



FREELANCE TRAVELLER

The Electronic Fan-Supported Traveller® Magazine and Resource



Featured Article

Jump Remora

by Timothy Collinson

Issue 043
July 2013

©2013 Traveller Magazine

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.

The *Traveller* game in all forms is owned by Far Future Enterprises. Copyright 1977 - 2013 Far Future Enterprises. *Traveller* is a registered trademark of Far Future Enterprises. Far Future permits web sites and fanzines for this game, provided it contains this notice, that Far Future is notified, and subject to a withdrawal of permission on 90 days notice. The contents of this document and associated web site are for personal, non-commercial use only. Any use of Far Future Enterprises's copyrighted material or trademarks anywhere in this document or on the *Freelance Traveller* web site and its files should not be viewed as a challenge to those copyrights or trademarks. In addition, any program/articles/file in this document or on the associated web site cannot be republished or distributed without the consent of the author who contributed it.

All articles in *Freelance Traveller*, whether in the magazine or on the web site, are copyright by their respective authors, and may not be reproduced elsewhere without the express permission of *Freelance Traveller* (which will generally be granted) *and* the author of the article. *Freelance Traveller* will not give out contact information for our authors without their specific permission on a case-by-case basis, but will where possible pass on requests for initial contact.

Contents

Freelance Traveller #043: July 2013

Editor

Jeff Zeitlin

Contributors

Jeff Zeitlin, Ewan Quibell, Sam Swindell, Michael Brown, "kafka", Jeffrey Schwartz, Timothy Collinson, Andrea Vallance, Thomas Jones-Low, Chuck Frizzell, Ken Pick

Artwork

Cover: .Kraki H. Wodenssen

From the Editor: Jeff Zeitlin

Critics' Corner: *FarFuture Enterprises* (from *DriveThruRPG*), *Gypsy Knights Games* (from their website), *Zozer Games* (from their website)

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>.

From the Editor

Jeff Zeitlin 1

Critics' Corner

Traveller⁵ reviewed by Chuck Frizzell 2

Vacc Suit reviewed by Timothy Collinson 11

21 Organizations reviewed by "kafka" 14

Doing It My Way

The Color of Jumpspace by Jeff Zeitlin 8

Kurishdam

Games People Play: K'kree Racing Sports by Thomas Jones-Low 9

Less Dangerous Game

Jump Remoras by Timothy Collinson 12

Up Close and Personal

Bob Kurami profiled by Sam Swindell 13

Raconteurs' Rest

Out in the Sargasso by Jeffrey Schwartz 15

For Luck by Andrea Vallance 19

Confessions of a Newbie Referee: A Column by Timothy Collinson

#1: Fears 17

The Shipyard

MegaTraveller Designs: Reddoch-class Experimental Merchants by Ewan Quibell 18

Deck Cargo: Using External Pods for Increasing Cargo Space by Ken Pick 26

Active Measures

Getting Off the Ground: The Afflicted by Michael Brown 24

In a Store Near You

Microfoil by Chris Seamans 27

From the Editor



The centerpiece of our Cruise theme issue is taking shape, and it's moved the idea in a slightly different direction from our initial thoughts—instead of a commercial cruise, it's going to center on a noble's custom-construction yacht. The centerpiece is a "photo essay" tour of the ship; we'd like to see good supporting articles for it—personalities, adventures, a Jump Destination, reviews of relevant *Traveller* material, and so on. We'll willingly discuss specifics with interested authors; write to the usual addresses for more info.

We are reliably advised that, due to issues regarding site pricing, there will sadly be no *TravellerCON* USA in 2013. A new site, near the old one, has been scouted, and we expect that *TravellerCON* will return

in 2014, as good or better than ever. We hope you'll be able to join us.

As usual, we'd like to see more of just about everything we print. This time, Your Humble Editor's fancy has turned to fiction, and we'd like to encourage people to write some reviews for the "Off the Table" section of Critics' Corner. If you've ever read a book, and thought "I'd like to see that as a *Traveller* adventure!", it's probably a good book to review for "Off the Table". Give some thought to doing so.

Finally, a reminder—just because most of our material is "CT-compatible" or system-agnostic, don't feel that material for Your Favorite Version wouldn't be welcome—we can only print what people write for us, and if you don't write for Your Favorite, who will? ☼

Traveller⁵

reviewed by Chuck Frizzell

Traveller⁵. Marc Miller.

Far Future Enterprises <http://www.farfuture.net>

656pp, hardbound

US\$75 (est.)

Having played and collected *Traveller* RPG material from every version since the original "Little Black Books," I was intrigued by Marc Miller's incarnation, *Traveller⁵*. Having seen it in beta testing for the last several years, I hesitated to jump in to last year's Kickstarter based on its long troubled history and hefty price tag. At \$75, it's a highly priced book by RPG standards. However, on the surface it is fairly good value at under \$.09 per page. That said, when one of the original Kickstarter books came available on the secondary market at an incredibly low price (including accessories and dice), I jumped at the opportunity to add it to my collection.

So what is *Traveller⁵*, anyway? In a word: overwhelming. The physical 656-page book, with its iconic solid black cover with red and white title lines, harkens back to the days of the original "Little Black Books" and reminds me of the 4th Edition *Talislanta* hardcover in its sheer size and density. Yes, this book could stop a bullet! The book itself is well-constructed, with a solid binding. Internally, the book is almost entirely black and white, save for the 16-page glossy color Ship Recognition Guide at the end of the book. The internal front cover has a character card printed upon it (both front and back), which one could possibly copy for game use. The back internal cover, including the last page of the book, has a black and white map of the known *Traveller* Universe. Illustrations are scattered throughout the book and are of varying quality.

The book's introductory pages include the usual publishing and copyright information. Of interest, it also includes a list of the various *Traveller* editions throughout the years. Conspicuously absent are the *Traveller²⁰* and *Hero System* editions; I'm not sure why these were overlooked.

Core Rules

TRAVELLER⁵

Science-Fiction Adventures
in the Far Future

Far Future Enterprises

The book itself is broken down into several sections that I will refer to as chapters for clarity:

- Introductions – 9 pages
- Basic Information – 36 pages
- Characters and Life – 140 pages
- Combat – 96 pages
- Starports and Starships – 114 pages
- Stars and Worlds – 109 pages
- Adventures – 114 pages
- The Traveler's Guide to Starships – 16 glossy color pages.

Each chapter includes a varying number of sections. Two observations: first, there was no established break between chapters, whether a blank page or chapter title page, that helped narrow things down. Second, the Table of Contents listed various sections with a particular title, while many of the sections had a slightly different title. Although it was fairly easy to figure out, it proved frustrating. That said, let's take a look at each chapter.

(Continued on page 3)

(Continued from page 2)

The 9-page “Introductions” chapter includes the following sections:

- **Absent Friends** (1 page): pays homage to several deceased gamers and RPG industry individuals who have influenced *Traveller* through the years. While I found it totally unnecessary in a role-playing book, it was a nice touch.
- **Traveller is About...** (1 page): attempts to highlight what *Traveller* is all about, and gives players broad ideas of how to approach the game. It's the basic “what to do” section to get people interested.
- **Traveller is a Role-Playing Game** (2 pages): attempts to explain what type of game *Traveller* is, how to play it, how to resolve activities such as tasks and combat, who the key people are (referee, players), and what the game rules are. Given just two pages, it obviously must do this in extremely broad terms.
- **The Galaxy** (1 page): provides a scaled picture of the Milky Way with basic astronomical facts and one big supposition.
- **A Brief History of the Universe** (3 pages): attempts to tie together historical information from *Traveller's* various editions into a coherent timeline, fairly successfully.
- **Foundations of the Universe** (4 pages): looks at the game itself from various angles to establish *Traveller's* themes. This is, essentially, the “flavor” section of the book.

Overall, the “Introductions” chapter does an adequate job introducing the *Traveller* game and world.

The 36-page “Basic Information” chapter covers the following sections:

- **Dice** (12 pages): details the dice required to play, basic dice-related terms, and page upon page of dice probability tables. While nominally interesting, the copious tables could best be described as referential overkill.

- **eHex** (1 page): describes an expanded hex code. For those unfamiliar, hex code plays a major role in detailing various facets of the *Traveller* universe, including characters and worlds. While not necessary, this expansion is meant to help players grow reference tables beyond the limitations of the original iconic hex system *Traveller* has historically employed.
- **The Ton** (1 page): describes in detail the standard volume unit, the displacement ton.
- **Range and Distance** (12 pages): provides various detailed tables related to people, worlds, space, and time.
- **Benchmarks** (8 pages): attempts to establish baseline standards for everything from the cost of living to the size of things.
- **Money** (1 page): provides a high level micro and macroeconomic overview of wealth and trade in the game.
- **Humanity** (1 page): establishes humans as a benchmark player character race and provides a brief history of humans in the *Traveller* universe.

Overall, this chapter provided a *lot* of reference information, but did little to live up to its title, often serving more as information overflow.

The 140-page “Characters and Life” chapter covers the following sections:

- **Characteristics** (10 pages): details a character's basic characteristics such as strength and intelligence, as well as the Universal Personality Profile (UPP) that utilizes a Hex string to provide a quick numerical character reference. It actually refers to the UPP as an eHex string, but gives no characteristic descriptors beyond the normal hex range. It also details how to perform characteristic checks using a 2d6 roll-under mechanic.
- **Characters** (24 pages): details the character creation sequence, breaking it down into five steps: 1. Create a homeworld; 2: generate

(Continued on page 4)

(Continued from page 3)

characteristics; 3. Consider education and training; 4. Select career; and 5. Muster-out benefits. It is well-detailed and fairly straightforward.

- **Careers** (13 pages): details a single career on each page. Each career is described in one sentence, leaving the player to flesh out the details.
- This section is followed by an unlisted 12-page section that talks about various things including noble lands, aging, education, life events, secrets, ship shares, and fame. These compartmentalized topics vary in guidance provided, with little connectivity outlined in the character generation sequence. In addition, their placement in the book seems odd when considering the general flow of topics.
- **Life Pursuits and Experience** (2 pages): details skill emphasis and improvement, providing an example to flesh out a particular job title or occupation in game mechanics requirements.
- **Genetics** (6 pages): attempts to provide a mechanism to emulate the *Pendragon* RPG's generational role-playing theme. Unfortunately, it comes across as overly complex and disconnected from the classic *Traveller* game.
- **Clones** (4 pages): details every facet of character cloning. Cloning thus appears to be a standard *Traveller* practice, which I would argue is not remotely close to standard.
- **Chimeras** (2 pages): discusses combining species in general terms. It also mentions a "Sophont Creation Card" on page 122, but fails to say where this is found (page 546).
- **Androids and Synthetics** (4 pages): actually titled "Synthetics," it details organic- and biologically-based artificial beings, as well as how they are built and supported.
- **Tasks** (24 pages): begins with a Dice Tables For Tasks that apparently references back to

the tables in the Dice section. It then provides a detailed description of task, including format, resolution, type, and creation. It also provides specific task examples as employed by characters with varying characteristics.

