Featured Article:

Star Legion Character Generation

by Ewan Quibell

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.

Contents

From the Editor

As promised, this issue is double-sized. It's also a little later than we'd hoped; a couple of bouts of the common cold (or maybe it really was the flu) plus a serious computer crash (not the one that supports *Freelance Traveller*) took away time that we'd planned on using to put this issue together.

We also find that we're starting to run short of material, again; while there are several prolific authors, they tend to focus on certain sections, leaving other sections to "dry up", which in turn makes it difficult to put together a reasonably well-rounded issue. Please give some thought to trying your hand at material for Less Dangerous Game, Kurishdam (any subsection), In A Store Near You (especially Handle With Care, The Promenade, and The Arms Bazaar), articles for the "Cruise" theme issue, and anything for 2300AD. ✸

Hub Federation Ground Forces

Reviewed by Megan Robertson

Hub Federation Ground Forces. Michael Johnson.
Gypsy Knights Games http://www.gypsyknights.com
104pp., softcover and PDF
US$9.99(P)19.99(S,S&P)/UK£6.56(P)13.12(S,S&P)

This review originally appeared on rpg-resource.org.uk in November 2014, and is reprinted here with permission.

In the Hub Federation, a key feature of Gypsy Knights Games's alternative *Traveller* universe, as well as a navy there are two types of ground forces—the Federation-wide Marines and individual planetary ground forces. This book deals with both, and is of most use if your game includes the Hub Federation as presented. However, it could be re-tooled for any pocket empire that choses to organise its forces this way, and includes career tracks and equipment that could be useful in any game where ground troops are involved.

The first part describes the Hub Federation Marines and the various planetary ground forces—loads of detail here from history and structure down to uniforms and rank badges. Unlike the Hub Federation Navy, where fleets of British and German origin combined (and created a new force based on both traditions), the Hub Federation Marines were formed from a group of British Royal Marines and have insisted on retaining their traditions by and large intact. Each planetary force, however, has established their own, and this is reflected in variations to a standard uniform for all of them. However, I am left wondering why the Marines wear bearskin caps… never worn by the Royal Marines, they are the sole preserve of the British Guards regiments! The Hub Federation Marines have also adopted the kilt, as an optional item of dress, due to the presence of the 'Royal Highland Marine Regiment' or 'Black Watch' (again a bit of confusion—yes, there was a Black Watch or Royal Highland Regiment until the last round of mergers, but they were never marines!). It makes a nice touch, especially the thought that the kilt may be worn into battle along with combat armour. Scary… and there's even an illustration to give the idea.
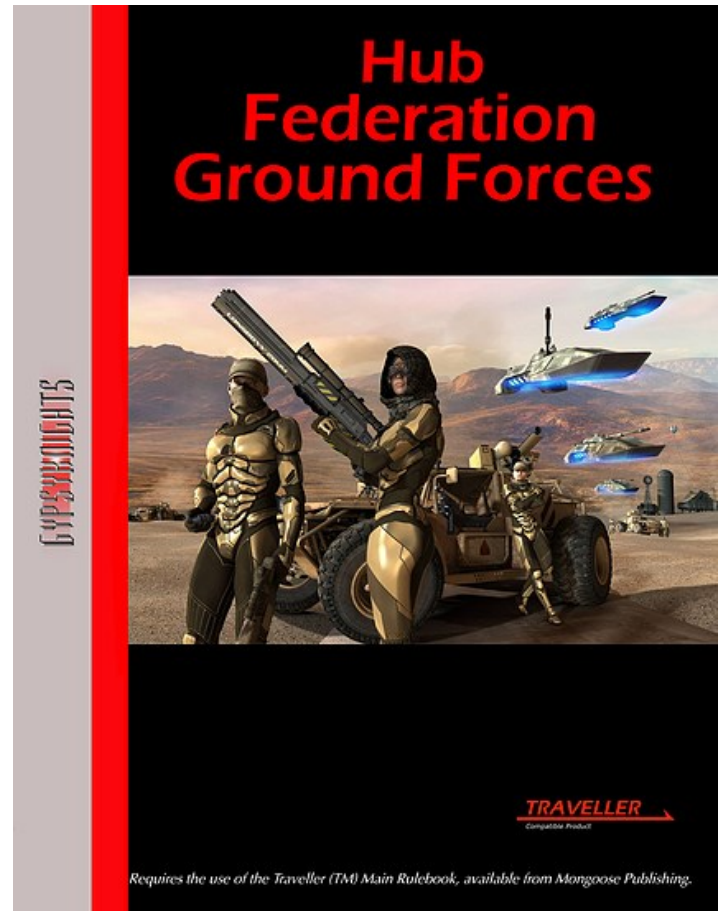
Next come all the details necessary for creating a character with either Marine or planetary ground force background. There's a section on medals too; no pictures, but names and terms of award. That's something nice for players… I once ran a game at a convention in which success was rewarded by medals, and was surprised that the players noted the decorations they received on the pre-gen character sheets they'd been handed for the game! The career paths are detailed and comprehensive, with loads of tables to roll on as you work your way through.

Then comes a selection of landing craft to get these ground-pounders where they need to go, followed by vehicles, aircraft and equipment for use when they get there. Atmospheric fiction and pictures are scattered throughout, and appendices contain reference to a notable past action (the Battle of Beol) and organisation charts. All in all, a good resource if you are using the Hub Federation in your game and want to know about their ground forces.⚙

John Law IV: Ministry of Justice Character Generation for MegaTraveller

by David Jaques-Watson

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

Introduction

Since its inception, the Imperium has been governed by laws covering its member states. Naturally, as with all laws, not all are obeyed. While the Imperial armed forces such as the Army and Navy are the usual instruments of control, the Imperium's law-breakers are investigated by the Imperial Ministry of Justice.

General Background

The Imperial Ministry of Justice (MoJ) prosecutes the high justice of the Imperium. In many respects, it operates as the Imperium's police force, being primarily concerned with potential threats within Imperial society. The MoJ was established to pursue the four basic goals of Imperial high justice:

- to prevent revolt;
- to keep the peace among member worlds, subsectors and sectors;
- to uphold the rights of sentient beings; and
- to preserve free trade between member worlds, subsectors and sectors.

In practice, MoJ agents primarily maintain contacts with the law enforcement systems of the worlds of the empire. This intelligence network focuses on criminal activity. MoJ agents also undertake investigative research, protect non-military Imperial officials and offices, raid criminal havens, and enforce Imperial law in the field. The MoJ is especially valuable when dealing with criminal elements within the empire, and can offer great rewards in terms of amnesty or pardons. MoJ and megacorporation agents often oppose one anothers efforts.

The Coordinator of the MoJ is informally known as the "Head". The current Coordinator is Duke Daranth En La.

MoJ character generation is outlined below. The two lower levels of law and justice (middle and low justice) are covered by a separate Police character generation system, although Police characters do have opportunities to transfer into the MoJ.

MoJ Ranks

Ranks for characters in the Ministry of Justice are shown in the MoJ Table of Ranks. Ranks O1 to O10 are called commissioned MoJ agents, with ranks O7 to O10 also called coordinators. Ranks E1 to E7 are simply called MoJ agents, and correspond to enlisted rank in the military.

The general term for serving MoJ officers, regardless of rank or branch, is agent.

Initial Activities

A beginning MoJ character must determine their homeworld. Direct enlistment in the MoJ is limited to characters from worlds with a minimum tech code of Early Stellar.

Pre-career Options

Once the character's statistics are rolled, their homeworld determined, and their default skills allocated, characters intending to follow a MoJ career may consider attending College.

Admission	9+	DM+2 if EDU 9+
Success	7+	DM+2 if INT 8+
Education	1D-2	DM+1 if INT 9+
Honours	10+	DM+1 if INT 10+

Honours graduates receive +1 EDU or EDU 10, whichever is greater.

Enlistment

Enlistment	10+	
DMs	+1	INT 9+
	+2	EDU 10+
	+1	Homeworld Starport B+

Enlistment is automatic (if desired) for College graduates. College graduates and normal enlistees begin with rank E1; police officer transferees begin with rank E3; college honours graduates and commissioned police officer transferees below rank O4

begin with rank O1, commissioned police officer transferees of rank O4+ begin with rank O3.

Note that direct enlistment in the MoJ is limited to characters from Early Stellar homeworlds and above.

Terms of Service

A term of service is 4 years long. Each term is subdivided into 4 one-year assignments, each resolved separately. At the end of a term, a character can attempt to re-enlist or elect to muster out.

Branch Assignment

Upon enlistment, the character must roll on the following table for their branch assignment. A character with SOC 9+ may choose any branch. Characters must stay in their assigned branch unless they undergo Cross-Training in another branch, in which case they may transfer to the new branch at the beginning of a new term of service.

2	Strike	7, 8	Field
3, 4	Security	9, 10	Administration
5, 6	Intelligence	11, 12	Liaison
DMs:	+2 if INT 10+ (optional)		
	-2 if DEX 9+ (optional)		

Strike operatives are the "commandos" of the MoJ. They conduct raids on newly-discovered havens of criminal activity, track and capture criminals wanted for crimes against the Imperium, conduct search-and-rescue missions for missing or kidnapped Imperial officials, perform counter-insurgency operations along the Imperial border, and conduct other covert operations as required under the MoJ's mandate.

Security operatives protect the Imperial non-military bureaucracy, either by guarding Imperial non-military installations or by acting as bodyguards for high-ranking Imperial and foreign diplomats. They also infiltrate anti-Imperial organisations in order to gather covert intelligence for the Intelligence branch.

Intelligence operatives conduct investigative research targeted at anti-Imperial elements within the empire, especially those identified as destabilising. They monitor criminal activity through a large intelligence network, gather information in order to determine if Imperial intervention is required, perform reconnaissance of criminal havens, and conduct counter-intelligence and disinformation campaigns among the known criminal elements of the Imperium.

Field operatives perform the basic legwork of the MoJ. They undertake field investigations, enforce the law in Imperial jurisdictions (including space), and enforce customs regulations in areas of Imperial control.

