take the adventure:

1. The PCs are in a 'neutral' drinking establishment when a fight breaks out between supporters of the two teams. If the PCs get involved, one of them will gain one of the fans as a contact, after the brawl, which can lead to a

job. A PC that makes a particularly good showing in the brawl may get them hired as temporary security for the big game.

2. The PCs are attending one of the sporting fixtures as 'away' supporters. Unfortunately, one of the PCs is actually from the 'home' world. If his/her accent or demeanor (at, e.g., a scoring moment) gives nearby fans a clue...
3. The PCs find all their passengers are supporters on their way to a game. Rabid supporters. Cue much drinking, abusive behavior, and hijinx during the week in Jump.
4. As #3 but the PCs have a mixed group of supporters of *both* teams on board. It could be a long week in Jump.
5. One of the PCs says the wrong thing at the wrong time to the dockside workers shifting their cargo and suddenly find themselves without help. Union rules don't allow them to do the work themselves.
6. The PCs are chartered to carry one of the teams to a game. They're *personae non grata* at the other world for the next five years. On the other hand, they are given a year's free tickets to all the team's games (not just the two 'derby' matches) of the team.

As usual, subsequent developments are at the discretion of the referee and players.



The Hidden Present

by Jeff Zeitlin

Just off the main commercial promenade in any Class A or B starport, at a world of TL11 or higher, you will always find a small office with an unimposing sign reading *The Hidden Present*. If you enter, you will be greeted politely, but in a style that will seem somewhat 'old-fashioned', by an individual dressed in a style that seems equally 'old-fashioned'. You will be briefly interviewed as to what you are seeking, then asked to have a seat while a 'consultant' is contacted; the waiting area will appear well-appointed, but also 'old-fashioned'. Catalogues of various types will be available; the merchandise pictured will cover virtually anything one could get anywhere else, but again, all looking 'old-fashioned'. This should, perhaps, be your clue that 'present' is not being used as a synonym for 'gift', but instead is a reference to 'now' and should be contrasted with 'past'.

The Hidden Present is anything but 'old-fashioned'. A close inspection of any of the cata-

logues will reveal specification sheets showing the latest available technology, wrapped in 'skins' that are individually painstakingly crafted to look like virtually any top-quality classic or antique item you could want. Similar close inspections of items around the offices will reveal cutting-edge technology and design wrapped in high-quality custom-crafted cases, styles, bindings, and so on, all designed to reflect the older aesthetic without compromising capability, comfort, or usability.

This is what *The Hidden Present* specializes in. Your consultant will be thoroughly up-to-date in his/her knowledge of what you have indicated your interest in, and will have an excellent artistic sense as well, to help you come up with something that has exactly the 'old-fashioned' look you want, capable of harmonizing with any decor, without sacrificing the capabilities that the latest technology has to offer. Naturally, this comes at a premium; you can expect to pay anywhere from 10% to 50% more than a standard item meeting the same technical specifications, and have construction/production take up to twice the normal time. 🌐

Doing It My Way

Anagathics: Doping the Inevitable

by Philip Athan (contributed by Colin Michael)

Editor's Note: This article was originally intended for publication in Far & Away magazine which ceased publication before this article was printed. Some of the unpublished articles were acquired by a Freelance Traveller contributor, and submitted to Freelance Traveller for publication. This article was originally posted to the website in 2004.

Elixir of Youth

Throughout human history, people have sought a source of immortality. Before advances in medical pharmaceutical technology began to increase life spans, even boast of practical immortality, a source of infinite life was the stuff of legend and myth. Appearing in almost infinite varieties, these legends range from the Solomani 'Fountain of Youth' to the Geonee 'Touch of Shaarkivour'.

Anagathics are a recent development, producible only with Medical Technology level 15+. Many

worlds refuse to sanction their production, citing these drugs' "requirement for addiction" and often harmful side-effects as public health risks or ethically troublesome. Because anagathic drugs are really only effective if taken without interruption for very long periods of time, they are most often financially out of the reach of most citizens of Imperial space. This, coupled with their illegality on many worlds, helps to keep the number of anagathic users down. Still, the draw to these drugs is irresistible to many.

The effects of anagathics in *MegaTraveller* game terms is discussed on page 16 of the *Players' Manual*.