- **Skills** (42 pages): outlines skill and their details. It also includes Master Mods Tables designed to provide task modifiers.
- **Personals** (6 pages): describes personal interactions in game terms, as well as how to resolve them.
- **QREBS** (7 pages): details an equipment identification system.
- **The Senses** (13 pages): provides rules to resolve sensory perception activities in game terms.

Overall, "Characters and Life" is incredibly detailed and, seemingly, compartmentalized. There is no discerning between basic game-required information and mechanics from optional game-required mechanics, nor is there a character creation example to guide players through the process.

The 96-page "Combat" chapter includes the following sections:

- **Personal Combat** (26 pages): Explains combat ranges and scales, and describes the *Traveller* Personal Combat System (TPCS), the combat round, injury, armor and protection, artillery, explosions, WMDs, environmental effects, and battle damage. It provides a plethora of reference tables, but once again doesn't seem to flow logically given the name of the section.
- **The Armory** (4 pages): provides a brief overview of personal weapons that might be found in an armory, including scale pictures. This section, unfortunately, doesn't seem of any value.
- **GunMaker** (20 pages): details a system to create all manner of guns based on the reference tables. It is incredibly detailed, although design accuracy is not necessarily demon-

(Continued on page 5)

(Continued from page 4)

strated. In addition, there are no examples illustrating the sequence or its accuracy.

- **BladeMaker** (1 page): provides tables to create blades and cutting weapons, but fails to provide examples.
- **ArmorMaker** (19 pages): discusses various facets of armor for all manner of uses, as well as details a complex system to create armor similar to that illustrated in GunMaker.
- **VehicleMaker** (24 pages): as with the other "makers," discusses various facets for all types of vehicles and details a complex system to create them.

Overall, this chapter is big on details and small on results, lacking in any appreciable examples to validate the various systems described, especially with regard to the various "makers."

The 114-page "Starports and Starships" includes the following sections:

- **Starports** (8 pages): describes various facets of a starport or spaceport in adequate detail.
- **Starship Design** (40 pages): outlines a thoroughly detailed 23-step design process, including a handy ship design checklist. Unfortunately, it supplies only one minor example in one section, with no actual full ship design sequence example to validate the provided system's accuracy.
- **ShipSheets** (6 pages): extremely detailed breakout of a ship's design for use in combat.
- **Adventure Class Ships** (2 pages): provides a brief overview of common starships, along with a small illustration. Unfortunately, not a single deck plan is provided.
- **Fuel Benchmarks** (3 pages): breaks down various fuel types, sources and characteristics.
- **How Starships Work** (41 pages): details how various systems function, including maneuver, jump drive, power systems, sensors, weapons, and screens. This tracks sequential-

ly in relation to the starship design section. In addition, each subsection includes various rules and tables with further detail on the particular system.

- **Starship Combat** (14 pages): details combat elements and the combat round, including its SMART phases. No combat examples are provided.

Overall, the "Starports and Starships" chapter is incredibly detailed, but lacks concrete examples, as alluded to in previous chapters.

The 109-page "Stars and Worlds" chapter supposedly starts at page 418, but actually begins at page 416 with a galaxy graphic similar to that found on page 14, with some additional *Traveller*-specific details, along with a "secret" graphic of the galaxy highlighting demographic regions based on an Imperial survey. This chapter includes the following sections:

- **Sectors and Subsectors** (2 pages): map of charted space nearly identical to that found on the interior back cover of the book.
- **Star Systems and Worlds** (18 pages): describes yet another detailed system to develop and map star systems, with several reference tables, and details the iconic Universal World Profile (UWP). Interestingly, it provides the following advice up front: Map Only As Really Necessary (MOARN). Similar advice could have been included in many of the sections and systems highlighted.
- **Charting the Stars** (6 pages): provides a good overview of the *Traveller* star mapping scheme, as well as blank sample sector and subsector maps.
- **Mapping Worlds** (33 pages): details the world mapping and generation system, further highlighting the UWP. It also includes several blank map templates for various representations based on view and world size.
- **Trade and Commerce** (20 pages): Highlights interstellar trade, including large tables de-

(Continued on page 6)

(Continued from page 5)

scribing trade goods by category and classification.

- **Technology** (17 pages): Describes technology levels (TL), expanding them from the classic 15 up to 33. It includes a comprehensive table outlining various broad categories in TL terms. In addition, it discusses intelligent species lifespan, tangentially in terms of TL.
- **Computers and Consoles** (8 pages): highlights computers and computer-driven systems at various levels of complexity and power, as considered from a starship or industrial perspective. The section doesn't take into account real life technology advances (ie tablets and smart phones) and their potential implication on starship or industrial systems.
- **Personalities and Brains** (5 pages): discusses transhumanism in general terms, with a few minor rules detailed. This section doesn't seem like a good fit for the chapter.

Overall, the chapter does a great job at highlighting one of the things *Traveller* does best: world design.

The 114-page "Adventures" chapter includes the following sections:

- **Psionics** (10 pages): explains what psionics is, how it manifests itself, and how it is used in game. It offers no concrete examples, nor explicit seeds to connect the section with the chapter.
- **Sophonts** (23 pages): explains the Sophont Creation System (SCS) in excruciating detail, including relevant terminology and a myriad of tables as part of the design sequence. Once again, no examples are provided.
- **Robots** (14 pages): details robot characteristics, types and an in-depth design sequence similar to other design systems in the book.
- **BeastMaker** (12 pages): similar to the other "makers," this details an intricate system to create creatures based on various character-

istics such as structure, size, locomotion, type, and reaction.

- **BeastMaker Events** (2 pages): describes various random encounter events, but surprisingly provides no prebuilt tables.
- **The Bestiary** (8 pages): details a handful of creatures for use within the game. Unfortunately, the section is extremely sparse and less than representative of the myriad of beasts and environments available in the *Traveller* universe. At best, it helps referees and players visualize various creatures.
- **ThingMaker** (12 pages): another in the "maker" series, this section focuses on equipment. Thankfully, it actually provides some examples at various steps throughout the design process.
- **ThingMaker Equipment** (23 pages): details various equipment items, some with characteristics relative to technology levels. It also references the QREBS system.
- **Adventures** (4 pages): details adventures in terms of type, size, style, and tone. This is more of a descriptive section, wholly lacking in rules, simply meant to help define one's adventure focus.
- **EPIC Adventures** (6 pages): provides a system for creating adventures based on the EPIC (Easy, Playable, Interactive, Checklist) format. Again, this is more of a descriptive system to help one's adventure focus.

The "Adventures" section serves as a catchall to highlight a variety of things that would be used or encountered, either directly or indirectly, in an encounter. It provides a good starting point for fleshing out various facets of an adventure, but lacks examples (and credibility) in some areas.

The 16-page "The Travellers' Guide to Starships" provides players with a set of color illustrations to better visualize various starships, both iconic and otherwise, in the *Traveller* universe. It's helpful, if only to place a picture with a starship name.

(Continued on page 7)

(Continued from page 6)

Having read through the entire book, I come away with various questions:

1. *What was the thought process behind its organization?* While the table of contents seems fairly organized, although sparse, the book fails to deliver a cohesive product that flows in a logical order to properly demonstrate the game and play. For example, many of the systems illustrated (i.e., the “makers”) are actually optional. Reading through the book, however, a player can't differentiate between what is required and what is not. It's as if Marc Miller and his colleagues assumed the reader would already understand the difference. In addition, given the magnitude and scope of the book, I'm shocked no index was included. There is so much detail in this book, with much crossover from system to system (such as the Universal Task System and QREBS), an index would have made a huge difference in helping locate said systems and entries.
2. *How much time was devoted to editing the book?* Several grammatical errors are dispersed throughout the book. In addition, there are accuracy issues with the various “makers” and subsystem designs, including misplaced and missing information, which will undoubtedly turn many people off.
3. *Who is the target audience?* Clearly, the target audience is not someone new to gaming, but someone intimately familiar with the *Traveller* RPG in general. I don't see this book expanding the *Traveller* playing population.
4. *Is it meant to be a role-playing book?* I'm not sure. Having read it cover to cover, it lends itself more to a *Traveller*-specific RPG encyclopedia or gear heads toolbox than strict RPG. In fact, it reminds me of those Gyaxian Fantasy World books (*Cosmos Builder*, *Nation Builder*, etc); basically toolbox books to

aid referees in game development, but by no means a standalone RPG. More to the point, the “*Traveller is a Role-Playing Game*” section explicitly states “much of *Traveller* is solitaire.” While there have historically been solo role-playing games, this doesn't lend itself to what many would consider a mainstream RPG. Those interested in *Traveller* specifically would be better served by the original rules or *Mongoose Traveller* as an entry vehicle.

5. *Is it playable?* On the surface, no. While I'm sure it can be played by those intimately familiar with previous iterations of *Traveller*, with some modification and house ruling, it would prove extremely difficult (if not impossible) for others new to the system, especially given its lack of organization and apparent modular design. Again, those interested in *Traveller* specifically would be better served by the original rules or *Mongoose Traveller*.
6. *Should I buy this book?* If you are a hardcore *Traveller* fan who understands what you're getting into, then I would say the \$35 PDF is well worth it as an encyclopedia/modular toolbox. Even for all its flaws, it does a good job of driving creativity. Otherwise, the book, while large, is overpriced as an RPG given its complexity, and overwhelms the reader with systems and minutiae while simultaneously under-delivering in terms of a coherent game.

On style, I rate *Traveller*⁵ a 2 due to its lack of organization, poor editing, and sporadic cartoonish art, and iconic cover. On substance, I rate *Traveller*⁵ a 2 based on its overwhelming, if underachieving, content that does not lend itself to game play, as well as its high price. If you understand its many flaws going in and accept it for what it is, you might find value in it... If you can find the physical product at a deeply discounted price or don't mind the electronic version. 🎲



The Color of Jumpspace

by Jeff Zeitlin

This is a light revision of an article that was originally posted to the pre-magazine Freelance Traveller website in January of 2006.

Sources of Inspiration: Various, principally including Larry Niven’s Known Space series (cite as [Niven]) and David Drake’s Republic of Cinnabar Navy series (cite as [RCN])

Purpose: Primarily cosmetic.

Discussion: As presented, Jump is generally a non-event lasting a week—a break between today’s episode and “tune in next week, same time, same channel!”. Additionally, most starship designs and layouts, as presented, place the primary control center adjacent to the hull, with direct-view capability—something that is, strictly speaking, unnecessary for realspace navigation, and useless or worse during realspace combat. Adoption of the rules presented here (possibly suitably modified for a specific Traveller ruleset) addresses both perceived flaws while doing minimal damage to canonical background.