Administrative operatives organise and manage the day-to-day operations of the MoJ. They perform administrative duties, staff the MoJ headquarters on Capital and MoJ agencies throughout the Imperium, and work as aides to Imperial legal staff during the course of a legal prosecution or defence.

Liaison operatives work closely with the various law enforcement agencies on worlds of the empire, including interstellar low– and middle-justice enforcement agencies. While much of their work focuses on passing local information to the Intelligence branch, they also perform a more clandestine role as they investigate the level of support for the Imperium on target worlds. They also negotiate directly with Imperial member worlds in order to keep the peace and preserve free trade, including organising joint anti-piracy missions and conducting truce negotiations to halt military actions. They also send diplomatic missions to client-states and other non-Imperial governments to negotiate over matters of law.

Brownie Points

Brownie points (BPs) are special DMs received for significant success efforts on the part of a character. A brownie point may be used as a special DM on any die roll *after* it has been rolled. Once expended in this way, a brownie point is used up for good.

Any number of brownie points may be used on a given roll, as long as the character has them available. They may be accumulated for as long as desired and used whenever desired.

For MoJ characters, BPs include:

Graduating College	1 BP
…with honors (add'l)	1 BP
Completing each term	1 BP
Receiving Special Duty	1 BP
Receiving decorations: Meritorious Conduct Under Fire (MCUF)	1 BP
Medal for Conspicuous Gallantry (MCG)	2 BP
Starburst for Extreme Heroism (SEH)	3 BP

No brownie points are awarded for a Wound Ribbon.

Basic/Advanced Training

Characters who enter the MoJ through direct enlistment or College, undergo Basic Training. They receive Gun Combat and one skill rolled on the appropriate Branch Skill table. Advanced Training occupies the remainder of their first year after enlistment. Roll one skill on the appropriate Branch Skill table.

Characters who enter the MoJ as transferees from the Police Character career undergo a short form of Advanced Training, before being sent on assignment for the first year. Roll one skill on the appropriate Branch Skill table, then complete the current term of duty as a MoJ character. This may mean that the first "term" in the MoJ is a short term of 1-3 years.

Career Resolution

Contacts (optional)

Contacts are as per TNE rules. MoJ characters receive one Law Enforcement contact per term. They also receive one Government contact (if Intelligence, Liaison, or Diplomacy, and *not* Undercover) or one Criminal contact (if Strike, Security, or *any* Undercover) per term. The referee should determine the specific nature of these contacts, preferably by reference to the character's assignments for that term.

Assignment Determination

Each year, roll 2D on the appropriate column of the Duty Assignment Table to determine the character's basic assignment for the year. Special Duty is determined by rolling on the Special Duty table.

Agency Operations: perform administrative duties, staff MoJ agencies, and act as aides to Imperial legal personnel.

Counterinsurgency: conduct raids on known havens of criminal activity, track and capture wanted Imperial criminals, perform search-and-rescue missions for missing Imperial personnel, and undertake other covert operations both inside and outside the Imperium.

Fieldwork: enforce Imperial laws and regulations such as those dealing with customs, maintain free trade, conduct field investigations to identify and gather evidence against criminal suspects and anti-Imperial groups, and investigate criminal activity involving multiple Imperial worlds or violating the Imperial border.

Liaison: maintain links with planetary and subsector police organisations to share and gather information, arrange extradition of Imperial lawbreakers, negotiate with Imperial and non-Imperial governments over specific matters of law, and conduct direct diplomacy with world and subsector governments over free trade, excessive military actions, anti-piracy operations, and the rights of sentient beings.

Investigation: conduct investigative research to identify and gather evidence against criminal suspects and anti-Imperial groups (such as those seeking to plot sedition or disrupt free trade), perform intelligence reconnaissance of Imperial criminals and anti-Imperial groups, wage disinformation campaigns against hostile foreign powers; and disseminate false information among the criminal community to disguise real and on-going investigations.

Security: act as a bodyguard for representatives of the Imperial government and visiting foreign diplomats, guard non-military Imperial installations such as embassies, government offices, and the resi-

2D	Strike	Security	Field	Intel	Liaison	Admin
			Duty Assignment Table			
2	Liaison	Counterinsurgency	Counterinsurgency	Counterinsurgency	Undercover Duty	Security
3	Fieldwork	Undercover Duty	Undercover Duty	Undercover Duty	Fieldwork	Fieldwork
4	Undercover Duty	Liaison	Undercover Duty	Liaison	Agency Ops	Liaison
5	Security	Fieldwork	Investigation	Agency Ops	Investigation	Investigation
6	Counterinsurgency	Security	Fieldwork	Investigation	Liaison	Agency Ops
7	Counterinsurgency	Security	Fieldwork	Investigation	Liaison	Agency Ops
8	Security	Fieldwork	Investigation	Agency Ops	Liaison	Investigation
9	Undercover Duty	Liaison	Agency Ops	Liaison	Agency Ops	Liaison
10	Training	Training	Training	Training	Training	Training
11	Special Duty	Special Duty	Special Duty	Special Duty	Special Duty	Special Duty
12	Special Duty	Special Duty	Special Duty	Special Duty	Special Duty	Special Duty

dences of Imperial nobility, and infiltrate subversive organisations in order to monitor their activities.

Special Duty: roll on the Special Duty table.

Training: attend routine training.

Undercover Duty: perform various undercover work, usually surveillance of criminal groups.

Assignment Resolution

Roll on the appropriate table for the year in order to determine survival, decorations, promotions, and whether skills are acquired.

	Training	Agency Ops	Liaison	Fieldwork	Investigation	Security	Undercover Duty	Counterinsurgency
				Assignment Resolution				
				Liaison, Admin:				
Survival	auto	auto	3+	4+	5+	5+	5+	n/a
Decoration	none	none	12+	11+	10+	9+	8+	n/a
Promotion	(8+)	(9+)	10+	9+	7+	7+	6+	n/a
Skill	5+	8+	8+	8+	7+	6+	6+	n/a
				Intel, Field:				
Survival	auto	3+	3+	4+	5+	n/a	6+	6+
Decoration	none	12+	11+	10+	9+	n/a	7+	7+
Promotion	(8+)	(9+)	8+	7+	6+	n/a	6+	6+
Skill	5+	8+	7+	6+	5+	n/a	5+	5+
				Strike, Security:				
Survival	3+	n/a	3+	4+	5+	5+	6+	7+
Decoration	none	n/a	11+	10+	10+	8+	7+	6+
Promotion	(9+)	n/a	8+	10+	10+	8+	7+	6+
Skill	5+	n/a	7+	7+	6+	6+	5+	5+

Survival: A character risks some chance of injury or death while serving in the MoJ. To survive a duty assignment, roll the indicated number or higher. If successful, the character survives and continues with the resolution of the assignment. If unsuccessful, the character must leave the service immediately. The current term of service does not count when determining the number of mustering out benefits, but the character does receive a yearly pension no matter how long they have been serving (they are "pensioned out sick", or "pensioned, Line of Duty Disability").

If the indicated number is rolled exactly, the character has been wounded while on duty and receives a "Wound Ribbon".

The character may take a negative DM for survival and add that figure onto the Decoration roll. Alternatively, they may take a positive DM for survival, but must subtract this from their Decorations roll.

Decorations: If a character rolls the indicated number or higher, they have performed outstandingly well and receive a decoration for actions above and beyond the call of duty (note that as members of an Imperial organisation, MoJ characters have access to Imperial awards). If the character rolls the indicated number or higher, they receive a Meritorious Conduct Under Fire (MCUF). If they roll at least three higher than the indicated number, they receive a Medal for Conspicuous Gallantry (MCG). If they roll at least six higher, they are awarded the Starburst for Extreme Heroism (SEH).

If the character fails a decoration roll by 6 or more they have been criminally charged and must consult the Court-Martial Table (*MegaTraveller Players Manual*, p 47).

Promotion: A character may receive a promotion by throwing the indicated number of dice. Promotion rolls in parentheses (e.g., "(8+)") are for agents of rank E1-E6 only; commissioned agents of rank O1+ cannot be promoted in these assignments.

Promotion to the level of O6 (Regional Coordinator) is a major step, since this effectively "marries" the agent to the MoJ for the rest of their life. At this level, the character becomes privy to information that is so confidential and sensitive that "retirement" is no longer an option; the inherent security risks are too great. It is better to leave characters of this rank as NPCs.

If you still want to advance a character to these upper levels, their candidacy must be checked at the end of the term in which they attain rank O5 (Assistant Coordinator). The candidate character must roll (INT/2)− on 2D6, with DM -3 for Field and Intel, -2 for Liaison, -1 for Admin, +1 for Security, and +2 for Strike agents. Failure to be confirmed results in an honourable discharge (retirement if 5+ terms). Success confers automatic reenlistment, with the ability to rise further in rank; however, the character can only leave the career by failing a survival roll.

Skill Eligibility

Skills are received from basic/advanced training, special assignments, or from the skill roll. The Skill Tables are restricted as follows:

MoJ Life: any MoJ character.

NCO Skills: character is rank E4-E7.

Officer Skills: character is rank O1+.

Field Skills: character is in a Fieldwork, Investigation, Security, Undercover, or Counter-Insurgency assignment.

Staff Skills: character is in a Training, Agency Operations, or Liaison assignment.

Branch Skill Tables: the character is in the appropriate service branch.

Skill Modifications

Note that **Brawling** may be replaced by **Martial Arts** at the referee's discretion.