Types of Anagathics

Complete details are given below for twelve different anagathic drugs. There are certainly many more types of anagathics on the market

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(legitimate or otherwise), but these twelve represent the most important breakthroughs in anagathic medicine.

Anagathics fall into four categories, based on the four key developments in the pursuit of effective anagathic drugs. Three examples of each category are provided below. The first example is the 'generic' form of the drug, and serves as a point of comparison for other examples. The second example is a brand-name development, representing the best-tested and safest form of the drug. Finally, a "street" version of the drug is listed, representing the typical clandestine production on worlds where the production or use of anagathics is illegal, or tightly controlled and restricted. "Street" versions are never tested, and generally can be assumed to be the most dangerous form of the drug. The fact that anyone would willingly take such drugs attest to the psychological attraction anagathics can have.

Each listing gives a short description of the drug, followed by the following information:

TL: The Tech level that drug first becomes available. If you're using Digest Group Publications' *World Builder's Handbook*, remember to use the world's Medical Technology Level to determine if anagathics might be available on the world.

Frequency: How often the drug must be administered in order to gain the proper effect. Expressed as the interval between doses.

Shelf-Life: How long a dose of the drug can sit before losing its effectiveness. All anagathics must be kept refrigerated (but not frozen), and the Shelf-Lives listed below assume this. If the drugs are not refrigerated, the Shelf-Life is typically halved. Expired anagathics have no effect, good or bad.

Price: This is the base price (in Credits) for one dose of the drug. Prices can vary wildly from world to world, depending primarily on prevailing local laws, tech levels, population, and Starport class. Modify the base price as follows:

- If anagathics are illegal on the world, immediately double the listed price.
- Then add 10% for each Tech Level below 15.
- Then subtract 5% for each UWP Population digit above 7.
- Then adjust the price based on Starport grade:

Starport	Price Adjustment
A	-10%
D, E	+20%
X	+70%

For example, the adventurers are on a world with a UWP of D565899-D and have found a supply of Senidon. Senidon has a base price of Cr400 per dose, but anagathics are illegal here, so the base becomes Cr800 per dose. The world is TL13, so add 20% ($15-13=2 \times 10\%=20\%$), making the price Cr960. The world has a fairly high population, however, giving it more potential anagathics users. Since there might be some competition here, the price drops by 5% to Cr912 per dose. Since the world has only a D class Starport, it's more difficult to import the stuff. This adds 20% to the price. The final price for dose of Senidon is Cr1094 per dose. Notice that the price was modified in order by legality, technology, population and startport.

Risk: This figures into the *To successfully administer anagathics* task given later in this article.

Delivery: The means by which the drug is administered into the patient's bloodstream. There are four methods of delivery:

Topical: A small strip of paper, plastic, or fabric treated with the drug and affixed to the patient's skin, where the drug is slowly absorbed. This is considered the best method of delivery when steady administration over time is required.

Injection: Intravenous (most common), intramuscular, or subcutaneous injection. This is considered to give the most reliable results, but may be contraindicated if steady administration over time is required.

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Oral: Generally, a pill or capsule which is swallowed by the patient; occasionally, the drug may be administered in liquid form.

Anal: Multiple methods, including enema or irrigation (liquid) or suppository (solid). Not considered wholly reliable, due to uncertain absorption and potential for expulsion of the drug.

Side-Effects: Typical side-effects caused by the drug are listed here. These side-effects can vary somewhat from patient to patient. If the patient has a specific allergy to that particular medication, these side-effects will be particularly acute and may even result in the death of the patient.

Anagitos

TL: 15 Frequency: Daily
Risk: Hazardous Shelf Life: 30 Standard Days
Delivery: Anal Base Price: Cr30
Side Effects: Migraine, dizziness, nausea, hair loss, dehydration, chronic fatigue

The first recorded successful anagathic drug, Anagitos was developed by a team of Solomani researchers on Arizona Sky (Aldebaran 1207) in 53 Im. There is some evidence to suggest that anagathics were in use prior to the Long Night, however.

Inconvenient and unpredictable, Anagitos should have fallen into disuse with the development of improved forms, but use continues, especially in Solomani space, to this day. It is the cheapest and easiest to produce of all the anagathic drugs available. This most likely accounts for its continued use.