We assume for discussion purposes that Jumpspace is a partly-psionic phenomenon—that in order for a jump to be successful, there *must* be at least one living sophont mind inside the jump field (note: the J4 X-Boat canonically requires a crew of one (1), even though transport to the jump point is handled by a separate vessel, and the X-Boat has no significant ability to prosecute or defend militarily; why then *must* it be crewed, rather than completely automated? This is why!). The mind in question need not have any “true” psionic ability—i.e., being a Zhodani noble instead of a Hiver confers no inherent advantage—but there *must* be a sophont mind present. We further posit that the sophont navigator *must* have some direct method of perceiving jump-related phenomena—i.e., electronic sensors cannot successfully relay a useful view of jumpspace to the navigator. (Compare the need in [Niven] for a living intelligence to monitor the mass detector in hyperspace.)

One more assumption: The majority of jump fuel is used to generate energy to insert the ship into Jump space—but *not all*. The remainder is used to maintain “jump grid” or “jump coil” energization. The energization pattern/level can be adjusted—in small degree only—while in jump, and this manipulation of the energization pattern can affect the length of the jump, within the plus-or-minus-ten-percent limit. (Compare the ability in [RCN] to adjust the rigging while in ‘sponge space’.)

To simulate this, we allow the navigator to roll 2D an arbitrary number of times, and calculate the time-in-jump based on the number and value of the rolls.

Before jump is initiated, the navigator should state how many observation rolls will be made. Each roll, 2D+Nav skill, represents an observation of jumpspace for some amount of time, followed by an adjustment of the jump energization. Record the result of each roll from the table below.

Jump Energization Results			
Roll	Result	Roll	Result
2	+10	8	-2
3	+8	9	-4
4	+6	10	-6
5	+4	11	-8
6	+2	12	-10
7	0		

Note: An alternative method would be to simply roll (2D-7+Nav)×(-2). For higher rolls and higher levels of Navigation skill, this method allows values beyond -10.

Following each roll, the referee rolls a DIFFICULT task (or equivalent) to determine whether the navigator is able to make the next observation as planned. If the navigator is unable to make an observation, record a result of 0. The referee should determine the relevant skill based on what event the referee believes could interfere with the next observation. The referee should also record the number of missed observations.

(Continued on page 9)

Doing It My Way

(Continued from page 8)

At the end of the jump, the navigator adds up all of the results recorded from the observations made, and divides by the number of observations *originally intended*. Then, the referee adds the total number of missed observations to the navigator's result. The result should be constrained to the band -10 to +10, and the final result represents the percentage difference between the time of this jump and the 'standard' one week (168-hour) interval.

Example: Enli has Navigation-3, and will attempt to fine-tune this jump while en-route. He elects to make seven observations (one per day). He has a DM of +3 (his Navigation skill) on these rolls.

Roll 1: Enli rolls a 3; DM+3 = 6, which is a result of +2. The referee rolls no event that prevents Enli from making his next observation.

Roll 2: Enli rolls a 10; DM+3 = 13, which is beyond the maximum result of -10. The referee rolls an event; Enli is jump-sick, and will miss the next observation.

Roll 3: Enli does not roll this observation, as he is sleeping off jump sickness. The referee rolls no event that stops him from making his next observation.

Roll 4: Enli rolls a 5; DM+3 = 8, which is a result of -2. The referee rolls no event that prevents Enli from making his next observation.

Roll 5: Enli rolls a 7; DM+3 = 10, which is a result of -6. The referee rolls no event that prevents him from making his next observation.

Roll 6: Enli rolls a 2; DM+3 = 5, which is a result of +4. The referee rolls an event; Enli is injured while assisting the steward with an unruly passenger, and is in sickbay being treated. Enli will not be able to make the next observation.

Roll 7: Enli does not roll this observation. Since this is the last observation before breakout, there is no need for the referee to roll an event.

Enli's total is -12, divided by 7 intended observations is -1.71. He missed two observations, so $-1.71 + 2$ is 0.29 - the jump took 0.29% longer than standard (168 hours), or 168 hours 29 minutes 14 seconds. Had he not missed the two observations, and rolled results of 0 for them, she would have been able to shave the jump time by 1.71%, or 2 hours 52 minutes 22 seconds, resulting in a jump time of 165 hours 7 minutes 38 seconds.

(If the alternative method had been used, the results would have been the same, except for Roll 2; Enli would have recorded a -12 instead of -10. In that case, his total would have been -14, divided by 7 is -2, +2 missed observations is 0, and the jump would not have been improved—but neither would it have been made longer.)



Kurishdam

Games People Play

K'kree Racing Sports

by Thomas Jones-Low

Author's Note: K'kree words or phrases have, at minimum, three translations. The language is agglutinative, meaning smaller root words are glued together to form single, more complex ones. The simplest translation of most K'kree words is the literal translation of the word pieces. The second is the informal translation of the generally accepted use. The third is formal translation.

For this article, all of the K'kree terms are built from the base word glossary provided in GURPS Traveller: Alien Races 2.

K'kree, like all sophonts, enjoy sporting events. The physical activity and competition provide a ba-

sis for a social gathering. K'kree sports are participatory, meaning that the expectation of event organizers is that there will more participants than spectators.

As herd creatures, K'kree like to move about. It is therefore unsurprising that K'kree like to organize events where groups go from *here* to *there*; in other words, racing. There are three general rules about K'kree races, each with specific exceptions.

The events are foot races, rather than using machines. K'kree strongly view machines as tools used for working and not as part of their relaxation.

(Continued on page 10)

(Continued from page 9)

Racing is a team event with each group between three and a dozen members. The race begins when the leader of the group goes across the starting line and ends when the last member of the group crosses the finish line. By tradition, the last member of the group would also be the leader of the group, indicating they have moved their group safely together.

Races may be closed loops or point-to-point. Generally, closed-loop races emphasize pacing and cooperation; point-to-point races emphasize pacing and endurance.

Kr'rikni: Literally "walk around the herd". Also translated as a "patrol walk" or "knowing the steppe". Usually more of a social event than a real sporting event, it is one of the few events where males and females participate together. The distances covered is 1 to 5 km.

Winning the *Kr'rikni* calls for walking the course in the most appropriate time. The course is evaluated and times assigned by race officials. Pacing is important as penalties are assessed if a team becomes too spread out or seen trying to compensate (by running or stopping) for being off schedule.

For the more social events each team is given a range of time to complete the course and a small prize for crossing the finish line in that time. In real competitions the team that comes closest to their calculated appropriate time is declared the winner.

Kr'rikni as part of military training exercises will also have three or more points of interest along the course that must be noticed and accurately reported on at the finish line, with penalties for failing to report accurately.

Rikirni: Literally "walk for the day", also "scouting the steppe". This is a longer distance (10km to 20km), taken at a walking pace. Like the *Kr'rikni*, the course is evaluated and assigned an appropriate completion time for each team.

Reenikirr: Literally translated as "run the world", but also rendered as "Grand Tour" or "Exile's Run", a reference to a K'kree legend. The event is usually held in memory of the story.

This is a much longer race of a 100km to 1,000km or more. The whole trek is broken into parts each between 20km and 100km depending upon terrain. On smaller worlds (size 3 to 5) the race may be literally around the world. On larger worlds the course generally goes between the largest settlements on the world or continent. As the *Reenikirr* teams run each section of the course, they are commonly joined by locals who run one or two sections of the course with them.

While the *Reenikirr* isn't paced the way the *Kr'rikni* or *Rikirni* are, there are enforced health checks at the end of each section. Failing the check because of injury or simple exhaustion means disqualification.

Nireeaaxk: Literally "run for breath" though usually translated as "Steppelord's Summons". This is a short race taken at a quick trot or slow run. Distances covered are 0.5km to 5 km. Like the *Kr'rikni*, there are informal versions where the teams just run the distance, trying to match a broad range of time. The more formal versions require the members of the team to arrive together and recite a short greeting to the "Steppelord", the race officials.

Irniiree: Literally "run there and back", but generally translated as "Messenger" or "Courier", and in reference to the event as "Steppelord's Word". This race is the exception to the convention of having a race along a loop. These races are set between two points, the team starts at the first point, runs to the second, then returns to the first. In the formal races the team leader recites a short message at the mid-point to the master of the race.

When the team makes it back to finish line, the team leader again recites a short message. The points are set between 5km and 20km apart. ❁

Vacc Suit

reviewed by Timothy Collinson

Vacc Suit. Paul Elliott.

Zozer Games <http://zozer.weebly.com>

12pp, PDF

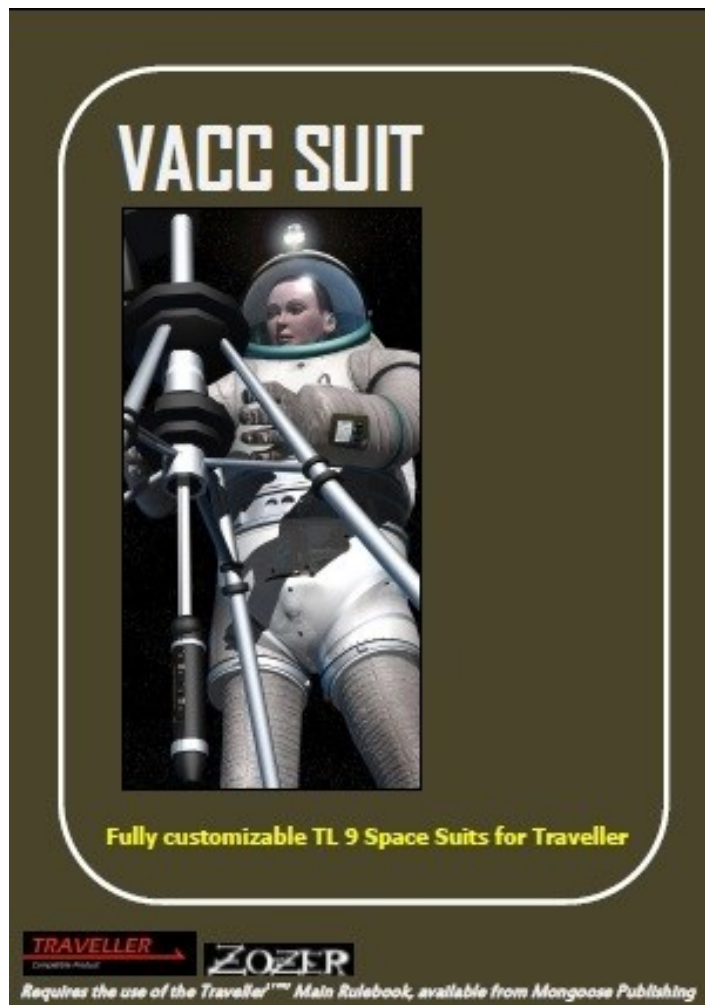
FREE

A staple of science fiction settings, the Vacc Suit is often a critical piece of equipment for any well-equipped Traveller. In TL8 or TL9 space settings they become more than vital as survival in the vacuum of space can be on a knife-edge at the best of times. This short PDF is designed as a supplement for Zozer's *Orbital* setting (reviewed in *Freelance Traveller* in March 2013 and in *The Journal of the Travellers' Aid Society*, April 6, 2013) and as such limits itself to TL8 and TL9 designs of EVA suits. While *Traveller* technologies are generally at a much higher level, there are enough worlds where this might be the best tech available that makes this of much wider interest.