SERVICE SKILLS					
1D	MoJ Life	NCO Skills	Officer Skills	Field Skills	Staff Skills
1	Brawling	Brawling	**Mental**	**Hand Cbt**	**Academic**
2	Carousing	**Investigat.**	**Academic**	**Gun Cbt**	**Technical**
3	+1 STR	**Gun Cbt**	Instruction	**Vehicle**	**Influence**
4	+1 DEX	Admin	**Influence**	**Infilt.**	Medical
5	+1 END	Leader	**Vice**	**Influence**	**Vice**
6	Streetwise	Tactics	**Inborn**	J-o-T	**Investigat.**
7	+1 EDU	**Academic**	Economic	**Economic**	Recruiting
8	+1 SOC	**Influence**	+1 SOC	**Investig.**	**Economic**
DMs:	+1 if E4+ +2 if O4+	+2 if E4+	+2 if O4+	+2 if O1+	+2 if O1+

BRANCH SKILLS						
1D	Strike	Security	Field	Intel	Liaison	Admin
1	**Gun Cbt**	**Gun Cbt**	**Gun Cbt**	**Gun Cbt**	**Gun Cbt**	**Gun Cbt**
2	**Vehicle**	**Vehicle**	**Vehicle**	**Vehicle**	**Vehicle**	**Vehicle**
3	**Space**	**Infilt.**	**Influence**	**Infilt.**	**Interper.**	**Science**
4	**Hand Cbt**	**Hand Cbt**	**Econom.**	**Econom.**	**Academ.**	**Academ.**
5	**Investig.**	**Investig.**	**Investig.**	**Investig.**	**Investig.**	**Investig.**
6	**Special Cbt**	**Vice**	**Vice**	**Technic.**	**Inborn**	**Technic.**

The following are changes and additions to the *MegaTraveller* Cascade Skills:

Gun Combat (changed): Combat Rifleman is an additional skill option.

Influence (new): choose from Persuasion, Liaison, Carousing, Streetwise.

Investigation (new): choose from Computer, Interview, Interrogation, Forensic.

Infiltration (new): choose from Intrusion, Stealth, Recon, Hunting.

Special Duty		
1D	Agent	Commissioned Agent
1	Cross-Training	Assassination Training
2	Commando School	Commando School
3	Support School	Naval Studies
4	Interrogator School	Interrogator School
5	Intelligence School	Command College
6	Officer Candidate School (OCS)	Medical School
7	Officer Candidate School (OCS)	Attaché/Aide
DMs:	+1 or -1 if EDU 8+ +1 if transferred commissioned police character	+1 or -1 if EDU 8+.

Assassination Training: If the character has any of Brawling 3+, **Blade Combat** 3+, or **Gun Combat** 3+, Roll 1D. On 5+, the character is assigned as an instructor and receives +1 Instruction. On 4-, or if the character does not have any of the above skills at the indicated level, add 1D÷2 (round up) to the player's choice of the above skills.

Attaché/Aide: Roll 1D. On 1-4, the character is assigned duty as a MoJ attaché (liaison officer); on 5-6, the character serves as an aide to a MoJ coordinator. An attaché receives a promotion of one grade and +1 Social Standing. An aide receives +1 Social Standing and may choose their next assignment (including Special Duty other than Attaché/Aide).

Command College: Roll 4+ on 1D for each of the following: Combat Engineering, **Influence**, Leader, Recon, Ship Tactics, Tactics.

Commando School: Receive **Gun Combat**, then roll 5+ on 1D for each of the following: Battle Dress, **Hand Combat**, Demolitions, Heavy Weapons, Intrusion, Recon, Stealth, Survival, **Special Combat**.

Cross-Training: Roll twice on the Branch Skill table of another branch. The character may transfer to this branch at the end of the current or any subsequent term of service.

Intelligence School: Roll 4+ on 1D for each of the following: **Vice**, Communications, Computing, **Influence**, **Investigation**, **Language**, Streetwise.

Interrogator School: Receive Interrogation (if the character already has Interrogation-3+, roll 1D; on 5-6, the character is instead assigned as an instructor and receives Instruction). Roll 4+ on 1D for each of the following: **Influence**, **Investigation**, **Vice**.

Doing It My Way

Medical School: Receive Admin, Medical, **Science**. If one of these skills is at level 3+, roll 1D; on 5-6, the character is instead assigned as an instructor and receives Instruction.

Naval Studies: Roll 5+ on 1D for each of the following: Computer, Engineering, Gunnery, Navigation, Pilot, Sensor Ops, Ship's Boat, Vacc Suit, Zero-G Environ.

Officer Candidate School (OCS): Advance to rank O1 (if rank E5, advance to rank O2) in current or cross-trained branch. Roll twice on the Officer Skills table and once on the relevant Branch table. If rank E6 or E7, advance to rank O3, but receive no new skills.

Support School: Roll 4+ on 1D for each of the following: Communications, Computing, Demolitions, Forensic, Sensor Ops, **Technical**.

Reenlistment and Mustering Out

At the end of each term of service the player must decide whether to continue this career or muster out. If they want to continue, they must roll 5+ on 2D to be eligible to reenlist. If they want to leave, they must still roll 2D. If the result is 12 exactly, the character *must* reenlist.

Changing Branch

A character can elect to transfer upon reenlistment to any branch in which cross-training has been received (including the branch of initial enlistment).

Mustering Out Benefits

Characters leaving the service for any reason are eligible for mustering out benefits, earned as shown:

Per term of service	1
If rank O1-O2	1
If rank O3-O4	2
If rank O5+	3

Mustering-out Benefits Table		
1D	**Cash**	**Material Benefits**
1	5,000	Mid Passage
2	10,000	+1 INT
3	20,000	**Agent Kit**
4	25,000	**Weapon**
5	50,000	High Passage
6	100,000	Travellers'
7	200,000	+1 SOC
DMs:	+1 if Gambling 1+ or retiree	+1 if rank O6+

No more than three rolls may be made on the Cash table. If **Agent Kit** is received, the character may choose one of Forensic Kit, Disguise Kit, or Surveillance Kit. Upon subsequent receipts of **Agent Kit**, the character may chose another kit, upgrade the current kit (additional DM +1 on tasks using relevant skill(s) where use of the kit is declared), or receive +1 in the corresponding skill for any one kit already possessed (the corresponding skill for the Surveillance Kit is any of Intrusion, Stealth, or Recon). If **Weapon** is received, the character must immediately choose the weapon type. Subsequent receipts of **Weapon** may be taken as another of the same weapon, a different weapon, or as skill levels with a weapon received earlier.

For travel allowances and material benefits, refer to the *MegaTraveller Players' Manual*. For more information on the Forensic skill and the Forensic Kit, see "Law Enforcers" and "Forensic Science", both in *Traveller's Digest* No. 4.

Retirement

A character who has served at least 5 terms (including any prior Police career) may retire and be eligible for retirement pay. Annual retirement pay is equal to Cr2,000 per term served. This may be collected in monthly installments.

Doing It My Way

Table of Ranks			
Rank	**Agent**	**Rank**	**Commissioned Agents**
E1	Trainee Operative	O1	Assistant Special Agent
E2	Junior Operative	O2	Special Agent, 3rd Class
E3	Operative	O3	Special Agent, 2nd Class
E4	Agent, 3rd Class	O4	Special Agent, 1st Class
E5	Agent, 2nd Class	O5	Assistant Coordinator (candidate)
E6	Agent, 1st Class	O6	Regional Coordinator
E7	Senior Agent	O7	Sector Coordinator
		O8	Domain Coordinator
		O9	Senior Coordinator
		O10	Coordinator of MoJ

Credits

Edited excerpts from the following source is included in the Introduction to this work:

Lester Smith, *Milieu 0*, Imperium Games, USA, 1996.

The following sources were used as reference material:

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Phillip McGregor, "Point-based Character Generation", *Dark Star* 1, Phillip McGregor, Australia, September 1996, p15.

With apologies to *The Bill*.   ✧

Multimedia Gallery

Starport Places Visualized

a graphic project by Jeff Zeitlin

Introduction to the Project

This project arose from a conversation I had with John Watts at TravellerCON/USA 2014. The idea was that I would pick some of the Places from *21 Starport Places*, and provide visualizations of them. The intent is that you should be able to get a 'feel' for what the Place looks like from a 'character's-eye' viewpoint. The decorative motifs are strictly my interpretations of John's intent for the Place; I may provide several different "looks" for a place. I may also provide "alternate interpretations" of what the place *is*; for example, The Captain's Guild can stand-in for a Travellers' Aid Society hostel.

The project just provides the visualizations; I'm not providing any of the textual information from the books—you need to purchase *21 Starport Places* for that. It's a worthwhile purchase, in my opinion,

and you'll get Places that I won't be visualizing because of limitations on the tools I'm using.

About the Tools

I just can't get the hang of the dedicated modelling and ray-tracing programs out there. I need most of the work done for me; with already-created models, I'm good to place things according to existing plans. That makes programs like *The Sims 2* pretty close to optimum for my abilities. *The Sims 2* has (well, had... it's pretty much done with now, given that the next two generations of the program [*The Sims 3* and *The Sims 4*] are out now) a large community of people who took advantage of the available 'hooks' and created customized content of all types for the program, and I've used some of that custom content in my visualizations.

About the Visualizations

Most readers will probably think that they don't really look 'science-fictiony'. Honestly, I don't think that's a flaw, or 'wrong'; there's not a lot you can do with chairs, tables, closets, armoires, dressers, beds, and so on—the basic form is pretty much determined by the physical (spatial) and physiological needs of the people who are using them. Since most of *Traveller* centers on humans, or on aliens that are mostly "humans in rubber suits", and since *The Sims 2* is a program whose primary purpose is to model human social interactions and the environment(s) they occur in, it's not a bad match, and while esthetics may change, I'm not convinced that they don't circle around to "echos" of previous cycles. What's "in" in 2160 could well look more like what was "in" in 1860 than 1960—or more like 1960 than 2060. Even Disco could make a comeback. So, maybe I have it wrong for *your Traveller* universe. I'm not saying that these are pictures from The One True *Traveller* Universe; even though John gets a veto over these visualizations before you get to see them, they may not necessarily be *his Traveller* universe—but they're *a Traveller* universe, one which I'm showing you, because (a) I can, and (b) maybe it will inspire you.