Anatox

TL: 15 Frequency: Daily
Risk: Fateful Shelf Life: 90 Standard Days
Delivery: Injection Base Price: Cr50
Side Effects: Migraine, dizziness, dehydration, fatigue

A brand-name version of Anagitos produced by First Pharmaceuticals of Arizona Sky (Aldebaran 1207), the corporation that first bought

the infant form of Anagitos nearly a thousand years ago. This version of the drug has been improved somewhat, but still falls terribly short of the standard of newer, safer drugs like Anagamyacin. Anatox is available throughout the Solomani Confederation.

“Baby”

TL: 15 Frequency: Daily
Risk: Uncertain Shelf Life: 6 Standard Days
Delivery: Anal Base Price: Cr20
Side Effects: Severe migraine, dizziness, nausea, vomiting, severe dehydration, chronic fatigue, Potassium depletion

This street version of Anagitos is the most dangerous anagathic drug known. Produced in clandestine laboratories on worlds throughout Imperial and Solomani space, “Baby” is cheap and simple to produce, but rarely works and almost always comes with severe side effects. Often used as a drug of last resort by Anagitos addicts. “Baby” is not legal on any world in either the Third Imperium or the Solomani Confederation.

Seniodril

TL: 15 Frequency: Weekly
Risk: Fateful Shelf Life: 30 Standard Days
Delivery: Injection Base Price: Cr275
Side Effects: Dizziness, dehydration, chronic fatigue

Developed by Tristen Chemical Industries of Irlu (Massilia 2008) in 612 Im, Seniodril is a second-generation version of the Solomani Anagitos. Seniodril is built around the same “super-hormone” technology as Anagitos, but with new genetic coding instructions that improve its overall effectiveness. Improvement in refining techniques makes larger doses tolerable, so the patient doesn’t need to take the drug nearly as often. This is currently the most common form of anagathic found in human space.

Senidon

TL: 15 Frequency: Weekly
Risk: Fateful Shelf Life: 60 Standard Days
Delivery: Injection Base Price: Cr400
Side Effects: Dizziness, dehydration, chronic fatigue

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The most popular brand name anagathic in Imperial space, Senidon is SuSAG's highly refined version of Seniodril. In 115 it was estimated that Senidon accounted for approximately 60% of all legitimate anagathic sales in the Third Imperium.

Though illegal on most worlds, Senidon is one of SuSAG's most popular drugs and is considered by many as the "pride of SuSAG Pharmaceuticals". In essence, Senidon's improved refinement succeeds in doubling its shelf life, but does not affect its side-effects in any way. Most of Senidon's success has come from SuSAG's aggressive marketing of the drug and its political pressure for legalization of anagathics on key high population worlds.

"The Fountain"

TL: 15 Frequency: Weekly
Risk: Hazardous Shelf Life: 10-20 Standard Days
Delivery: Injection Base Price: Cr250
Side Effects: Dizziness, headache, severe dehydration, nausea, chronic fatigue

Best known for the Fountain Catastrophe of 915, when 17,000 people died in one month on Olympia (Antares 1915) from an imported supply of what they thought was Senidon. A disreputable free trader captain though he'd make a little extra profit by buying "The Fountain" from an underground source on Gimgir (Antares 2012) and disguising it as the SuSAG brand name drug. "The Fountain" is still available in much of Imperial space since it is easy to find samples of Senidon, which are examined and reproduced to make "The Fountain".

Unfortunately no private or underground laboratory can hope to duplicate SuSAG's advanced refining techniques.

Anagamycin

TL: 15 Frequency: Monthly
Risk: Hazardous Shelf Life: 90 Standard Days
Delivery: Injection Base Price: Cr1300
Side Effects: Insomnia, headache, hair loss

This breakthrough anagathic was developed by SuSAG researchers on Rhylandor (Spinward Marches 2716) and announced to the public on 088-1112. What makes Anagamycin special is that it can also be used, with no loss in effectiveness, by Vargr patients. The drug spread quickly to coreward and can now be found throughout the Gvurrdon Sector. SuSAG itself produced Anagamycin for less than one year before releasing the improved version: Anagol-16. Rarely encountered in its basic generic form, Anagamycin is the target of intense antianagathic lobbying. Some say this attitude is brought on by Anagamycin's increased safety, though SuSAG has produced little evidence to support that claim.