Once the front and back covers, two pages of Open Game Licence, the imprint page and a page of preface forewarning of *Orbital's* arrival are counted, this PDF has six pages of content. The introduction differentiates between hard and soft suits, gives notes on building your own suit with a page of optional features presented as an equipment list. There are short notes on Hostile Environment Suits, suit colours, living in such suits and tasks for donning them.

The front cover has a NASA image of someone at work in space that surprisingly is a computer rendered image rather than a photo. The back page, in as much as PDFs have the things, is an advert for the (then) forthcoming *Orbital* with the cover of that volume as its main image.

That's it. It's short and to the point and only hints at the quality of Zozer's more recent larger publications, but at a price point of free and as an introduction to the near Earth, near future setting, it must be worth any Traveller fan downloading it! 🌟



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.

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.



Jump Remora

by Timothy Collinson

The author wishes to extend acknowledgement and thanks to Douglas Knapp, Jason Barnabas, Ian Wood, Jeffrey Schwartz, Richard Fields, and Jeff Zeitlin for their assistance and ideas in developing this article.

The Jump Remora is a little-understood creature. It was originally thought to be just a phenomena of Jumpspace, but what little research has been carried out, strongly suggests that they are living beings, though no evidence of sentience has been verified. Some have suggested that the being is an energy creature, as there are no current theories on how a corporeal being might exist in Jumpspace, but the physical nature of the remains suggests otherwise.

The Jump Remora may attach to a vessel at any point during the week in Jump. However, they apparently cannot survive the ship's exit to normal space; all that will be found is a patch of residue on the surface they were in contact with. This patch is usually an irregular oval shape about a third of a meter in length, a mixture of organic compounds and metal particles, and difficult to remove by typical cleaning processes. The patch is often called, rather loosely, a Jump Barnacle. If not removed while in realspace using a special compound (available routinely at Class A, B, and C starports, and on a 2D roll of 10+ at Class D or E), Jump Barnacles seem to make it more likely that Jump Remoras will attach during subsequent Jumps. Though there is no evidence that Jump Remoras pose a threat to the ships they attach to or to their inhabitants, they do seem to affect the jump, increasing the duration of the trip. (Calculate the length of the trip (in hours) normally, and then roll 2D for each remora that attaches during the trip, and increase the length of the trip by the total number of hours rolled.)

Virtually nothing is known about the life or make-up of the creatures and they were unknown until 1100 when reports started emerging from Coreward and Trailing sectors bordering the Lesser Rift. Whether that was simply where they first appeared or whether it represents some kind of move-

ment or migration across Known Space is yet to be determined. Since those initial reports, ships further to Spinward and to Rimward have been reported as affected as well. Others have attempted to map their occurrence and claim that there are "Sargasso" areas where they are much more common.

Various schemes have been tried to stop the remoras attaching themselves, from hull coatings of one sort or another to charging hullplates with various electromagnetic fields, and an entire 'snake-oil' anti-Remora industry has developed, swindling unwary shipowners and captains. Beyond that, rumors abound concerning the habits of the Jump Remora, from attraction or aversion to specific musical genres when played through the hull, to the detection of gravitic anomalies when Remoras are nearby. There are some claims of ship crews having actually seen the creature through hull inspection vids, or heard them as they attach to the hull, but no substantiating recordings have been produced and authenticated.

Chances of finding a Jump Barnacle after Jump: in sectors Coreward/Trailing from Reference roll 2D for 3-; in other sectors, roll 2D for 2-. Apply DM -1 for every patch not removed previously; the referee should also secretly apply DM -1 for anything that the PCs do that the referee deems effective in attracting Jump Remoras, and DM +1 for anything that the referee deems effective in dissuading them.

If Jump Remoras attach to the ship, roll 1D for the number of Jump Barnacles found on the hull.

Cost of cleaning: Cr500/Barnacle; some universities—particularly those further away from the remoras' apparent origins—will pay the cost of cleaning and carry it out in order to conduct research into the composition of the Barnacle; they may also wish to debrief the crew and any passengers of the vessels at some length in order to track any variables that might be relevant. The questions could be quite trivial, rather personal and endless as well as the more expected types of thing about Jump origin/destination, length of Jump, design of ship, Jump grid make up and so on.

(Continued on page 13)

Less Dangerous Game

(Continued from page 12)

Adventure seeds:

Most adventures regarding Jump Remoras are necessarily going to involve attempting to attract and learn more about them, or to repel them.

1. The PCs and their ship are employed to 'troll' for Remoras for research purposes. A team will be aboard to attempt to detect when Remoras attach or detach, and to monitor various variables. If the PCs do not have their own ship, they are asked to crew a ship that the researchers own but are not qualified to operate. In any case, this will involve several jumps between the same two systems.
2. The PCs are employed to try various means of preventing Remoras from attaching to the ship. Some of these may, at the referee's discretion, increase the risk of damage to the ship, or of misjump.
3. If the Referee's view of Jumpspace allows, the PCs are hired as in (1), but are also expected to go EVA to take readings, and to attempt to capture/secure a Remora if one is found on the hull.
4. The PCs ship comes out of jump with Barnacles on the hull. They are refused clearance to dock unless and until the Barnacles are cleaned off, and insist on a quarantine period of 2D days afterward. They refuse to give a reason for either demand, nor will they provide cleaning assistance.
5. The PCs arrive at their destination and dock, requesting Barnacle removal service, which is routinely granted. Upon offloading their cargo, they discover that some of the containers—and some of those containers' contents—are contaminated, with the same compounds found in the Barnacles. There is no evidence of hull breach or any entry into the ship during jump.
6. The PCs are in a system when a ship exits jump broadcasting a distress signal. As the PCs respond, they observe hull damage where Barnacles appear. The crew of the ship swear that the hull was clean and undamaged when they departed a system J2 to rimward, and that they heard noises and the hull breach alarms were set off *while they were in jump*. ☼



Up Close and Personal

Bob Kurarimi

profiled by Sam Swindell

GEN Bob Kurarimi 3858A9 Age 42 Cr 9,000

6 Terms Marines (Pension Cr6,000)

Medical-3, Tactics-3, Admin-2, SMG-2, Leader-1,

Combat Rifle-1, Air/Raft-1, ATV-1, Computer-1,

Dagger-1

Medical Kit; SMG w 10 Mags Slugs & 3 Mags Tranq;

High Passage x2; Dagger; Hand Computer

General Kurarimi is a tall, thin man with a polite and gentle manner. He is very light in complexion, with hair almost light enough to be white. He is rather compulsive about staying out of the sun. He is

never without his medical bag, and is forthright about either objecting to or remedying any sanitary problems he encounters. He uses a hand computer to aid in diagnosis and treatment options, and though normally quite placid, will drill in (physically and socially) to treat anyone in need of treatment, regardless of social, or economic considerations. If under fire, he will seek to direct movements to extract, safeguard, and treat his own wounded, placing himself recklessly at hazard to do so, and dealing out SMG fire with no compunction.

When not involved in some medical task, he is gifted tactically, but not a risk-taker. He will use his understanding of the ways that engagements erupt, flow, and abate to minimize the risks to his party. If

(Continued on page 14)

Up Close and Personal

(Continued from page 13)

there are no casualties, he will even drop back from a party taking unnecessary or foolish risks.

Kurarimi is proud of his Vilani heritage, and has an embarrassingly extensive collection of Vilani music, mostly ancient classical pieces, or pieces evocative of the style of these. He is generally keen to avoid conflicts, but is looking to find opportunities to treat those in dire circumstances. This longing, inspired by the guilt that drove him from the infantry into the medical service, is both pervasive and ill-defined. This will make his behavior and attitudes seem somewhat erratic, varying between weasely self-preservation and altruistic heroics, depending on whether a doctor, shooter or neither is needed.

One of his many quirks is to feign complete ignorance of the meaning of any puns or jokes. His ability to deadpan even the most ridiculous situations is a great private pleasure to him, and he never lets on.

He will not speak of the details of his military service, but is proud of his rank. He rose to the rank of major in the Infantry, though becoming a gifted medic there. His rather late transfer to the Medical Corps kept him from being a gifted doctor, but his combination of zeal, administrative ability, and leadership launched him through the ranks of the leaders of doctors. He is not proud of his medical abilities, but will be happier to bring greater medical talent to bear than to make do himself. His drive is to heal, by his own hand or another makes no difference to him. ☼

Critics' Corner

21 Organizations

reviewed by "kafka"

21 Organizations. John Watts.

Gypsy Knights Games <http://zozer.weebly.com>

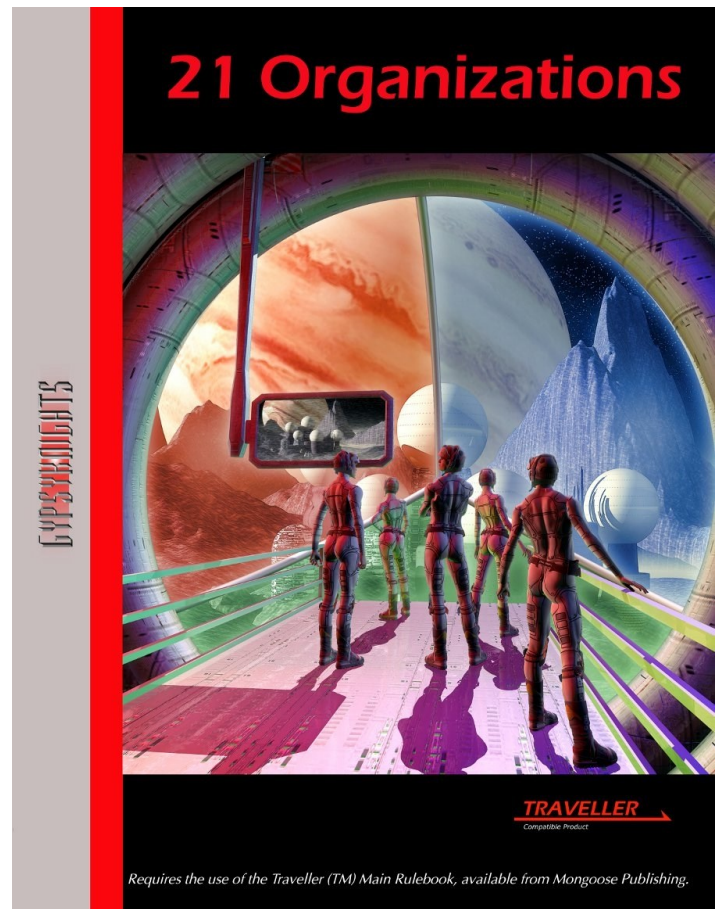
42pp, PDF

US\$10.99

This review originally appeared at RPG.Net in May of 2012 and is reprinted here with the author's permission.