The Visualization: Big Al's Biscuits

This Visualization is Big Al's Biscuits, the first Place in *21 Starport Places*. It's a fast-food place, which means that it can be used as a stand-in for an Astroburger, or any other fast-food place you might have in your *Traveller* universe.
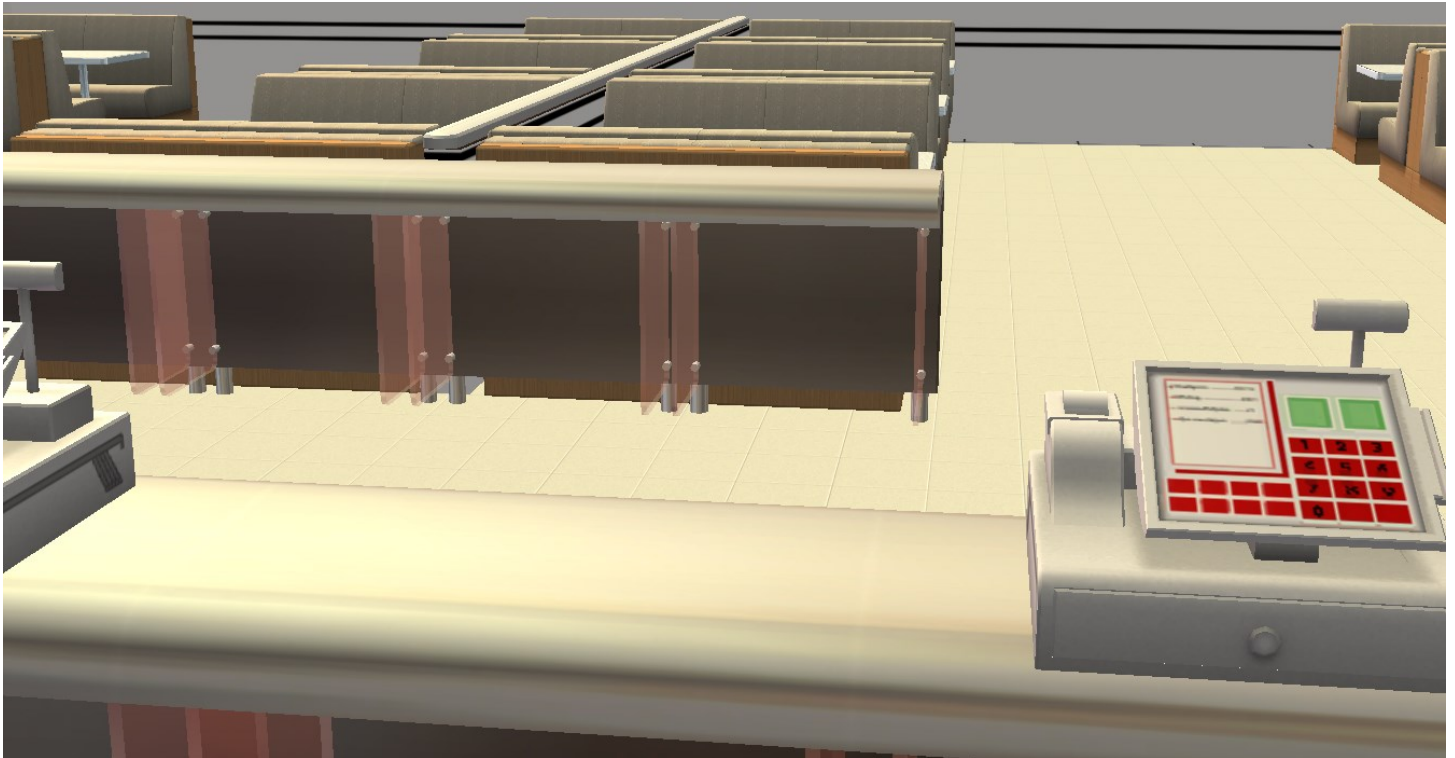
Multimedia Gallery

The first image, at the bottom of the previous page, is a "plan view", to match the floor plan given in *21 Starport Places*. There's some variation because objects in *The Sims 2* are all inte-gral multiples of one "build mode" square in size. I've found that a good rule of thumb is that one "build mode" square in *The Sims 2* is a good match—but not exact—for either 0.75m or 2.5ft (30 inches), making a 2×2 block of "build mode" squares equivalent to one standard *Traveller* deckplan square.
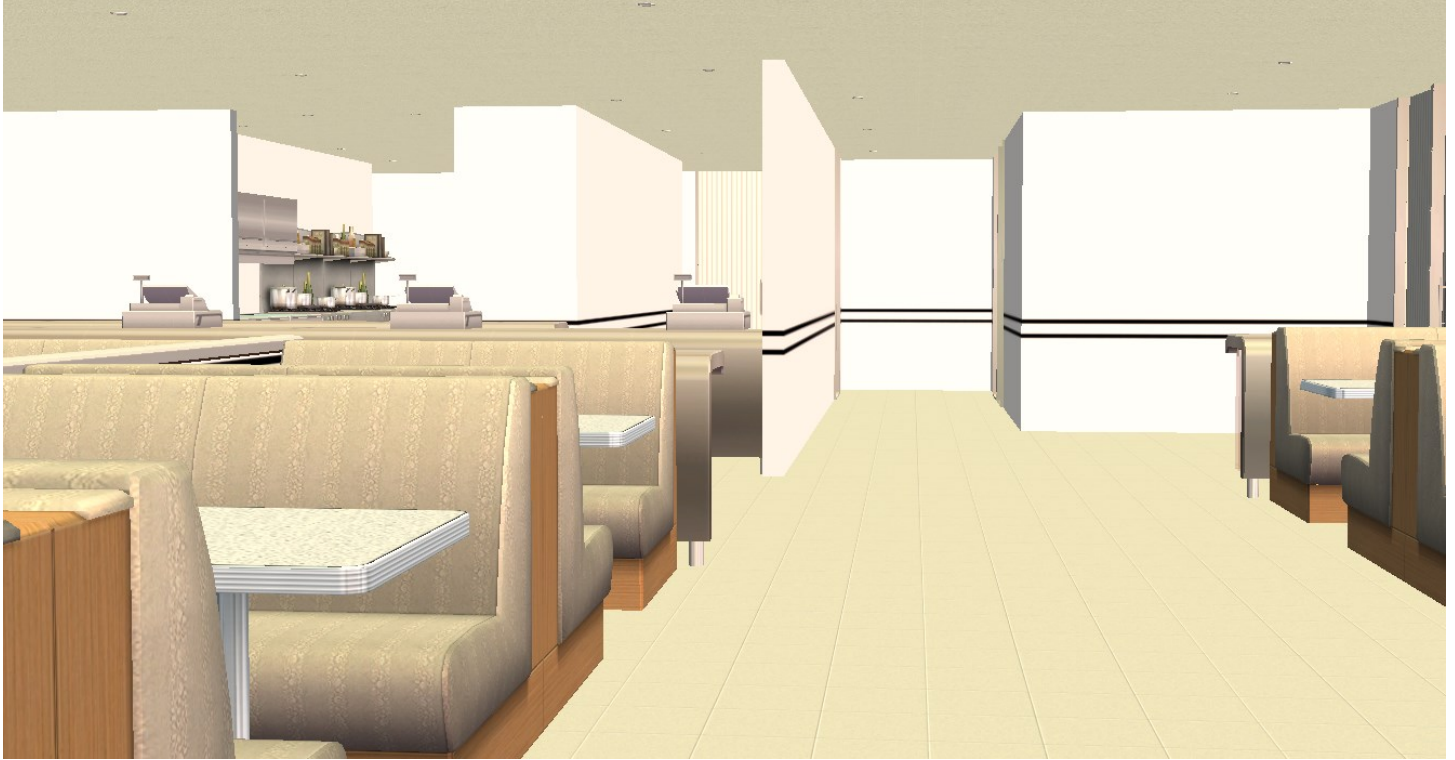
From the dining area, one can look down the hall leading to the freshers, on the right. Off to the left, part of the kitchen is visible through the pass-through to the service counter, and the service counter access to the storage area is also visible.
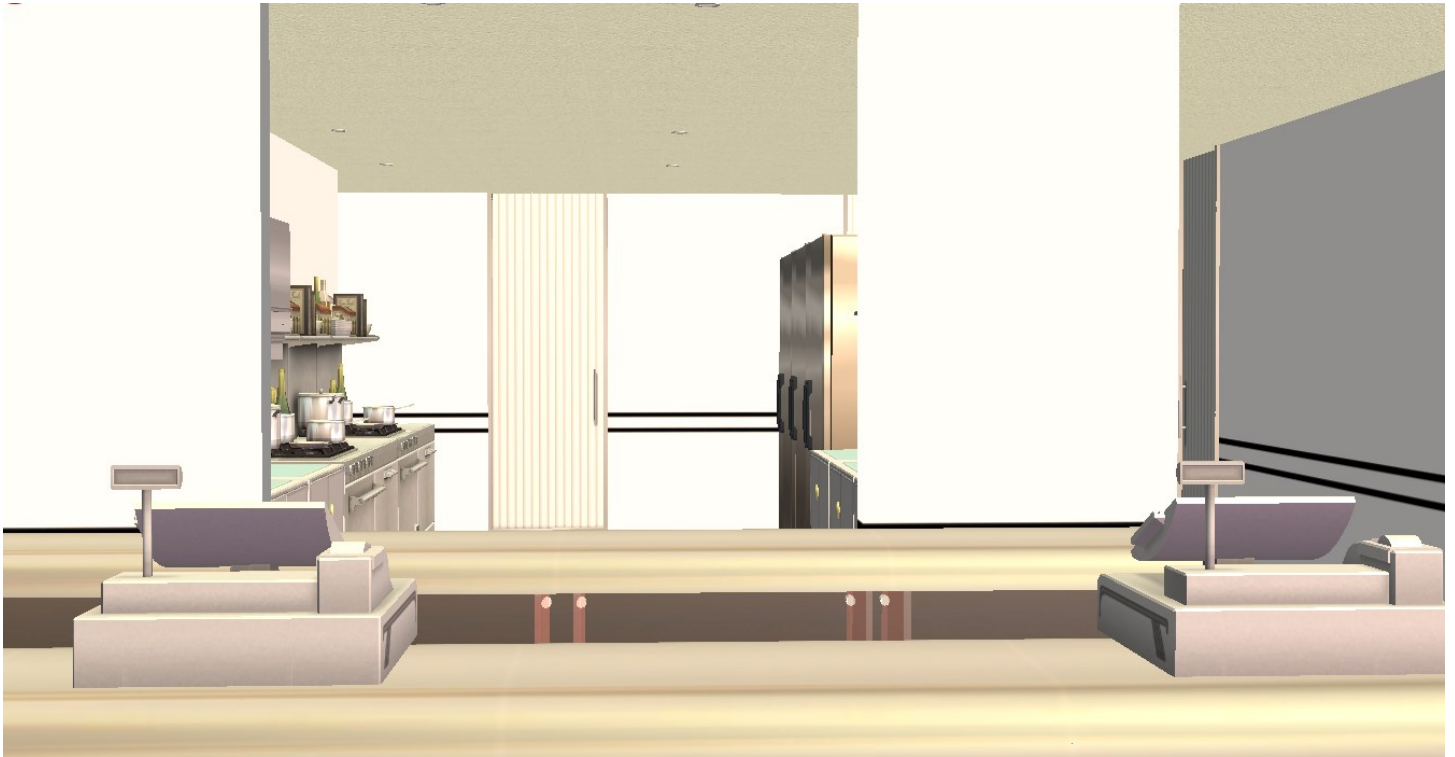