Anagol-16

TL: 16 Frequency: Weekly
Risk: Fateful Shelf Life: 125 Standard Days
Delivery: Oral Base Price: Cr1400
Side Effects: Insomnia, headache

Released in the early days of 113 by SuSAG, Anagol-16 is that megacorporation's newest wonder-drug. Because Anagol-16 users need only take the drug once each month, and the drug is available as an easy to take capsule, it is considered a "low maintenance" program. Its high cost and limited availability, however, has drastically limited the potential customer base for the drug, and SuSAG has abandoned the idea of replacing Senidon with Anagol-16. SuSAG produces Anagol-16 on only six worlds in all of Imperial space.

Dheghevarg

TL: 15 Frequency: Monthly
Risk: Hazardous (Vargr); Shelf Life: 30 Standard Days
Uncertain (Humans)
Delivery: Injection Base Price: Cr1000
Side Effects: Severe addiction, insomnia, migraine, hair loss, short-term memory loss

This Vargr bootleg version of Anagamycin is available throughout the Vargr Extents, even though it has only been in existence since 1114. Dheghevarg is made everywhere from streetcorner

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labs to high-tech corporate factories. The drug is extremely dangerous and unstable when used by humans, but acts as Anagamycin in every respect if used by Vargr. The major-side effect of Dheghevarg is a serious physical dependency that has been known to result in shock, brain damage, and even death in patients who suddenly withdraw from it. TAS has declared Dheghevarg a Class 1A poison and even simple possession of the drug is a felony in both the League of Antares and the Ziru Sirkaa.

Longevimine

TL: 16 Frequency: 60 standard days
Risk: Fateful Shelf Life: 180 Standard Days
Delivery: Topical Base Price: Cr3600
Side Effects: Low blood pressure, minor dizziness

Immediately hailed as the state-of-the-art in anagathic drugs, Longevimine was developed by Professor Sidras Yoorvin of the Center for advanced Studies in Pharmacology at Vincennes (Deneb 1122) in 1117. This highly advanced anagathic boasts a low frequency and high shelflife, as well as simple method of delivery. The drug is invariably effective and its side effects are negligible. Longevimine and its derivatives may prove the most potent weapon in the proanagathic movement. It is by, by far, the least addictive anagathic currently in circulation.

Youthonol-B

TL: 16 Frequency: 60 Standard Days
Risk: Safe Shelf Life: 1 Standard Year
Delivery: Topical Base Price: Cr5000
Side Effects: Occasional low blood pressure

Youthonol-B is by far the best anagathic drug in existence. First marketed in mid-1119 by S.Y. Partners Pharmaceuticals L.I.C., a young, "upstart" corporation based on Vincennes (Deneb 1122), Youthonol-B is an improvement on Longevimine that effectively eliminates the dangers commonly associated with anagathic side-effects. Youthonol-B was created by Professor Yoorvin less than two years after her development of Lon-

gevimine, whose superhormone/genetic redoubling technology provided the superstructure for the Youthonol series.

Professor Yoorvin and two of her four business partners were killed in a mercenary raid on their asteroid laboratory deep in the Vincennes system on 345-1119. The company which they helped found almost immediately dissolved and production of Youthonol-B ceased.

SuSAG, believed by many to be responsible for the raid which ended the life of S.Y. Partners Pharmaceuticals and its founders, announced on 011-1120 that they would begin producing and marketing Youthonol-B, under the guidance of Professor Yoorvin's remaining partners, by the end of 1120.

Longetalon

TL: 16 Frequency: 60 Standard Days
Risk: Fateful Shelf Life: 120 Standard Days
Delivery: Oral Base Price: Cr2500
Side Effects: Low blood pressure, dizziness, chronic fatigue, occasional acute potassium depletion

Longetalon is a discount version of the state-of-the-art anagathic Longevimine. Produced and marketed by New Era Anagathics of Vincennes (Deneb 1122), a company owned by one of Professor Yoorvin's former laboratory assistants, Longetalon is similar, though not as pure as Longevimine. New Era Anagathics has been selling quite a bit of stock recently after promising to upgrade its refining process to Longevimine standards. Longetalon comes in capsule form and has slightly more acute side-effects than Longevimine.