This standalone product works best with the Hub Worlds that form the mainstay of this Alternative *Traveller* Universe that Gypsy Knight Games has crafted for itself.

However, it is still possible with some modifications to make this suit any *Traveller* Universe but is really best suited a frontier generic *Traveller* Universe, if you are not going to adopt the Hub Worlds as your own. That said, what does this book offer... 21 Organizations (Foundations in the parlance of 2300AD) that dominate over the Hub Worlds that form the mainstay institutions outside of the formal realm of politics – and hence the great appeal of this book is that it is building a society among the different worlds of an interplanetary nature. All too often,



in *Traveller*, we get careers which are translated into generic types like Navy, Scouts, even Security Forc-

(Continued on page 15)

Critics' Corner

(Continued from page 14)

es, without getting a sense of the society behind those monoliths. Gypsy Knight Games has remedied this by offering these 21 samplings for their Alternate *Traveller* Universe (ATU). What's more, you get a taste how careers differ in this ATU and I must say the much of the appeal of this booklet was in the different ways that is immediately familiar in most *Traveller* Universes, including the Third Imperium Campaign Setting and twist it around.

That said, the organizations are strictly of a Space Opera/Space Fantasy ilk, like much of official *Traveller* already is. And, that perhaps, is a bit of the downside, as Gypsy Knight Games, until now was able to straddle between Space Opera and Hard SF like the original *Traveller* – and I found these organizations a bit too soft for my liking. But, that is a matter of preference... so if you do run a soft Space Opera *Traveller* game – these will be perfect. Another drawback is the art, as it is largely drawn from computer art but does make the connection back to the text. And, lastly, because, this product is so closely tied to the Hub Federation, I would wonder why this could not have been an appendix of the Sourcebook.

I realize that there are some who enjoy, as I do, to pick the best parts and discard others of any sup-

plement – so this will be very rich and fruitful pickings for any *Traveller* referee... as the descriptions lend themselves almost immediately to conjuring up adventures without needing the wholesale buy-in of getting the sector books – although, because of fine particularities of this ATU, it is better to pick up more than less. Gypsy Knight Games is well on its way in establishing a definite niche that brings the grittiness of Classic *Traveller* with rip roaring adventure of contemporary Space Opera with a minimum of rules and fuss to a larger audience. So, if you like *Traveller* and cannot really make peace with the Official *Traveller* Universe nor like Space Opera on steroids (which is not a bad thing) – i.e. *Twilight Sector*... one of your better choices is to buy the Gypsy Knight line – and this book will prove invaluable in fleshing out those worlds into a fully realized system/polity as opposed to separate and isolated *Quick Worlds*.

And, as noted before even if you remain wedded to the OTU, as I am, these Sectors can extend beyond the area commonly thought of Charted Space, just as Paranoia Press gave us *Beyond* and the *Vanguard Reaches* – it is in this light, that once can easily incorporate these concepts into their game.

Keep up the excellent work! I look forward to *21 Organizations 2* – which hopefully will have a more Hard SF tilt to it. 🌟

Raconteurs' Rest

Out in the Sargasso

by Jeffrey Schwartz

The Old Scout was in the middle of his breakfast, about to go on watch. The New Kid was monitoring the *Sissy's* systems from the bridge, which was a pissant job but the Old Scout was hardcore about such things. You *always* had a watch-stander, no matter what, and they stood watch from the place where The Book said they should.

As the Old Scout had lived long enough to *write* parts of The Book, and he based it on avoiding repe-

titution of what the non-surviving New Kids did, there was some logic and personal motivation to that.

Just as he was draining the last of his glass of oj, there was a loud "CLANG!" from somewhere around Starboard Frame 15, Dorsal. The Old Scout raised an eyebrow, and very precisely lowered his juice glass. His timing was perfect: just as the New Kid came running down-passage from the bridge to see what the clang was, his glass very precisely hit the table with a THUMP that brought the kid to a halt.

"Junior... what are you doing?"

(Continued on page 16)

Raconteurs' Rest

(Continued from page 15)

The Kid blanched at the 'Junior', but was too excited to complain. "Something hit us! In *Jumpspace*! Maybe the hull is damaged!"

The Old Scout said, "so... you ran from the Bridge, without a vacc suit, to see if there was an air leak? Instead of just looking at the enviro monitors for an internal pressure change?"

The Kid stopped. "...Uh..."

"So if we did have a leak, I'd be here sucking vacc, and you'd be the only one on the ship. Except you'd be running down here to take The Last Gasp too, and then who'd run the ship?"

The Kid went completely pale, "Damn. OK. So... but something hit us... in *Jumpspace*?"

The Old Scout's eye flickered with the tiniest trace of amusement, quickly hidden, then he said, "well... my question was not rhetorical, Junior. The Jump creatures would run the ship, since they're trying to board us right now."

"WHAT??"

"Put a vacc suit on, get a blade, and go up there. Run your hand over the hull, you'll feel where they're trying to get in... I'll go up to the bridge and dog the hatch, so there's someone on conn."

The Kid ran and did as he was told, then crawled up toward Frame 15. Running his gloved hand along the hull, he felt... something. Faint, at first, then stronger, until he found the spot the repeated, rhythmic tapping was coming from. "Praise the Emperor! They *are* trying to get in!" he whispered in terrified awe, setting himself to repel boarders.

Meanwhile, the Old Scout dogged the bridge hatch, kicked his favourite chair into position, and sat down. Putting one monitor on the external camera (which the Kid should have done), he watched the Jump Remoras on the hull. As usual, once the female had a good grip, the male had come up behind her and started the age old dance. The remoras liked something solid to hold on to during romantic moments, and such things were apparently few and far between in *Jumpspace*.

Now and then you'd run through a swarm of them – a swarm being a few million scattered over a hundred billion pseudo-AU cubes – and the ones close enough would jet over and grab onto the hull, using it as a love nest.

The Old Scout watched the remoras critically. They normally went at it for hours, with breaks while the female dropped the fertilized egg-sacs on to the hull. "Yuck," said the Scout, as the first such break occurred. "I thought the sheets in that bawdy house on Eros IV were bad..." he muttered as the first glob was dropped onto the *Sissy's* hull and the two bugs moved a meter or so for their encore performance.

Seven hours later, near the end of his watch, the egg sacks began to split open, and the larval remoras, looking tadpole-like, came out. They licked up the last of the 'amniotic nectar' from the broken eggs, and then crawled along the hull to look for more food. By this time, "Romeo and Juliet" had completed their life cycle, and their husks were sitting in the center of the egg sack pattern, and the young Jump Tadpoles took advantage of their parent's gift of sustenance to those they gave life. A few hours later, the tadpoles ejected the digested food, using it as reaction mass to jet away, and in the process adding to the globs of goo stuck to the hull.

By the time the New Kid came on watch, his nerves were shot. He'd moved back and forth, following the thumping and bumping, the whole time waiting for the hull breach that never came. At change of watch, he came to the bridge and saw the Old Scout keying commands to the Jump comp to spike power to the grid – and he saw the globs of exploded alien creatures that those spikes must have made. He thought to himself, "the whole time, the Skipper was up here fighting the enemy! Single handed! Wow!"

The Old Scout said, "Looks like the Jump bubble got a little twisted from energy surges, we're probably going to be a bit late coming out.... but it's worth it. Keep an eye out... I need a nap."

(Continued on page 17)

Raconteurs' Rest

(Continued from page 16)

As the Old Scout relaxed in his bunk, he felt a little guilty. They'd been right on profile, but the temptation to set off just a couple of grid flares as the Kid came in was too strong to resist. He'd carefully planned the flares to not mis-Jump them, but it would delay Jump exit.

On the other hand, the look on the Kid's face had given truth to his "it's worth it" comment. You have to have *some* entertainment out here in the dark.

As the Old Scout dozed off, he pictured the look that would be on the New Kid's face in about 70 hours... Byzantine was somewhere between Class X and Class E as a port. It was a TL3 sea-port, and ships would land in the ocean and then slide up to the quay to load and unload through the dorsal hatches.

The Old Scout planned on handing the kid a locally made deck brush and pointing at the 'goo'. 🌀

Confessions of a Newbie Referee

Timothy Collinson

Fears

It can be quite terrifying to referee a *Traveller* game. Perhaps some are so used to it they've forgotten those early worries; perhaps for those more experienced at role playing generally you've switched into the Referee role either without too much trouble or with fine examples of referees to follow.

I've written elsewhere about my lack of experience going into my first attempt at refereeing (see 'After Action Report: TravCon12' in *Freelance Traveller*, no. 29-30), but I thought I would try and identify specifically what was so unnerving.

The Adventure: was it any good? While I'd got around 100 pages of material, sheer quantity doesn't necessarily translate into quality. I'd worked hard on the 'parts' (system details, world map, animal encounters, six hopefully interesting PCs) but would they come together as a whole?

Science: was it 'believable'? For reasons bad or good I'd decided to go with an adventure that would rely—at least for its core idea and first third of playing time or so—on some heavy duty stellar science. Would the players be able to suspend disbelief at the edges of what I knew or could get advice on? The *Traveller* Mailing List was great in this respect for folk offering ideas and pointing out problems.

Timing: did I have too little material that would only last a couple of hours? Seriously, even with 100 pages of notes, with no experience I thought that might happen. As it turned out it could be managed in four hours, but might have suited the six hour Sunday slot.

Managing the NPCs: with a ship full of NPCs and later an entire village (some 75 sophonts), how could I possibly track them and play them such that they'd come alive for the players? I struggle enough with one PC in a normal convention game! This is an aspect I'm pretty sure could have been much better but in the event I probably managed this sufficiently well to be 'OK'.

Six PCs: would they work together to encourage role playing and would they be balanced in terms of supplying skills necessary to the adventure? Would the players enjoy playing them? I'm still not sure this was as good as it could have been—they were fine for a campaign perhaps, but for a convention could have had more in the way of goals and inter-relations. The skills balance was just about OK although I'm not sure what would have happened if I'd only had, say, four of the six seats taken.

The players: six people would be giving up four hours of their time and expecting a good time—would they enjoy it? One of my particular fears in this regard is that I'd deliberately excluded anything

(Continued on page 18)

Confessions of a Newbie Referee

(Continued from page 17)

in the way of combat. As it happened they seemed to love the exploration, the plot and the interactions.

Andy Lilly—the conference organizer—he'd taken a risk, was I going to let him down? He delivers a high standard of convention each year and I really didn't want this to go badly.

The rules: for all that I'm familiar with various *Traveller* books, I'm not necessarily familiar with

specific rules and their application (combat!) and feared players showing up my lack of knowledge. In the event everyone was fine with how it went, or kindly contributed help where it was needed.

In short, although these were genuine fears and not easy to quell in the weeks, days, and hours beforehand, it was worth pushing through them and venturing into the world of refereeing. Try it! ☼



The Shipyard

MegaTraveller Designs

Reddoch-class Experimental Merchant

designed by Ewan Quibell

Author's Note: This is a merchant that uses Jump Capacitors aka AN-NIC NOVA/Black Globe to power the jump drives in stead of fuel.