A staffer standing behind the counter can look out over the dining area.

Multimedia Gallery

The pass-through is open enough that customers can see into the kitchen. Anyone seen in the kitchen is either cooking, cleaning up the various surfaces, stocking the refrigerators, or bringing dishes and utensils to or from the dish room next door.

The kitchen is a *real* kitchen, where real cooking is done. There *are* warming lamps and microwave ovens, but the two commercial-grade stoves and the ovens underneath them are the real workhorses of every Big Al's.

Multimedia Gallery

The staff access area connects the dish room, the kitchen, and the service counter (via a corridor just beyond the kitchen.
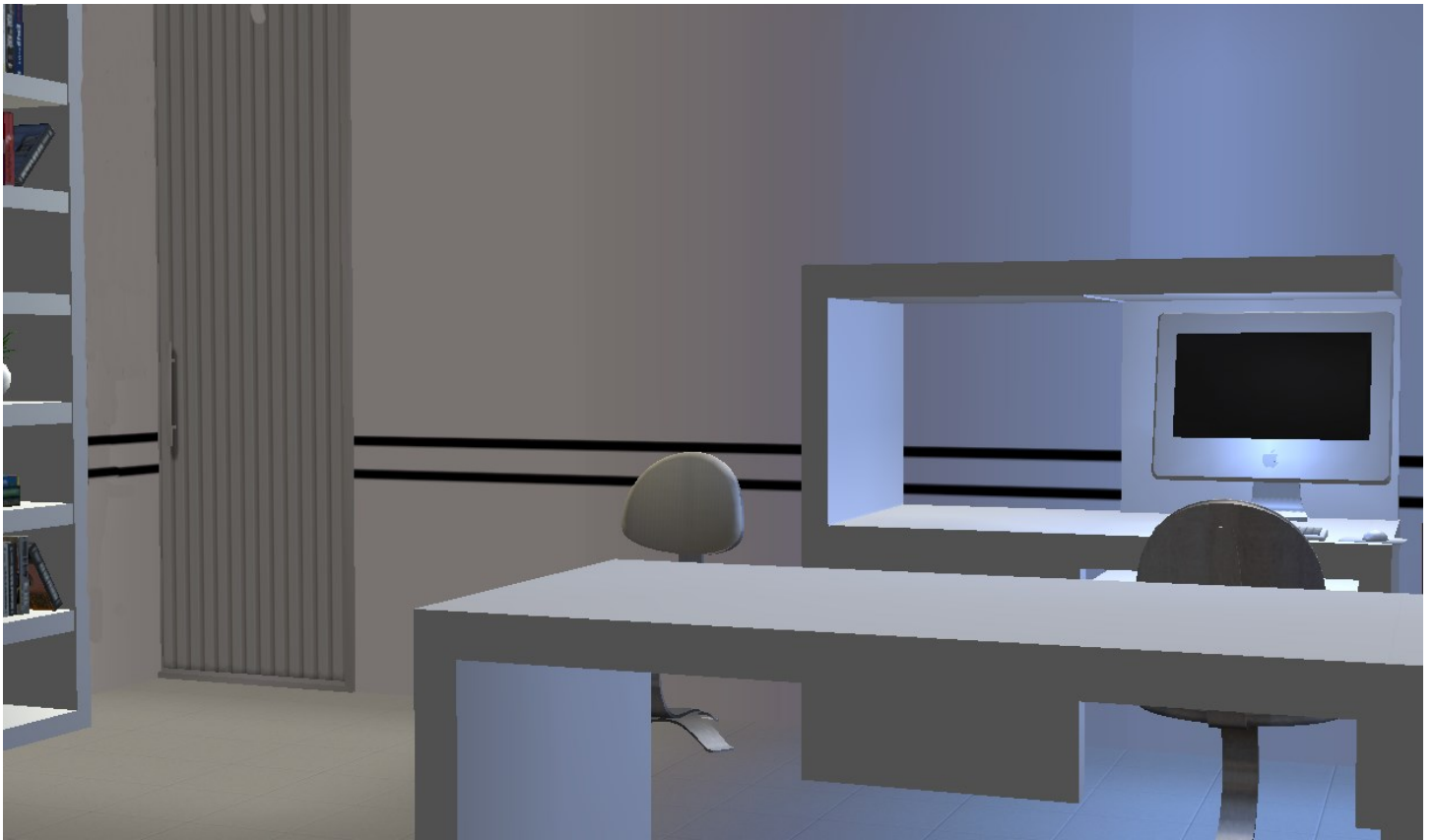
The doors to the left are (nearest to farthest) the manager's office, freezer storage, and dry food storage.

The dish room can be as busy as the kitchen. It's busiest just past closing, though.

(Continued from page 14)

The manager's office may be a bit stark, but it's not uncomfortable, and has everything the busy manager needs. ⚙

Raconteurs' Rest

A Compact Model

by Andrea Vallance

Part 1

205th of 2029 (031-98): The Protectorate Council Building, Waicir

Special Agent Fakri Vu had been a little concerned when two plain clothes *Verasras*[1] officers turned up at his hotel room; he had been assured his identity documents were perfect forgeries. And perhaps more than a little perplexed when they drove him to the Council Building. He was surprised as he was escorted to the anteroom to a rather large and plush office. Surprise had turned to shock when he read the name on the door; why on earth would *she* want to see him? Lady Councillor Manish looked up as he entered. "Ah, Vu Special Agent, so pleased you could come." She made a show of disabling the

security recording devices in the office. "You are aware, I assume, that falsifying entry documents is a serious offence?" Her smile told him this was not why she wanted to see him.

He grinned slightly. "A slight lapse in memory?"

"Yes; Harris, Vu; so easy to confuse the two. I've taken the liberty of preparing correct documentation. I just need the purpose of your visit?"

He considered for a moment. "Sightseeing."

She peered down her elegant nose "Sightseeing?"

"Sightseeing, My Lady."

She returned his grin. "Oh, no need for such formality;" a tiny pause, "'Madam' will do. Sightseeing it is, then. In which case, you simply must dine with me this evening. It would be an honour."

He was rather baffled by this "Madam?"

He could see she was enjoying his momentary confusion "You know, there are those on the Council

who think we should give you a commendation, or at least a vote of thanks." She turned her monitor to face him. It was displaying a security video of an encounter with a marine force commander from several years ago.

"I thought all copies of that had been destroyed?"

"We are not without resources, Vu Agent."

"Obviously, Madam."

"I must say, my Luriani colleagues did admire your flair for the dramatic." The recording reached the one point of the encounter which disappointed him. "Though I would have slipped a plate or something into the end plate of the book myself, far more impressive."

He chuckled, "It would have spoiled the flow."

"Probably correct; the quality of book bindings these days leaves much to be desired." She switched the recording off. "I have, of course, arranged the proper accreditation with the *Verasras*, in case you should feel the need."

He nodded politely, "I doubt I will."

Her voice took a serious note. "Please have a care, Special Agent, our gratitude is not unlimited. I would not wish anything ill to befall you."

He understood her meaning. "I will, Madam."

She returned to her previous convivial tone "Well, in that case, I will have someone take you to acquire the… correct attire for this evening. I think my daughter may be free this afternoon; I'm sure you would enjoy her company."

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Agent Vu found he did indeed enjoy the company of Madam Manish's daughter; she was quite charming, though she did seem somewhat irritated, as if she had somewhere else to be. "So, My Lady, you are stuck being my minder?"

She laughed, "I'm not 'My Lady', Vu *Lul*. In the Protectorate people do not take titles simply because of their parents. I'm '*Dokhtor*' or 'Manish *Wa*'. And

I'm not your minder, he's over inspecting the tie rack."

Agent Vu had spotted the one by the ties and the one selecting a shirt. He'd assumed there was at least one more. "But you would rather be somewhere else?"

She batted her eyelids. "Yes and no, Vu *Lul*. I do have an… important task, but this is also important."

He was again a little confused, but knew asking would be pointless. "So, doctor, academic or medical?"

"Medical. Though you are not a fool, Agent Vu; I am sure you know *exactly* who and what I am." Her pleasant manner did not falter for an instant.

He *did* know who and what she was, he had studied her file extensively. It mentioned her intelligence, but not her charm and grace. He had expected someone rather more down to earth. "Yes, though I am a little surprised your mother would have you escort me."

She giggled, "Why, are you planning on dragging me off to the Imperium to answer for my 'crimes', Vu *Lul*?"