Legality

Anagathics are illegal on many worlds in Imperial space. Views on anagathics can vary wildly. Some worlds perceive them as somehow unnatural or unclean, others believe them to be public health risks whose benefits are far outweighed by their potential for harm. Still other worlds see anagathics as legitimate choices for their citizenry.

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Since anagathics are a fairly recent, high-tech discovery and are quite expensive and difficult to transport due to their low shelf-lives, many back-water worlds never bothered to place laws on their books one way or another. In most cases, anagathics are considered to be prescription-only drugs that fall into the normal regulatory scope of drugs such as narcotics and psychoactive drugs.

To determine if anagathics are legal on a specific world, the referee should roll 2D. If the result is equal to or higher than the world's Law Level, anagathics are legal there, or, at least, the world government never bothered to make a decision one way or another. If you're using DGP's *World Builder's Handbook*, use the world's Personal Freedom Law Level. All worlds with a Medical Tech Level of 15+ will have made a policy decision regarding anagathics. This roll has the following DMs: minus the UWP Government digit divided by 5 (drop fractions), and +1 if Starport class A.

Adventurers in search of anagathics will need to find out for themselves if anagathics are legal or not on any world they visit. Very few worlds where anagathics are legal advertise as such, since it is well known that the prevailing opinion in Imperial space is decidedly anti-anagathic.

The following task can be used by the adventurers in such cases:

To determine legality of anagathics

Routine, Admin or Streetwise, Edu, 20 min
(uncertain)

No Truth indicates that the adventurers have run afoul of either a legal or criminal organization who doesn't appreciate people asking too many questions about anagathics. Some Truth gives the adventurers some misleading information as to the legality and/or availability of anagathics on that world. They may, for instance, wind up as the targets of a local law enforcement department's "sting operation" aimed at anagathic users or importers, etc. Total Truth gives accurate information as to the legality of anagathics on that world.

Finding a Supply

Once legality has been determined, the adventurers must then locate a sufficient supply of anagathics from the local economy. In rare cases, this is as simple as going to the local drug store. Most often, however, finding anagathics requires contact with the underworld: drug gangs, smugglers, etc. In any case, finding anagathics on a world where the adventurers know no one and no one knows the adventurers, is never an easy task. If anagathic drugs are illegal on the specific world, use the following task to determine if any are found.

To find a supply of anagathics

Formidable, Streetwise, Int, 4 hours
(uncertain)

Additional DMs to this task are as follows:

Starport	DM	Tech Level	DM	Tech Level	DM
A	+2	0-6	-8	13-14	+1
B	+1	7-8	-4	15	+2
E	-1	9-10	-2	16	+3
X	-2				

A result of No Truth means the adventurers have not only failed to find any anagathics, but that the difficulty on the task *To avoid a drug bust* is Difficult. They have somehow tipped their hands to the local authorities. On Some Truth, the adventurers can purchase what they are told are anagathics. These drugs prove to be either fakes, the wrong drugs entirely, or anagathics that have passed their shelf lives. The task *To avoid a drug bust* becomes Routine. On Total Truth, the adventurers find a supply of anagathics (see What You Pay For, later in this article, to determine which specific drug the adventurers find). The task *To avoid a drug bust* drops to Simple.

The above task assumes that anagathics are illegal on that specific world. If this is the case, there will always be a danger that anyone snooping around into anagathics will be the target of local law enforcement. Upon completion of the above task, the following task should be rolled to see if

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Doing It My Way

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the adventurers manage to steer clear of the law. The difficulty level is determined by the adventurers' success on the *To find a supply of anagathics* task, above.

To avoid a drug bust

(difficulty), Streetwise, Bribery, Persuasion, Int, 10 sec. (hazardous)

If Bribery skill is used, the cost of the necessary bribe(s) is Cr100 times the world's (Criminal) Law Level. Penalties for anagathics possession, use, distribution, etc. vary from world to world but have been known to be quite harsh.

If anagathics are legal on the world, it's a little easier to find some ... but not much.