It's extremely heretical because if used would likely break the Traveller economic model as we know it especially with a larger ship. The lack of jump fuel saves Cr1,000 per trip (unrefined fuel costs) and enables an additional Cr10,000 in extra revenues, giving a net revenue gain of Cr11,000 per trip. Also turn around time is as quicker as you only need to load the cargo, because the jump capacitors are already full. Refuelling is needed only once per month.

The Reddoch Class Experimental Merchant uses Jump Capacitors to power the jump drive, and charges these with the excess 10.55 Mw of its fusion plant. The jump capacitors are thus charged in 6 days allowing them to be filled while the ship is in jump. Like all craft with standard gravatic drives the Reddoch suffers away from planetary masses, and its acceleration drops to 1G past 10 diameters.

CraftID: Merchant, Type AZ, TL10, Cr 49,083,077
Hull: 90/275, Disp=100, Config=1SL, Armour=40E, Unloaded=1070.228tons, Loaded=1883.2355tons
Power: 5/10, Fusion=442.5Mw, Duration=30/90
Loco: 5/10, Maneuver=2 StdGrav, 2/4, Jump=1, NOE=140kph, Cruise=900kph, Top=1,080kph, Agility=0
Comm: Radio=Sys×3, Laser=Sys×3, Maser=Sys×3
Sensors: ActEMS=FarOrbit, PasseEMS=Interstellar, ActObjScan=Rout, ActObjPin=Rout, PasObjScan=Form, PassObjPin=Imp,
Off: Hardpoint=1
Def: DefDM=+2
Control: Computer=1bis×3, Panel=DynLink×109, Special=HeadsUp disp×2, Electronic Circuit Protection, Env=BasicEnv, BasicLS, extLS, grav plates, inertial compensators,
Accom: Crew=1, (Bridge/Engineer=1), Staterooms=4, Seats=Adequate×2, AirLock
Other: Cargo=801.2645kl, Fuel=159.3kl (30 days), Jump Capacitors=1462.5Mwh, Fuel Purification Plant (12 hrs), ObjSize=Average, Fuel Scoops (fill tanks in 36 minutes), EmLevel=None,
Comment: Construction Time=40 weeks single, 32 weeks multiple



News About Traveller

Recent Traveller News and Findings

May 2013

- **Christian Hollnbuchner** has released *Starships Book IOIII: Crescent Fighter*, *Starships Book IOIII: Orbital Launch*, *Vector VTOL Fighter*, and *Wasp Helicopter Gunship*.
- **Spellbook Software and Games** has released *Foreven Sector of the Week*.
- **Gypsy Knights Games** has released *Dawn Colonies*.





For Luck

by Andrea Vallance

Part 3

73rd of 2025 (264-93): The Lants, Daramm

We were still on leave, two weeks back to Daramm and then another ten days before beginning *Verasosal* training. All four of us had spent some time with our families, then decided to take a few days together in the Lants, just escape from everything. James and I were sitting on the bank of a small lake watching Sheska and Renal swim. I turned to him, "How is it, being married?"

He grinned, "Depends. Normally great, but she does have a bit of a temper."

I chuckled, "So does Sheska."

He laughed, "Don't we all," then looked at me hard. "Why you asking?"

I leaned in and whispered, "Made a decision" I pulled a small box from my pack and showed him a silver bracelet with three rubies.

"About time, she'll be happy," he laughed and winked, "and you won't get much sleep tonight."

We'd eaten later and it was getting dark now. Sheska and I had cooked, so James and Renal were cleaning up. The two of us were laying looking up at Aryn's³⁰ bulk in sky, the lights of the cities a bare flicker, hard to imagine the hundreds of millions of people living above our heads. Sheska lay with her head snuggled against me, her fingers drawing lazy circles on my chest. I reached out and ever so softly ran one finger tip along one of the pressure lines that traced an intricate pattern over her back. She purred softly³¹. A smile spread over her face as she slapped me playfully, then she kissed me. "*Sheevia*, you're just trying to get me all excited, aren't you?"

I made a sheepish grin. "Maybe."

She responded with the very lightest of touch to the lines on my face and whispered seductively "I'll hold you to that, *sheevia*."

I again ran my finger over her back, very very slowly, tilting my finger so the nail grazed the line.

If you do it just right you can get somebody rather worked up that way. She shuddered slightly and her eyes fluttered. My grin broadened, I was doing it right. My hand slipped back the other way without halting, she began to squirm. I took advantage of her distraction to slip my hand into my pack and extract the small box.

Her breathing was growing fast now, heart beginning to quicken, clearly aroused. She half panted "You'd better either stop that or take me to our tent right now, lover." I could hear in her voice which option she wanted, but I stopped.

She pulled away and stared at me. The slap was slightly harder than playful this time "Now that's just cruel, Ariaryn. Getting me all hot and then stopping. What the hell are you playing at?" You could tell she was annoyed.

I plopped the box in her hand. She looked at it confused, her annoyance unabated. My mouth formed a smirk, "Well, open it."

She lifted the lid, stared blankly for a second or two, then squealed, threw her arms around me and shouted "Yes!" then kissed me passionately.

Renal and James looked over, James was smirking, too. Renal was puzzled, though, her voice curious, "What's going on?"

Sheska leapt up, ran to her and thrust the bracelet under her nose. "See!" I swear I could feel her heart racing on my skin even that far away³². She was clearly very happy.

Renal studied the bracelet, a soft warm smile spreading over her face. She looked over at me, "About bloody time, you idiot."

The two of them huddled conspiratorially, inspecting the bracelet, whispering and occasionally glancing over at me. I could detect the odd giggle amongst the murmurs. James came and sat beside me. "Well, you did it, now you gotta go through with it, lad."

I glared at him a little, "Hey, I have no intention of backing out, and quit calling me 'lad', you're only eight months older than me."

(Continued on page 20)

(Continued from page 19)

His chuckle bubbled over, "It's what the chaplain said to me on the transport, thought I'd say it to you." He gave me a friendly hug, "But you do seem to have made her happy. So, when you planning on making it official?"

I hadn't thought of that "Err... no idea."

He frowned, "You really are a little dense sometimes, Ariaryn, these things take some arranging. You've got family, she's got family, doubtless she'll ask Renal to be her supporter and *she's* got family, too." He looked at me quizzically. "Mmm... and who's going to be *your* supporter?"

I hesitated again; I hadn't thought of that, either. I stared at the ground and considered. I had brothers, I had friends, though a lot of them were off with the war. I should really ask one of my brothers. I didn't want to for some reason. I looked up and took a breath. "I was hoping you. I mean, you know what to do and I was yours."

He kissed me softly on the cheek. "I'd be honored, Ariaryn. And don't worry; Renal and I will arrange everything."

The two women finally broke from their huddle and came over, both beaming. Renal plonked herself down and kissed me. "Congratulations, both of you." She glanced at James and he nodded.

I saw Sheska fidgeting. Her scent was reaching me³³, her breathing heavy. My own heart started to race a bit. I may have overdone it when I was touching her lines and I guess the excitement of the moment pushed her over the edge. She took my hands and turned her head to our tent. "Now, Ariaryn, I need you *now!*" Renal and James just laughed.

78th of of 2025 (268-93) Yarnar, Daramm

My proposal had actually gotten our leave extended. I was a little shocked at that. The practice ceremony had been arranged at lightning speed. Renal and James had been running round like demented *Mmaryn* getting things sorted. But now here I was, standing in front of the water with Sheska, about to become a married man. Sheska looked radi-

ant, yellow gown flowing around her, ribbons in her hair, the garland of blue *mevar* flowers around her neck, a smile that covered her entire face and made her look a little deranged, frankly. I felt like a bit of a dork in my red robes³⁴, but, hey, she'd wanted traditional, and who was I to argue with my bride on her practice day? I could feel several hundred pairs of eyes on the two of us. I gulped a bit, I was feeling rather nervous for some reason. We turned to face each other and she took my hands in hers.

I took a breath and steadied myself. I'd faced down a crack Imperial regiment, but it wasn't half as frightening as this. Another breath, I could see Sheska looking just a bit irked. I opened my mouth to speak, but nothing came out. I closed it again. I breathed hard a moment. Irked was turning to annoyed. I tried again, nothing. She kicked my shins. "Ow!" She smiled demurely, I scowled. Yet another very deep breath. I looked into those deep crimson eyes of hers, her strong, almost masculine features³⁵. "Sheska Victoria Eneri Eadaasa Eadaasa Veraſti, I would be greatly honored if you would practice for children with me."

I didn't think that smile could get any bigger. I was wrong. She almost shouted, her voice singing from happiness, "Ariaryn Despi Ora Mman Mman Veraſti, I would be honored to practice for children with you." We kissed, and the applause was deafening. I was married. Funny, I didn't feel any different.

130th of 2025 (321-93): Jump point, Daramm system

Finished, six weeks of hell but we'd made it, all four of us, fully trained members of the *Verasosal*, a sniper team. I was a *korprail* now, spotter and commander. Sheska, always the best shot was the gunner, James and Renal the guards, all of them *vebrails* now. We'd graduated three days ago and now we were shipping out, back to the war. We'd been gone three months and a lot had changed. We'd held off the first assault, well, routed it, more likely, and now things had changed. We weren't advancing any more, just standing waiting for them to come. The

(Continued on page 21)

(Continued from page 20)

war was now all about raiding, hitting them hard and getting out fast. At least that's what Kirsov had said at the graduation, keeping them off balance, making them bleed. I woke feeling the sickening lurch as *Ulanagwee* entered jump. A heavy raider, a thousand tons. I looked over at Sheska next to me in the bed. *Our* bed, couples quarters now. She was sleeping, apparently she never noticed the transition. I was annoyed. I 'accidentally' kicked her. She woke with a start and glared at me. "What?"

"We're in jump."

She glared some more. "And?"

I looked sheepish. "Just thought you'd like to know." She *looked* at me for a few seconds, then kicked me, a dark look on her face. I yelped, "Ow!"

"That's for waking me up!" There was somewhat more than irritation in her voice. "Don't do it again," a note of some menace in that statement.

I tried to make conversation, "So, where do you think we're heading?"

Her mood did not improve. "Do I *look* like a staff officer? How the hell would I know?"

"I think we're going deep, into the Imperium itself, maybe even into the core. I heard a rumor that Command is planning a run at Sylea itself."

Her face softened just a little. "How long have you been a Guard, dumbarse? There are always rumors, most of them are just that!" She kicked me again, sort of half playfully. But it still hurt.

I yelped again, "Owww!"

"That will teach you to not to wake me up." She enunciated every word, but there was a definite smile now, only a small one, but still a smile.

I seized the opening, "I'm sorry, I won't do it again. I'm just a little scared. Back into combat..." My voice trailed off; I was scared.