Agent Vu had to admit the way she kept calling him 'Vu *Lul*' was rather entrancing; she was flirting with him, had been the entire time she had been with him. And despite knowing how dangerous that could be, he found himself being drawn in. "Of course not, Manish *Wa*, though there are many in the Imperium who would like nothing better."

She giggled again. "I'm sure there are. So, dinner: I am rather looking forwards to it."

Again slightly confused. "You will be dining as well? I thought three at dinner was regarded as unlucky in the Protectorate?"

She smiled ever so sweetly. "Oh, Vu *Lul*, we are not quite the slaves to superstition the Imperium believes, and anyway it will not be three; I will be accompanied."

He was curious. "And who will be the lucky escort, Manish *Wa*?"

A slightly mischievous grin spread over her face "Now, Vu *Lul*, that would rather spoil the surprise."

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Madam Manish looked peeved "I am so sorry, Vu Agent; it is not like her to be late."

Vu had studied Luriani etiquette and knew the correct response. "It's quite alright; I'm sorry too. I'm sure time with your daughter is worth the wait." He was rather looking forward to it actually.

Madam Manish looked up. "Ah, at last."

Agent Vu looked over towards the door and dropped his glass in surprise. It wasn't Manish *Wa* that stunned him, though she did look quite stunning; it was her escort, Sakuya Trace. He seemed terrified, slumped over, eyes darting this way and that. Vu noted he had a wild desperate look in those eyes, something had happened to him. Manish *Wa* approached the table elegantly, smiling broadly. "Why, Vu *Lul*, I didn't realise I had that effect on you. May I introduce my escort Anthony James Ella Wagner Wagner Scientist." The message was brutally blunt; young Lord Trace was under their protection. He wondered briefly if this display was for his or Sakuya's benefit; probably both.

He recovered his composure. "I am so very sorry, Manish *Wa*, I mistook your escort for a wanted criminal. He has a very similar face." He was equally blunt, it was a message he intended to ignore.

207th of 2029 (033-98): Gubashiidi Estate

Tonight was the night, Siish and Sharik's engagement party. I was dreading it. I'd not been able to get much time with him; there were things he had to arrange and Sharik tended to monopolise his time. Siish and I had managed one dinner date. It had been awkward; we were in-between friends and lovers, neither knowing quite how to proceed. One hesitant kiss, that was as intimate as we'd got. Sharik, on the other hand, would be sharing his room tonight. I knew it would be like this, but it still hurt. I guess some kinds of sharing take getting used to. I was in the library, just sitting, I didn't hear her come in. "Hey you, you look as nervous as a *kadt* about to face the review board. You need to get dressed, honey."

"I know; just sitting, Jane."

"Isabella's here finally, brought young Sakuya with her, or should I say, 'Anthony'. He looks even more nervous than you do."

I considered telling Jane what I knew about Sakuya, but decided against it. "Okay, well, let's get this over with."

"Over with? It's a party, honey; fun, remember?"

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I think I was coping surprisingly well. I don't know why this was so hard; I'd known exactly what the score was. I'd not had this trouble in the four days since I made my decision. I'd sat with Siish, I'd talked with Siish, I'd danced with Siish, I'd even managed to sneak away for a somewhat less hesitant kiss with Siish. He'd been attentive and caring, as a lover should. But I was nearly in tears. I'd watched them leave, upstairs, one room, one bed. I wasn't even sure if I loved him yet and I all wanted to do was cry. Isabella came and sat beside me. It was the first time she'd left Sakuya's side all evening. "You're not okay, are you?"

"No; I want to cry."

She put her arm around me. "It will get easier, with time; your time with him will come."

"Second."

"'Second', Afira?"

"Yeah, second table, second dance, second kiss, second. A *nuntarri*[2] comes second."

I could see her suppressing a chuckle. "*Nuntarri*? As in the holodramas?"

I smiled; it must sound kind of funny. "Yep, that's what I am now, a *nuntarri*."

She grinned and raised her eyebrows. "Well, it's an honourable role, apparently. Though imagining you in those dresses and plastered with that much make-up is kind of hilarious. And you'd better start brushing up on your cut-throat politics, too."

I laughed a little; it *was* funny. "Firstly, everyone dressed like that then…"

"Yeah, but not all the time."

"I'm sure they didn't always wear *that*. Secondly, I'm certain they weren't all ruthlessly doing the dirty on their lover's political rivals; and thirdly, Siish doesn't *have* any political rivals." I was smiling; I felt a little better.

She chuckled. "Afira, how long have you been his *nuntarri*?" I could see her smiling as she said the word.

"Four days."

"Four days, not very long is it? And this is a very public declaration that they're going to be matched, and the first time they've been together, something you and Siish haven't managed yet. Give yourself a break, Afira. It's kind of understandable you'd be upset."

My mood lifted further. "Well, if you put it that way."

She embraced me again. "I do put it like that. Your time will come."

"Yeah, but she'll always be his match, always first."

She laughed. "Oh, yes, she gets to sit on the boards of *leramiyasin*[3] charities, organise fund raisers for the disadvantaged, join the Tapestry Circle[4], attend *kamminlu*[5] recitals, do all the things the respectable match of a future Councillor has to do. Can you really see yourself doing that?"

I laughed. *Kamminlu*, I shuddered at the thought; and the Circle, just so not me. "And I get to fly off with him in a starship."

"Yes. How long is a round trip in jump again?"

Perhaps not *entirely* better, but definitely okay, now. I smiled, "At least two weeks."

"Usually a month or more. What you need is something to take your mind off this." She thought a moment. "Sakuya's over with Jane; he hasn't danced all night. So get up off your butt, go over there, and have some fun. It's a party, remember?"

208th of 2029 (034-98): Gubashiidi Estate

Despite eventually having fun last night, I was back in my funk. Jane came down to breakfast alone. "Why the long face, deary? It was a good party."

Isabella answered for me. "She's have a little trouble adjusting to her new place as our dear *kaptan*'s *nuntarri*."

"*Nuntarri*? As in the holodramas?"

I looked up at her as she filled her plate. "Yes, Jane, *nuntarri*."

I could see her sniggering. "What, with the hair and dresses and everything?"

This was getting a little irritating. "No, like me as I always was."

She could see my irritation. "You've got to admit, deary, *nuntarri*, you, kind of funny."

I didn't. "So, where's Ariaryn?"

"Keeping Sakuya company while he showers. The boy's a nervous wreck; what the hell's up with him?"

I could hear traces of anger in Isabella's answer. "The intelligence services. That, Jane, is what's up with him."

She looked baffled and was about to reply when Ariaryn came in with Sakuya in tow. Jane was right; he did look like a wreck, but better than when he came back. Ariaryn was smiling; he smiled a lot lately. "So, what's up?"

Jane kissed him. "Dear Afira has become a *nuntarri* and the rest of us are waiting for our beloved *kaptan* and his fiancée."

"*Nuntarri*? As in the hol…"

I cut him off; this was really getting annoying. "Yes, Ariaryn, *nuntarri*, as in the holodramas. And no, no hair, dresses, make-up, politics or anything!"

Now Sakuya started. "What's a *nuntarri*?"

Isabella answered. "It's sort of a second partner, a cross between a lover and a spouse."

Sakuya sounded confused. "Second wife? Why would somebody *want* a second wife? Why would anybody *allow* a second wife? And I thought, well, Afira and Jane…?"

Jane again, laughing. "No; we're just best friends; it's Afira and…"

I was getting close to losing it. "Can everyone just shut up about my love life and eat breakfast?"

The all looked at me and shut up. Apologies were exchanged and breakfast became rather quiet. Well, at least until Sharik came down.

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Sharik was smiling, she came and kissed me lightly on the check. Jane went to make a comment; I glowered at her. Sharik sat across from me. "Thank you, Afira; it was lovely party and I appreciated your discretion."

I knew she was trying to be gracious and meant it, but I was in a bad mood now. I nodded and mumbled, "You're welcome."

Sharik looked at Jane, Jane mouthed 'Luriani thing'[6] and Sharik nodded. That did not help. Sharik took a roll and started to butter it. "You know, Afira, there is a *kamminlu* recital Siishubuu and I have been invited to attend tomorrow afternoon. I was considering; if you have nothing you'd rather be doing, you may wish to attend in my place?"

I could think of many things I'd rather be doing. Cleaning out septic tanks sprang to mind. "Sharik, much as I'd love to, wouldn't that be rather indiscreet, especially so soon after you and Siish have become officially engaged?"

She sighed heavily. "Yes, of course, you are right, much too soon. Perhaps next time." I smiled, Isabella had been right, there *were* advantages to being the *nuntarri*.

Sakuya piped up, "What's *kamminlu*?"

I looked over at him. "Imagine six hours of incomprehensible poetry set to atonal music, with the performers all thrashing about like a demented *kwusimm*[7]. That's *kamminlu*."

Sharik added glumly, "You forgot the costumes." Obviously, Sharik's view of *kamminlu* was similar to mine.

"I'll go for you if you like. I'd like to see it."

I could see she was giving it some serious consideration. "No; thank you, but no. It's important for Siishubuu and I to be seen at these things."

"Can I go with you anyway?" I stared at him, the boy was mad.

Isabella answered. "The trace Sakuya, you're still at two kilometres, remember?"

He looked disappointed, then smiled again, "But you could come and bring the mobile unit." There was such a tone of hope in his voice.

Sharik smiled wickedly. "Yes, Isabella, you could escort him. Would do Sakuya good to get out and experience our culture."

Isabella shot Sharik a very dirty look and sighed, "Yes, I suppose I could, if it's okay with Sharik." There was the slightest note of pleading in her voice.

She just kept grinning. "Of course; both Siishubuu and I would be delighted." Sharik ate delicately awhile, then continued, "You know, Afira, I don't know how you put up with those starship staterooms, so small. And the beds, even the doubles are tiny."

I was a little confused and irritated; she had seemed very gracious before. "You learn to adapt, Shairk."

A very odd grin spread over her face. "You know, I have to attend a court session in Intdil today, long boring depositions and the like."