To find a supply of legal anagathics

Difficult, Medical, Edu, 3 hours

Use the same additional DMs as the task for finding illegal anagathics.

What You Pay For

Ideally, the referee should determine which type of anagathic drug the adventurers happen across. To simulate the chaotic nature of the illicit drug trade, however, the following table is provided for random generation of available anagathic drugs. The individual referee should feel free to alter this table to reflect the specifics of his/her *MegaTraveller* campaign.

Anagitos, for example, is much more commonly found in Solomani space, so it will probably not be available to adventurers operating in, say, Vland Sector. Roll 2D on the table below:

Roll	Drug Available	Roll	Drug Available
<0	"Baby"	8-11	Senidon
0-1	"The Fountain"	12	Anagamycin
2-3	Dheghevarg	13-14	Anagol-16
4	Anagitos	15	Longetalon
5-6	Anatox	16	Youthonol-B
7	Seniodril	17+	Longevimine

Apply DMs as follows:

Law Level	DM	Tech Lvl	DM	Starport	DM
0	+3	1-10 (A)	-5	A	+1
1-5	+2	11-14 (B-E)	-3	D	-1
9-10 (A)	-2	15 (F)	+1	E	-4
11-12 (B-C)	-3	16+ (G+)	+3	X	-8
13-14 (D-E)	-5	Each level of Streetwise skill			+1
15+ (F+)	-7	Each level of Medical skill			+1

Playing Doctor

Once anagathics are found, they must be administered. This is not always as simple as it may seem. Anagathics are very tricky, very unique drugs on the forefront of pharmaceutical science. Even simple pills must often be followed by a certain amount of water, food, even specific foods in specific quantities. Unless all criteria are met, the drug may either fail to work, or backfire with especially acute side-effects.

To successfully administer anagathics:

Routine, Medical, Edu, 1 min (variable, unskilled OK)

The Risk factor from the description of each type of anagathic should be factored into this task. If the task is Uncertain, No Truth forces a 3D roll on the Mishap Table and the drug does not have its desired effect. Some Truth should be followed by a roll of 2D on the Mishap Table and, again, the drug has no effect. On Total Truth, roll 1D on the Mishap Table, but the drug has its full desired effect. Only the most unstable forms of anagathics require Uncertain task rolls. This is intended to demonstrate the potentially deadly side-effects often associated with improperly refined or early generation anagathics. 🌀

Gyro-Ball

by Jeff Zeitlin

When Scouts get together on leave, or between missions, they often want to socialize with others that understand them, and they want to burn off energy and get some exercise. This is especially true of X-boat pilots, who, even though they're chosen for their ability to endure isolation, nevertheless need contact with others to avoid going stir-crazy. The informal sport of Gyro-Ball fills this need well.

Any number of players from two up may be involved in a game, though it works best with three to eight players per ball (multiple balls may be in play at once). There are no teams as such, though temporary alliances between players can be made—and broken—as seems good to the involved players.

The ball is 30-40 cm in diameter, and textured for gripping, but otherwise visually undifferentiated, with no external clues to what's inside it. Most players who own balls put a personal identifying mark of some sort on it in a regular pattern so that the ball remains visually undifferentiated but identified. The ball is surprising heavy for its size. They are sold with a special carrying case; the case has controls to 'activate' the ball to play, or 'deactivate' it when the game breaks up. Activation takes a few seconds, and an activated ball has an 'odd' feel to it, like it is perhaps resisting movement.


Once the ball is activated, play begins. The players are scattered around the playing area, whose sole criterion for suitability is that it not be an unprotected hard surface—anything from a grassy field to a padded gym floor is acceptable. The player with initial possession of the ball calls the name of one of the other players, and throws the ball in that player's general direction. The named player must then attempt to catch the ball without it touching the ground, then name another player and throw the ball, *ad infinitum*, and preferably keeping the ball moving as much as possible. Play continues as long as the ball does not touch the ground; if it does, the player who was named

to catch it must drop out of the game. Diving catches are not unknown, and the occasionally completely maladroit maneuver can result in the player being injured, which is considered part of the game.