She softened, "So am I, Ariaryn, we all are." She embraced me, her smile now quite broad and mischievous. Her hands wandered under the covers, her eyes glinted a little. She smirked and spoke softly, "Shall we do something to take our minds off it?"

I just grinned like a stupid school kid.

167th of 2025 (358-93): Imperial Scout base, Arshi In

Arshi In, a world one jump to the rear on the Imperial side of the front lines. Normally a nothing world in the middle of nowhere, only noted for a Imperial Scout base. I never quite understood the Imperial Scouts, what the hell were they, not really military, not really scientific, sort of mercenaries and adventurers really. Leading edge of Imperial conquest and expansion I suppose, given an innocuous sounding name to hide their real function. But now that scout base was being used as a supply depot for the Imperial front line. Ships coming and going every day. We were there to blow some of them up. Simply walk into the base and blow them up. Command was crazy. Getting in had been easy; Sheska dropped a few guards with some well placed shots, and we slipped through unnoticed. Planting the bombs hadn't been too hard. Renal had dispatched two Impies with her knife and James had dealt with one we'd run into on board. We'd rigged the charge, a small nuke. It would take out half the base. Three hour time delay. We needed to be clear by then. We were on our way back to the perimeter. That's when things went wrong. We turned a corner and there they were, half a dozen Impie marines having a sly drink. I'm not sure who was more surprised, them, I'd say since we fired first. We'd dropped five but one had bolted. She'd raised the alarm and now they were looking for us. They'd been looking for us for over two and a half hours. We needed to find somewhere deep and strong.

Renal spotted it "There, ordnance bunker!" Her voice was trembling, desperation, we only had minutes left.

Sheska was dubious. "You want us to sit in a room full of explosives, fuel and gods only know what when a nuke goes off?"

Renal's eyes were wide. "See anywhere better?"

James nodded "She's right; it's the best spot—but we'd need to get deep."

(Continued on page 22)

(Continued from page 21)

They all looked at me. "No other option. James, Renal, go that way, wait two minutes then make yourselves public. Sheska, when they do, hopefully the guards will show themselves; drop them."

They others nodded. James and Renal headed off. Sheska set up, then I took her hand as we waited. Neither of us said anything, we just watched as the minutes clocked down. One hundred seconds, James and Renal would be making their move. She reached over and kissed me. Her face smiled, "For luck, lover."

I saw James and Renal step out into a flood light as if by mistake. Nothing happened. They stood, as if waiting for something, still nothing. James, always quick, stepped back, then yelled "Renal!" and tackled her dragging her out of the light. Finally the Impies noticed, shots rang out from the door way, I could see the muzzle flashes. So did Sheska. Her guass rifle snapped. Two perfect shots. I saw the figures slump, a trace of darkness left of the walls. We all sprinted to the door. Locked of course. No time to be subtle. I prized off the panel to the pad with my knife. Carefully, I connected the lock pick to the circuit board. I prayed the Imperials hadn't adopted a new code system since we'd crossed the border³⁶. The seconds ticked by—but they hadn't. There was a click and the door slid open. There was a young trooper inside, Imperial Scout. He hesitated, I didn't, he fell as my pistol barked. We rushed inside, I resealed the door.

I barked orders: "Spread out, find a shaft down, not a lift."

We all sprinted, James found it: "Here!"

We rushed, seconds still counting; he'd already hauled the heavy blast hatch open. We piled down, Renal, then Sheska, James, and finally me. I pulled the hatch shut. It was pitch black as we climbed the ladder down, a good thirty metres. There was a blast door at the bottom, manual lock, manual opening. I looked at James, he was our mechanic. "Open it"

He glanced back briefly. "I'm already trying, stupid!" I glanced at my watch, two maybe three minutes. There was a tiny quiet clunk and James screamed in triumph as he spun the wheel to open the blast door. Light poured in from beyond, three Imperials stared at us. We all fired, they didn't stand a chance.

We scrambled in and Renal and I yanked the heavy door shut and resealed it. We stared around, warheads everywhere. We looked at one another and our still smoking weapons. It was Sheska who spoke. "Well, I guess we got lucky, at least a little" The entire room shuddered, we were thrown to the floor as the room plunged into darkness. I prayed again as I could hear the walls cracking from the shock wave as our nuke detonated. For what seemed like eternity we all lay still on the floor inky blackness. There was a flicker and the room filled with a dull red light. I surveyed the situation. We all alive, the walls were still intact, the door had held.

Sheska grinned at me, "See, kissing you is lucky."

190th of 2025 (016-94): Protectorate base, Alumbis

Decorations, we seemed to collecting a lot of them. We'd all picked up a PMG for the raid on Arshi In. Seems there had been an ordnance carrier grounded at the base with a load of fission warheads. The Scout base would take years to decontaminate. The news feeds would be trumpeting it as a major blow to the Imperial war effort. The Protectorate needed heroes and apparently today that was us. The ceremony had been long and boring, stirring speeches, martial music, lots of embraces and saluting. And after, interviews with the press, photos and vids, not to mention more embraces and face stroking. I'd managed to stammer some mindless statements about how we were just doing our duty and part of a team and nothing special, just average Protectorate citizens. I'd seen several silver-hats beaming approvingly at that.

(Continued on page 23)

We'd eventually escaped, having a few quite drinks in Renal and James' quarters, Wolseleys and dress jackets finally discarded, laughing at the seriousness of it all. It was good to just relax. We were talking about our plans for after the war, matches, jobs, getting blind drunk to celebrate our victory. James was talking of children "Four, I think, four seems a good number, for Renal and I of course, will have to see how many others we get."

I chuckled, "Well, you'll need to find a good matched couple to form an *ami* with, being as how you two are mixed race³⁷."

Their faces suddenly turned serious. Renal spoke, "Actually, the two of us have been talking about that." She paused, quite a long time, "And, well, we figured the two of you would get matched, and you know," another long pause, "if you're agreeable, we could all form an *ami*. You know, together; Ariaryn, you're Luriani, I'm Luriani."

Frankly I was stunned, I'd never considered it. I didn't know what to say, I just looked at Sheska, my mouth open.

She grinned, leaned over and gently closed my mouth "You, my love, are delightfully thick sometimes." She kissed me then turned to the other two. "Makes sense to me; Renal is attractive and I really do like you both. We all got on well and we've been through so much together. I think it's a good idea." she turned back to me "How about you?"

Once again I was stammering "Errr... Ummm... Well... Yes... But... James... A father... I mean, he wouldn't..."

Renal cut me off, she knew what I was about to say. Her eyes became determined, her voice soft but firm, "James would be the father of my children."

I shut up, some things were better left unsaid. I took a breath, then a drink and thought about it. Yes it did make sense and it was damn good idea. Who else would I want to form an *ami* with? Another quick drink and I smiled, "Yes, a damn good idea. We're all pretty much an *ami* already."

Renal embraced and kissed Sheska, whispering something in her ear. Sheska looked over at James

and nodded "Yes, I wouldn't mind keeping his company... if you were otherwise occupied," then the two of them burst into laughter.

Renal looked me up and down, locked eyes with Sheska. The two of them seemed to be making a decision together. What was it with women, did they have some kind of secret telepathic communication? Renal grinned and looked over at the bed. "Well, in that case, how about all four of us stay here tonight? You know, just to see if we're all... compatible."

Sheska nodded again and smiled that darn mischievous smile of hers "Sounds like an excellent idea" She drained her drink and grabbed James' hands, "Best check these things first."

Notes

30. Daramm's larger outer moon. It has long been a major industrial and population centre in the system.

31. Racial Luriani possess a complex and unique pattern of extremely sensitive nerve endings over their faces and backs which are capable of detecting minute changes in pressure, enabling them to perceive their surroundings. They also respond to touch and if touched correctly can induce considerable pleasure. If touched *incorrectly*, they can also cause severe discomfort or even excruciating pain.

32. The pressure sense of a Luriani is acute enough to detect a person's heart rate at extremely close range.

33. A highly aroused Luriani can in some situations produce a distinctive and provocative scent, perceptible to other Luriani. Most humans, however, cannot detect it.

34. Traditionally for a practice ceremony, the bride will wear yellow, groom red and both wear a garland of mevar flowers associated with fidelity and good luck. At the match ceremony both groom and bride would wear purple and wear a garland of *aavaidthint* flowers to symbolise fertility.

35. Racial Luriani eye colours are emerald and crimson. Hair black, brown or red. Generally speaking, Luriani have a very low level of sexual dimorphism and it is difficult to tell men and women apart on casual inspection, with both appearing quite feminine. Even the male genitalia is normally stored internally to aid with streamlining. The Luriani concept of physical beauty is seen quite differently from most human norms and oddly often regards seemingly masculine traits as desirable.

36. Both the Imperium and Luriani routinely and regularly updated security systems and codes to limit the effectiveness of electronic and computerised lock picks.

37. Luriani families traditionally consist of a number of matched couples, all with children. However, all the adults in the family or *ami* are considered equal parents for all children within the *ami* as a whole. With mixed race couples it is normal to form an *ami* with another mixed race couple of reversed genders to enable procreation. While such families are extremely common place, polite society doesn't discuss the exact nature of such arrangements.





The Afflicted

by Michael Brown

Synopsis: The PCs run into complications when they are hired to help evict squatters on a repossessed colony moon.

Setting: a large moon orbiting any non-interdicted Imperial mainworld.

Skills and Equipment Required: A starship. Liaison and Diplomacy skills are helpful, but not required.

Background Information

Vandervliet Factors is a financial conglomerate that has grown from humble beginnings to become the predominant economic force in the system. Roughly 60% of all offworld assets are either completely owned or leased out by Vandervliet, and it even owns several moons outright. Such is the case with the single large satellite orbiting the mainworld. This body, similar to Terra’s moon, is home to 169,000 people scattered over several pressurized habitats on and under the surface. Most are employed in mining, mostly extracting helium from the crust, but some work in ice mines at the poles.

As owner of the moon, Vandervliet also acts as landlord, with rentals paid directly to the company via designated agents based in the habitats. Lately, a recession on the mainworld has reduced demand for the resources exported from the satellite, which in turn has impacted the colonists’ employment levels. Rents fell behind to the point where Vandervliet felt it had no choice but to foreclose on the entire moon and evict its inhabitants.

Players’ Information

While in port, the heroes are approached by a Vandervliet representative. Briefly explaining the above situation, she informs the PCs that the company wants to hire them to help transport the settlers off the moon to a designated resettlement area on the mainworld. They would be one member of an ad hoc fleet the company is assembling to accomplish the task.

The job is simple: travel to the moon, take on as many passengers as they are able (housing them in the cargo hold for the duration of the trip), drop them off at the resettlement area on the mainworld, repeat until there are no denizens left to relocate.