Still confused. "The exciting life of an advocate, I suppose."

She nodded. "Yes, I suppose. And, well, Intdil is rather some distance away, and I considered I might spend the night. I was wondering if you may wish to… take advantage of my absence? For the entire night."

I was rather stunned; she was being gracious after all. All I could manage was, "Yes."

She smiled, "I had Siishubuu make reservations yesterday."

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It was mid morning now and I was standing in the Gubashiidi's shooting range. I smiled, this was one way of working off my irritation from breakfast.

Isabella had finally taken me up on my offer to help her improve her skill with a pistol. I was waiting for her, squeezing off a few rounds on my own first. I'd borrowed a p6 from Gubashiidi *Geenant* for Isabella to use and was refreshing myself with it. My grouping was off, I guess being annoyed was not helping my aim. I heard her approach. "Hey, I borrowed this for you."

I carefully put the gun down and turned. She was carrying one of those metal attaché cases "It's okay, I've brought my own."

She opened the case. "Isabella, where the hell did you get that and what in Sesh's name are you expecting!" there was a c5[8] in the case.

She smiled "That's for later; I thought I'd start with this."

She pulled a small pistol from the case, a p5[9]. "Okay where did you get either of those? They're both illegal."

"It's okay, I've got permits for them."

She was talking like these were the most normal things in the world. This wasn't the Isabella I knew "You don't like guns; what's going on, Isabella?"

She started to load the pistol. "Sakuya."

"Sakuya?"

"Yep."

"What about him? Here, let me." She was struggling to load the magazine.

She handed me the gun; it felt so light and the polymer frame, odd. "The Imperium will be sending people after him."

"So you thought you'd learn to shoot just in case?"

"Pretty much. I've been practising on my own a bit and Ariaryn said he'll help, too."

"You're mad, Isabella; an Imperial agent would eat you for breakfast." She grinned at that. I finished loading. I ran over the safety basics with her; I assumed the Imperials had taught her that in the Navy, but with Isabella it paid to check. "Okay, let's see how good you are to start with." I handed her the

pistol. She stepped up to the line, took aim and fired six times. I was glad I was standing behind her. She managed to hit a target, just not the one she was aiming at. I dreaded thinking of the havoc she'd wreak with a c5.

Notes

1. The Protectorate's central law enforcement service, short form of *verastifemraalweeras*.

2. The role and nature of the *nuntarri* was greatly distorted by later popular culture. At this time they were presented as something akin to an ancient Terran courtesan and predominantly female, neither of which were correct. The *nuntarri* was a product of the unusually high level of social stratification present in Luriani society during the First Protectorate and roughly evenly divided between men and women. Normally the Luriani have a relatively flat social hierarchy with easy social mobility. Immediately preceding and during the First Protectorate exposure to Terran culture lead to increasing social stratification. The *nuntarri* usually came from the middle classes and their partners the upper. Previously these couples would have become matched, but the reduced social mobility of the time prevented it. Thus the position of *nuntarri* evolved to accommodate these romantic relationships. Most had lives outside their role as *nuntarri*, occasionally even with a match and family of their own. As social mobility increased with the end of the First Protectorate (though never to its previous level), the position of *nuntarri* fell out into disuse.

3. Literally, 'children from another family'. While not fully interfertile with other branches of humaniti, Luriani can occasionally produce offspring with other humans. Such children are infertile and almost always born with serious physical and mental handicaps. These children are known as *Leramiyasin* and cared for by charitable institutions.

4. The Lord Protector's Council Spouses' Tapestry Circle, usually just called the Tapestry Circle or simply the Circle. Supposedly just a social group for the partners of members of the Lord Protector's Council, the Circle was actually one of the most po-

litically influential bodies in the Protectorate. Its approval or disapproval could make or break a career in the Protectorate government or bureaucracy. While usually known for Machiavellian politicking, it also produced some of the finest examples of artistic needlework of the period.

5. A type of performance art from ancient Vland. It mixes poetry, music, theatre and dance. It has been lost to mainstream Vilani culture and is now preserved only by the *Mmarislusant*. It is noted for the length of recitals and most Protectorate citizens (even amongst the *Mmarislusant*) consider it extremely tedious. Despite this, the Protectorate gov-

ernment goes to some considerable lengths to ensure its preservation as an art form.

6. *Verasti Dtareen* and *Mmarislusant* frequently excuse their racial Luriani friends' changeable moods simply as 'a Luriani thing'. Many racial Luriani find this rather annoying.

7. A bottom dwelling aquatic creature native to Daramm. It uses ten long tentacles to snare prey and drag it down to its mouth.

8. The standard issue Protectorate zero-G weapon. Basically, a submachine gun firing 15mm HEAP shells.

9. A small concealable side arm used by intelligence and law enforcement services. Constructed of advanced materials and undetectable by most sensors. ✺

Up Close and Personal

Kyllikki Leppällä

profiled by Terry Gardner

Kyllikki Leppällä 77BAA6 Age 28 Cr300
2½ terms Merchant (O-2 Asst. Engr.)
Engineering-3, Gravitics-2, Mechanical-1, VaccSuit-1,
Electronics-1, Gun Cbt (Pistol)-0, Grav Vehicle-0,
Computer-0
Tool Chest (Engineering), Autopistol.
Home world: Shanape (Matarishan/Ley 1023) B4379BD-D

Kyllikki Leppällä was born on 320-1085 on the Imperial world Shanape in the Matarishisan subsector of the Ley sector. Kyllikki grew up in a house full of men who are engineers and technicians. From an early age she found enjoyment and beauty in the intricate mechanical workings of complex machines.

Shanape is a training ground for the Imperial military and is rigidly controlled. Kyllikki's world is one where women are expected to fill subservient roles and be mothers and wives, not mechanics and technicians. Obedience and knowing one's place is the normal way on Shanape. The government is extremely strict and society heavily militarized.

Kyllikki's interests were seen as rebellious and unacceptable by them.

Up Close and Personal

Fortunately for her, her parents and brothers thought otherwise. She often got to work on old machines with her father and he would often take her along when he worked on starships or other craft saying he had to watch his daughter for the day. At home, she secretly built robots and fixed everyone's computer.

School was a chore for her. She was forced into taking 'female appropriate' classes which she found boring and hated. In the mandatory paramilitary training clubs for girls she went through the motions to avoid trouble. Most of the other girls her age shunned or ignored her.

Stuck on a world where girls wear dresses and are expected to be quiet, demur, and subservient Kyllikki was definitely a square peg. For that she paid a heavy price in punishment by teachers and other adult authority figures.

In spite of the obstacles thrown in her path, Kyllikki continued to learn about mechanics and electronics. She befriended several of the academic minded boys at school and got them to let her help with their projects covertly.

Physically, Kyllikki is your average looking brunette. She is 164 cm tall and a bit 'top heavy.' She lacks good fashion sense and has an aversion to wearing clothing that is too feminine. With those she trusts she is friendly and tends to be open and innocent. She is completely naive in social settings. Give her some piece of machinery to puzzle through and fix and she becomes very excited and talkative to the point you are getting way too much information about whatever it is she's fixing.

All through school Kyllikki could hardly wait to graduate. Her mind was firmly fixed on escaping Shanape. She dreamed of being a chief engineer, a real Chief Engineer, on a starship someday.

Upon graduating, Ikki (E-key), as her few friends call her, begged her way into a job with an off world shipping firm aboard a small packet freighter that plied between local star systems as an apprentice engineer. They were desperate and so was she. Finding the routine boring and the pay low she moved to a Far Trader where she stayed for two years before the owner had to let her go when his business fell on hard times.

Ikki, having little choice, went back to small trade lines on packet freighters where she started. She often found herself the only engineer aboard, and thus became very skilled at fixing older, poorly maintained vessels, much to their captains' delight. She developed a reputation for being able to fix just about any ship's system, no matter how decrepit it might be, among a small circle of captains who knew her.

Ikki scraped up the money to complete and get her official Imperial certification as an Assistant Engineer. She found, however, that she just couldn't get the funds together to pay for testing at higher ratings. The captains of the ships she was on could never afford to pay her for these tests, either (not that they really wanted to, as this might mean losing her to better paying ships). This meant she couldn't get the bigger shipping firms to hire her, something those captains also knew. So, she was stuck with small lines and independent ships like far and free traders.

This whole time Ikki spent as much of what little money she made as she could buying tools. Her massive tool chest is her single most prized possession. "An engineer can never have too many tools!" she'd tell you.

Ikki loves to shop for tools and the like. She is enamored by technology and engineering problems. She is not good at combat but does have a pistol for protection.

Ikki has a mischievous streak too. She willingly goes along with criminal plans so long as no one is getting hurt physically. She will listen in on private conversations and enjoys "secrets" and doing things like playing pranks on others.

Up Close and Personal

During the entire time Ikki was on small packet ships, she longed to get back into the more free-wheeling excitement of Far and Free Trading on a ship that wasn't desperate and taking her as a last resort. The problem for Ikki was that many captains wouldn't take a chance and hire a female mechanic or engineer; particularly one who was dressed in shabby canvas coveralls or other work clothes. For Ikki it seemed that Fate simply had it in for her.

She finally got her chance on Varakanomu in the Mariposa system when she met Kai Lei Hao, Captain of the far trader *Daichi Kaisu*. Captain Hao seemed like a good bet as far trader captains went. She was well dressed and her ship was clean. It was in pretty good shape for its age, and it was undergoing a lot of repairs and upgrades. That made Ikki think that Captain Hao must have some money.

Captain Hao apparently had funds to regularly pay her crew! That was way better than many far and free traders offered. Most captains wanted you to take a cut of any profits made during the voyage. That was so much way better than the decrepit freighter she was currently on. For Ikki it was like a chance at parole for a prisoner.