The game's challenge is that the ball does not move on a completely predictable course when thrown; the activated ball is "gyroscopically destabilized" and, within limits, moves erratically. The best players seem to intuit the motion of the ball, and be where the difficulty of intercepting it is minimized.

A player may drop out at any time; to do so, one merely calls out one's name followed by the word 'out', optionally also with the reason, e.g., "Eneri out, time committed". If the player dropping out is the one who provided the ball, the call would be, e.g., "Eneri out, my ball, sorry, called to ship", and the game ends, unless there are additional balls in play. Similarly, new players may join in at any time; the procedure for joining in is to simply shout out one's name followed by the word 'joining', e.g., "Sharik joining" or "Sharik joining, with ball". There is no requirement for uniqueness in names, and if there are duplicate names, the other players often find it entertaining to maneuver the dublicately-named players into close proximity and then target one of them as the next recipient, to watch the nearly inevitable collision between them as they both attempt to catch the ball and keep it in play. A player who dropped out by allowing the ball to touch the ground may rejoin after one hour or two new players have joined, whichever occurs first.

A game ends only when there are no balls in play, or when all participants but one have dropped out due to allowing the ball to touch the ground.

Rumored, but never provably seen, is a 'Slam Ball', whose behavior is distinctly more erratic than the normal Gyro-Ball, and which can allegedly speed up after being thrown. Most players have heard stories of others being killed by a Slam Ball snuck into a game, but such stories have never been verified. 

Feedback

Please tell us ...

- what you think of both magazine and website
 - what you think of the articles we publish
 - how we can make our magazine better
 - how we can make our website better
 - what kind of articles you do or don't want to see
 - what you think of our look
 - how we can make it better
- Please, give us your opinion! We've provided several ways you can do so:
- e-mail: feedback@freelancetraveller.com.

- feedback form at <http://www.freelancetraveller.com/infocenter/feedback/ftfbf.html>.
- Forums:
Traveller Fanzine section of SFRPG: <http://www.sfrpg-discussion.net/phpBB3/viewforum.php?f=36>
Lone Star at Citizens of the Imperium: <http://www.travellerrpg.com/CotI/Discuss/forumdisplay.php?f=13>
Note: you must be registered with the forums to be able to use this method.

Traveller on the Internet

IRC: The #Traveller and #LoneStar channels

Freelance Traveller sponsors channels for *Traveller* fans on the Undernet and Otherworlders IRC networks, and the two channels are "bridged" so that if you're visiting either, you can see what's going on in the other, and talk to people there. For more information about both channels, see our informational pages at <http://www.freelancetraveller.com/infocenter/travnet.html#IRC> and <http://www.freelancetraveller.com/infocenter/travchat/index.html>. Come talk "live" with other *Traveller* fans about anything at all, *Traveller* or not, and make both channels "jumping" places to hang out!

You can also run "play-by-IRC" game sessions in either channel; please stop in and ask one of the channel operators (FreeTrav or EMT_Hawk) to schedule it, so we can ensure that the 'bridge' and the 'bartender' are set into a nondisruptive mode.

Please watch the *Traveller Mailing List*, the *Mongoose Traveller forum*, and the *Lone Star* section of the *Citizens of the Imperium forum* for announcements of *Topical Talks*!

Information Center: Request for Information

Here is a list of all of those publishers that we are aware of that are currently putting out material for *Traveller* (any version) or *Traveller*-compatible material not specifically for *Traveller* (this list is based on products that the editor owns, and notifications from "follow your favorites" from DriveThruRPG). If you know of others, or if any of those on this list are not in fact currently operating/publishing, please write and let us know. We'd also appreciate either lists or pointers to lists of all of the *Traveller* and *Traveller*-compatible material put out by any of these companies, or any companies that we may have omitted from the list. If you have contact information, we'd appreciate that as well.

List of Traveller/compatible Publishers

3Hombres Games
Avalon Game Company
Avenger Enterprises
Christian Hollnbuchner
D.B. Design Bureau
DSL Ironworks
Expeditious Retreat Press

FarFuture Enterprises
Forever People
Game Designers' Workshop(!)
Gorgon Press
Gypsy Knights Games
Jon Brazer Enterprises
K-Studio
Loren Wiseman Enterprises
Mongoose Publishing
Postmortem Studios
QuikLink Interactive
Samardan Press
Sceaptune Games
Scrying Eye Games
Spellbook Software and Games
Spica Publishing
Steve Jackson Games
Terra/Sol Games
Toxic Bag Productions
Zoser Games

Submission Guidelines

What is *Freelance Traveller* looking for?