The PCs can take on two passengers per ton of cargo space; obviously, streamlined merchant and cargo ships are best suited for the work, but the moon has only a trace atmosphere, so any type of ship can land there. Unstreamlined ships with passengers are directed to an orbital facility where shuttles ferry the evacuees to the surface. Since a trip one way only takes about 3.5 hours at 1g, refitting the cargo hold is not necessary; rows of folding chairs will suffice. Vandervliet will supply these and refreshments for the passengers as necessary, pay Cr120 a head, and issue vouchers for fuel, ship expenses, and port fees. (Example: a Type A Free Trader (82 tons of cargo) can carry 164 people in an otherwise empty hold, for a total of Cr19,680 per trip.)

The representative further stipulates that the heroes may collect the settlers in any way they see fit. Although the company frowns on violence, she understands if the PCs are forced to defend themselves. As a rule of thumb, any actions they take in that regard must be able to stand up in court.

Referee’s Information

The Vandervliet rep mentioned that other starships are participating in the spacelift. The crews of these ships are not important to the adventure unless the referee wants to set up a rivalry between some of them and the PCs. Referees who enjoy number-crunching, however, can generate such ships using any method deemed fit if necessary. As the rival ships will be drawing colonists from the same limited pool (thus affecting the heroes’ bottom line), some thought should be given to their effects on the moon’s population. Otherwise, the referee can simply rule that the PCs can make a certain number of trips before the moon is completely evacuated.

Likewise, the referee can make the trips to and fro easy milk runs, or make them exercises in high

(Continued on page 25)

Active Measures

(Continued from page 24)

frustration. The current social environment on the moon is chaotic at best, with masses of people by turns fearful of an uncertain future and angry at being involuntarily relocated. Emotions are running high, and trouble is bound to manifest. Thus, the case for making the job frustrating has support.

Assuming the referee doesn't want to let the travelers have an easy time of it, any or all of the following situations can be implemented when the group makes their jaunts:

Situation One: The Frozen Watch

A group of settlers has taken refuge in one of the ice mines at the moon's north pole and refuses to come out. The gathering numbers 8D, of which 30% are children. Unfortunately, the area of mine they have chosen as their redoubt is structurally unsound; any damage to the walls or ceiling could compromise the whole section, resulting in explosive decompression. They have posted guards armed with accelerator rifles (per Book 4: Mercenary) at the entrance, but even so, a firefight could be catastrophic. The PCs must get the settlers out of the mine without the situation ending in disaster.

Situation Two: Mother Knows Best

Vina Malikova is the venerable matriarch of an extended family in one of the moon's smaller habitats. Having recently turned 140, she is very much set in her ways, as evidenced by her steadfast refusal to leave her home, even under threat of forcible removal by less compassionate agents of Vandervliet. Vina's family has rallied around her; any attempt to remove any of them by force will result in violence and a PR nightmare for Vandervliet. Word of the attempt will also reach other satellite dwellers, who hold the Malikovs in high regard. The heroes must persuade Vina to voluntarily quit her home; if she agrees, the rest of the family will quietly follow.


Situation Three: Grand Theft Starship

The PCs try to round up a group of settlers who keep moving away from them deeper into the habitat. It is soon apparent why: while the heroes are being duped into following them, a smaller group sneaks around them and makes for their ship. Assuming the team wasn't foolish enough to leave their ship unlocked and unguarded, the would-be hijackers—numbering 1D+3—have an electronics expert with them to defeat any security systems (Electronics-4 skill), a pilot (Pilot-2) to fly it, and all are armed with body pistols. They are not evil, just frightened, and have no real plan beyond stealing the PCs' ship and making off for parts unknown.

Situation Four: Vox Populi

Word of the adventurers' affiliation with Vandervliet spreads quickly. At one of their runs, a large crowd numbering 20D is waiting for them. Apparently, they believe their best chance of staying put is to do the PCs grievous bodily harm. The mob will not kill the team, but anything short of that is fair game. Any hero caught by the throng must throw END or less every combat round or take 2 hits of damage. Making three successful END throws in a row allows the victim to break free. The PCs will need to come up with a way of dispersing or neutralizing the crowd without seriously harming any of them—any injury will reflect badly on them and Vandervliet.

Whether the heroes' efforts are simple milk runs or they run into any or all of the situations above, Vandervliet will pay off as promised. If the team did an especially good job, the company will almost certainly contact them for further work in the future.

The referee should determine the flow of subsequent events. 

Deck Cargo: Using External Pods For Increasing Cargo Space

by Ken Pick

This is a lightly-edited version of an article that was originally posted to the pre-magazine Freelance Traveller website in 2000.

Before spaceflight, surface ships often carried extra cargo as “deck cargo”, lashed down on the deck instead of in the hold; later “container ships” carried their entire cargo stacked up on deck in weatherproof containers. Applying this concept to *Traveller* starships allows for more flexibility in ship design; with external “deck cargo” pods, a high-performance ship (such as the AH3 or AH4 Express Freighters or the AM3 Fast Packet Liner, Classic *Traveller* designs described in *The Shipyard at Freelance Traveller*) can serve as a larger freighter at a reduction in performance, allowing tailoring of ship capacity and performance to the task at hand.

Cargo pods are available in 100, 500, and 1000-ton sizes as well as custom sizes fitted to particular ship classes; major shipping lines with fast ships usually keep a few in stock for emergencies.

To carry external cargo pods, a ship must be capable of Jump-2/2-G or higher, and must have special attachment points (“podpoints”) fitted, similar to (but not capable of use as) turret hardpoints. These podpoints cost MCr0.01/ton of ship (e.g., a 2,000-ton ship would require MCr20 to equip with podpoints).

When a ship has pods attached, its tonnage is increased by the tonnage of the pods; Maneuver and Jump drive performance is recalculated for the increased tonnage, rounded down. CER is recalculated for the additional capacity and cost of the pods and the reduction in jump number. The additional tonnage cannot reduce performance below Jump-1 or 1-G. (Thus, the *lower* of the jump rating or maneuver rating determines the maximum pod capacity. See the table on the next page.)

Unstreamlined pods cost MCr0.1/ton; all pod tonnage is useable. With these pods attached, a streamlined ship is unstreamlined; the pods must be

jettisoned or uncoupled to restore the ship’s streamlining. Any amount of unstreamlined pods may be attached to a ship (pods attaching to other pods), provided the additional tonnage does not reduce performance below Jump-1 and/or 1-G.

Conformal (streamlined) pods cost MCr0.11/ton; only 90% of the pod’s tonnage is useable. Conformal pods do not break a ship’s streamlining. The maximum amount of conformal pods that can be attached without breaking streamlining is 50% of the ship’s base tonnage.

The ultimate expression of this principle is the “tug-and-pod” (or the “World’s largest modular cutter”), where a high-performance “tug” without much internal cargo space tows many times its own size in cargo pods, much like a riverine “towboat” pushing a string of barges. Though unstreamlined when towing pods, a streamlined tug can detach its “barge train” and leave it in orbit when skimming fuel, reattaching afterwards.

Example: A Type TJ Frontier Transport (*The Traveller Adventure*, c.1983) is a 2000-ton, TL15, Jump -6/6-G version of the TL11 Type TI Frontier Transport, used by the Third Imperium’s intelligence services as a covert fast courier. Costing MCr816 and with only 194 tons of cargo hold, the TJ is impractical as a freighter. Unless, of course, it’s used as a tug.

As a tug, a TJ could carry 2,000 tons of pods at Jump-3/3-G, 4,000 at Jump-2/2-G, and a whopping 10,000 tons of pods at Jump-1/1-G. At destination, just detach the pods for later unloading, skim fuel, replenish stores, and pick up another “barge train” of pods for the next stop.

Specialized Pods

Fuel skim pod: This is a conformal pod with fuel scoops and refining plant built in; it is usually used combined with internal collapsible/demountable fuel tanks to allow a ship to serve as a “skim-tanker” in military or paramilitary situations to refuel unstreamlined ships in the task force/convoy. Fuel skim pods cost MCr0.13/ton and can pack 90% of the pod’s tonnage in fuel.


(Continued on page 27)

The Shipyard

(Continued from page 26)

Racks: Military ships (not first line warships, but transports and similar auxiliaries) use a special type of pod called a “rack” to haul smaller ships/craft externally with rapid launch capability. These racks incorporate umbilicals and pressurized boarding tunnels to allow full access to the externally-carried craft. Racks break a ship’s streamlining when attached.

Small craft rack: carries up to 900 tons of small craft—fighters, shuttles, landing craft; crews bunk in the main ship. All rack-carried craft can be launched in one turn. Counts as 1000-ton pod; MCr15.

SDB rack: carries three 300-ton *Torpilleur* SDBs, enabling a ship to act as an SDB transport/tender; SDB crews bunk in the SDBs. Counts as 1000-ton pod; MCr10. 

Maximum Additional Tonnage Calculations for Pod Cargo for Ships of Base Displacement *T*

Base Performance	Formula for Maximum Pod Displacement (Unstreamlined pods) for Resulting Performance of...				
	Jump 1 or 1 G	Jump 2 or 2 G	Jump 3 or 3 G	Jump 4 or 4G	Jump 5 or 5G
Jump 6 or 6 G	$T \times 5$	$T \times 2$	T	$T \div 2$	$T \div 5$
Jump 5 or 5 G	$T \times 4$	$T \times 3 \div 2$	$T \times 2 \div 3$	$T \div 4$	0
Jump 4 or 4 G	$T \times 3$	T	$T \div 3$	0	-
Jump 3 or 3 G	$T \times 2$	$T \div 2$	0	-	-
Jump 2 or 2 G	T	0	-	-	-



In A Store Near You

Microfoil

by Chris Seamans


This is a lightly-edited version of an article originally posted to the pre-magazine Freelance Traveller website in 1998

Starship crews, surface teams, military and mercenary units, and those in the civilian sector all have a need to join metals at one time or another. Tanks of fuel and oxygen or arc-welding generators require a good deal of volume and can be quite heavy.

Microfoil addresses this need. Microfoil is made up of a number of extremely thin layers of reactive metals and other chemical compounds selected carefully to ensure a self-propagating, high-temperature exothermic reaction when exposed to a small amount of heat (such as, e.g., the spark from a battery). The temperature is high enough to melt a filler to make a weld. The thinner the layer, the less time the reaction takes, and the less time oxygen has to mix with the metals, so the joints are stronger than those welded with torches or arc-welding

equipment. The foil layers are generally between 20 atoms and 2,000 nanometers thick.

Microfoil is introduced at TL9, but it is prohibitively expensive due to the exacting specifications the foils must be made to. At TL10, the production process is refined, but still rather expensive. By TL12, it can be made inexpensively and easily.

Microfoil welding kits will vary in mass and price, due mostly to the availability of the filler metals and the strength of the joints required. Most members of a starship engineering crew, as well as combat engineers and many mechanics will have thick pen-sized “sparkers” to perform on-the-spot welds when required. The foils themselves mass very little, rarely offering less than 1,000 applications per kilogram for starship hull grade. 

Microfoil Cost per Application

TL	Cost for Standard Grade	Premium for Starship Hull Grade
9	Cr2,000	+25-50%
10	Cr500	+10-25%
11	Cr25	none

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
Zocer 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”.