We're looking for anything and everything to do with *Traveller* – reviews of products, house rules, alternate settings, NPC profiles, world write-ups, adventures, equipment, starships, fiction, “color” articles... If you see it in *Freelance Traveller*, or on our website, we're interested in it. Even if you don't see it in the magazine or on the website, we might be interested; write to editor@freelancetraveller.com and ask.

Some things that we want that you might not think of as “*Traveller*” would include reviews of non-*Traveller* products that easily lend themselves to being ‘mined’ for ideas for use in *Traveller*, or reviews of fiction (in any medium) that “feels” like *Traveller* in some way. In these cases, your article should focus on the *Traveller*-esque aspects of the item. There may be other things, as well; if you're not sure, write and ask.

What about ...

The rule of thumb is “If it's a *Traveller* ruleset, or a setting that has been published for use with a *Traveller* ruleset, go for it!”. That includes the non-Official *Traveller* Universe settings that have been published for use with any version of the *Traveller* ruleset, including (but not limited to) *Judge Dredd*, *Strontium Dog*, *Babylon 5*, *Reign of Diaspora*, *Twilight Sector*, the two GURPS variants on the Official *Traveller* Universe, Avenger Enterprises' *Far Avalon*, and the forthcoming *Traveller Prime Directive*, and any others we may have forgotten.

...Hyperlite?

We've made the decision to support *Hyperlite* as though it were an alternate *Traveller* setting, much like *Twilight Sector* or *Reign of Diaspora*. The changes that Sceptune Games has made to *Traveller* to get *Hyperlite* aren't really much more than the differences between Classic *Traveller*, *MegaTraveller*, *Marc Miller's Traveller*, and *Mongoose Traveller*, and converting between any of those systems and *Hyperlite*, in either direction, should be ‘trivial’.

... Diaspora, or Starblazer Adventures?

If your article is about “crossing over” between these products and any of the “standard” or supported *Traveller* rulesets or settings, by all means, submit it! If it's support for those systems beyond *Traveller*, we'll accept and hold the submission, but will not print it

unless/until we've had a reasonable level of expression of interest in such support from our readers.

How should I submit my article?

What needs to be in the submission?

At the very minimum, we need the submission itself, your name (for credit), and a valid email address to contact you at if we need to.

What format should I submit it in?

That depends on what you're submitting. Generally:

Text should be submitted in Microsoft Rich Text Format (RTF), Microsoft Word 2003 (DOC) or 2007/2010 (DOCX), OpenOffice Writer (ODT), or plain text (TXT). Most word processors will support one of those; if yours seems not to, please write to us for assistance. Avoid PDF if at all possible; it is difficult to reformat PDFs for our magazine or website.

Graphics should be submitted in the format that's best for the type of graphic. Most of the time, that will be GIF, PNG, or JPG/JPEG. Submitting in higher resolutions is better; we have tools to resample a picture to make it smaller if we need to – but it's not possible to make a picture larger without it becoming pixellated.

If you're submitting a graphic that you'd like to see us use for a cover of an issue, please make sure that it will fit nicely on both US Letter and ISO A4 pages—we'll crop the picture to fit, to avoid distorting shapes, so please leave reasonable “margins”; don't run “critical” imagery right to the edge where it will look bad if we crop it. A good resolution is 100 dpi or more.

Plans (deck plans, building plans, maps, etc.) may be better submitted in a vector-based format such as CorelDRAW! format (CDR) or any format that can be imported into CorelDRAW! X4. Scalable Vector Graphics (SVG), Windows Metafile (WMF), Enhanced Metafile (EMF), Encapsulated PostScript (EPS), or Microsoft Visio (VSD) are some common vector formats that can be imported.

How do I get it to you?

Email it to us at our submissions address, submissions@freelancetraveller.com. Your subject line should specify the type of article that it is, and what section you think it should be put in, e.g., “Combat Rules for Doing It My Way”.