What really got Ikki's attention, though, was that Captain Hao offered her an official Imperial certification as an Engineer with all the proper paperwork and seals! Ikki was so excited at the prospect of being a "real" Chief Engineer that she readily agreed to sign on. In her excitement she didn't bother to think or ask about how Captain Hao, the lowly Captain of a far trader, had the juice to get such paperwork done in such a short time with few questions asked. Ikki also forgot to ask Captain Hao where she was planning on going seeing as how she had never been outside Imperial space. All she could think of was getting to work on a modern starship as the Chief Engineer!

Ikki spends much of her time in the engineering spaces on the *Daichi Kaisu*. But, she also can be found fixing this or that system elsewhere on the ship. She has even set up her own "stateroom" in the upper level of the engine room rather than staying up in the crew quarters much of the time. As she'd tell you, the *Daichi Kaisu* is *her* ship and it's so "shiny!" ✦

Doing It My Way   Character Generation Rules

Star Legion Character Generation

by Ewan Quibell

Recommended Materials

The procedure outlined here is a combination of elements of *MegaTraveller* and *Marc Miller's Traveller* (T4). It is therefore recommended that the core rulebooks for both versions of *Traveller* be available. In addition, (Classic *Traveller*) *Alien Module 3: Vargr* and *MegaTraveller Alien Volume 1: Vilani and Vargr* provide background information on and character generation rules for the Vargr; (Classic *Traveller*) *Adventure 2: Research Station Gamma* and *Travellers' Digest* #11 provide background information on chirpers and the Geonee; and *Challenge* #52 provides background information on the Hhkar.

Campaign Background

This material comes from "Beyond the Extents", a home-grown *Traveller* Universe set in the sector "New Hope", beyond charted space coreward of the Vargr Extents, during the period between Imperial years 1120 and 1200. The campaign and setting are creations of Carlos Alos-Ferrer.

New Hope was settled, among others, by Terrans and Geonee escaping from the Long Night. They, along with Retani (a fatalistic human minor race) and Vargr, founded the Federation of the Races, a multilingual and multiracial polity. It is surrounded by Vargr (of Suedzuk and Urzaeng origin) and Hhkar, just to keep things interesting.

The Star Legion is one of the armed forces of the Federation of the Races.

Doing It My Way

Travellers' Digest #11 refers to the chirper 'matchmaker' that a Geonee male must attract before being allowed to marry as a *selweeda*. In this campaign, the term used by Mr Alos-Ferrer is *swanee*. This article follows the latter usage.

Enlistment

To enlist, the candidate must meet certain physical fitness requirements, as the physical stresses of training are considered significant, and fatalities during training are not unexpected. Candidates who fall short of the requirements will not be accepted; those who do meet the requirements are accepted.

All recruits must enlist for a minimum of four years, though longer enlistment contracts are common. A recruit may sign on with any name; no identification or prior history is asked for. Enlistment is not barred to convicts; however, a convict's minimum enlistment is the longer of half the term of their sentence, or four years, determined by consultation with the correctional system (if the convict chooses to enlist after commencement of sentence) or with the justice system (if the convict chooses to enlist at the time of sentencing). A convict enlistee will have the length of sentence and crime recorded, but this information is not made available to other Legionnaires except on a need-to-know basis as relevant to training or assignment. All recruits, upon enlistment, leave everything behind to become a Legionnaire.

Training

There are two main Star Legion training bases, on Lutan and Dzorg.

Loyalty to the Star Legion is impressed on all recruits and is part of basic training. History of the legion is taught in class and traditions are adhered to at all times.

The Legion considers the abilities and weaknesses of all their recruits. Problems generally associated with Vargr and Geonee recruits are taken into consideration.

Vargr Issues

One of the main reasons that the traditions and loyalty to the Legion are taught is to overcome the tendency of Vargr recruits and Vargr Legionnaires to have swings in charisma during their terms of service. The adherence to traditions and the strong discipline within the Legion lead to a respect for all Legionaries and their abilities. This initially confuses Vargr recruits in their first few months, but after that, the Vargr recruits end up showing their loyalties to the Legion as a sort of extended family or devolved pack. No one sophont is the legion or commands the legion, but the legion still functions as a pack. Not only does this build teamwork and confidence throughout the Legion but specifically boosts the Vargr recruits confidence in themselves and their fellow legionaries. This results in an increase in the Vargr recruit's charisma at the end of the first year, and also successfully reduces the swings in charisma for Vargr legionaries during their service. Recruits have it drummed into them that their superiors all have the ability to do their jobs, and promotions are given for ability and not confidence. One of the main reasons why the death penalty for insubordination is still enforced is to remove the effect of Vargr with high charisma, but little ability, from trying to take charge at inappropriate times. The death penalty is only usually enforced in battle situations, although with the Legion that can be a large amount of the time. Public flogging of the offender is the preferred method of punishment (Vargr Legionnaires receive –1 CHR as shown by the success table).

Geonee Issues

The only special treatment any legionnaire receives is if that legionnaire is a Geonee with a *swanee* (chirper 'matchmaker') accompanying him. These legionaries are assigned billets in 'married quarters'. Although it is not allowed for any legionnaire to live with their spouse while in the legion, exceptions are made for Geonee with *swanee* when assigned to le-

gion bases. This serves two purposes: it allows the Geonee recruits to relax and get on with the job of being a legionnaire, and allows the *swanee* to reproduce thus making available other *swanee* for Geonee, not accompanied by one, to have the chance of 'gaining' one while in the legion. No exceptions are made for *swanee* while aboard ship, although it is accepted that they may well be aboard. If *swanee* are on ship they are the legionnaires responsibility; no special accommodations are provided, and no special considerations are given if the Geonee have to engage in battles. *Swanee* are the responsibility of the legionnaire. The Legion, while it acknowledges that they exist, takes no responsibility for them. Recruits who have *swanee* are counselled in their care while in the legion by other legionnaires with *swanee*. There are also Geonee counselors who are available to Geonee legionnaires who have lost their *swanee* for any reason. This counselling is undertaken extensively for two weeks, after which the legionnaire is required to return to duty; no exceptions are allowed or tolerated. A legionnaire not returning to duty will be ordered to report the following day. Legionnaires refusing to report for duty after being ordered to, are charged with disobeying an order first (public flogging), allowing them an extra week for recovery, and then insubordination for a second refusal (death).

A Rigorous Curriculum

The first year of recruitment is devoted to training. The legion takes its training seriously; there are very few weekend passes during this time. Leave is non-existent, and the recruits generally work 14 to 16 hours out of each standard 24-hour day. Inspections are run almost daily. Frequent breaks are available throughout the day for meals and naps. Recruits have two half-days 'off' in the week, but no free time is available for any external activities.

The first six months focuses on soldiering, basic fitness training, drill, basic survival training, armed and unarmed combat, and language courses. The language of the Legion is Adzuk. If the recruit al-

ready has basic fluency in Adzuk, they will be taught another Federation language to basic functionality.

At the end of their first six months, the recruits 'pass out' with the title of Legionnaire, and continue to Space training, conducted in starship environments. Damage control, Vacc Suit and Zero-G-Environment courses are taught for three months. At the end of this period, the Legionnaire is assessed, and is assigned to branch training based on that assessment. A Legionnaire that qualifies for multiple schools at this time may select which school to attend.

Regular Duty

At the end of the first year, the Legionnaires are assigned to normal duties. It is frowned upon to treat a new Legionnaire with any less respect than any other, as after their initial training they are qualified to undertake the position they are assigned to. Unfortunately, the regimes of training and active duty are very different. Until the new Legionnaire gets used to working in an active duty position they are generally referred to as 'pups' (it takes about six months, or until the next class of Legionnaires take up duty assignments, for the nickname to wear off).

During their first term Legionnaires can't be promoted beyond Corporal, and may not be assigned to Special Duty.

Once the Legionnaire is in their second term they are eligible for officer training. Because the Star Legion usually operates with older ships, passed to them from the Federation Navy or captured as prizes, they are generally at a disadvantage when facing the enemy. The Legion makes up for this by teaching ship tactics and leadership skills to its officers, and by continually training all Legionnaires. The greater skill and aggressiveness of the Legionnaires is a balancing factor in most engagements. It is a generally-held belief that, given equivalent equipment against an equal or slightly larger force, the Legion would engage and win against any force the New Hope sector has to offer (including the Federation Army and Navy).

Doing It My Way

A Legionnaire remains assigned to a branch for the entirety of a four-year term, except if cross-trained during a Base duty assignment, but may draw a different duty assignment annually.

The Legion is organized into five branches. There is much overlap between the branches in the actual tasks that a Legionnaire will carry out, but the branches are generally focused as follows:

Combat: Actual military engagements, operation of weapons, battlefield awareness.

Flight: Operation of ships and small craft in support of military operations.

Engineering: Maintenance of weapons and equipment, including ships, small craft, and vehicles.

Logistics: Organization and transport of personnel and supplies.

Support: Other necessary Legion activities, including medical, intelligence gathering, recruiting, training, etc.

Duty assignments, regardless of branch, are of one of five general classes:

Battle: the planed engagement of Enemies of the Federation.

Strike: the planed engagement of Corsairs.

Base: assignment to one of the Legion's Bases. In many cases, cross-training in another branch, or further training in one's own branch, is given. A cross-trained Legionnaire is assigned to the new branch for the remainder of the term, and may be assigned to that branch in future terms. (base also includes training, or cross training in another Branch (roll 5+ to be cross trained in another branch and move to that Branch (consult Branch Assignment Table) can cross train in same branch assignment).

Patrol: the standard patrol of the space lanes (may result in unplanned engagement of corsairs; training is undertaken constantly while on patrol).

Special Duty: Duties outside the standard assignments:

Officer Training School: Candidates for promotion are sent to this school, where leadership and tactical skills training are emphasized. Graduates may be commissioned, or may opt to take a senior NCO slot if one is available.

Intelligence School: Training for covert intelligence gathering and analysis, usually accompanied by a mission assignment and briefing.

Space School: Training in less-frequently-used space-related skills is emphasized.

Ground School: Training in less-frequently-used planetside skills is emphasized.

Recruiting: Training in skills needed for recruiting new Legionnaires, and assignment to a recruiting station.

Career Progression

Although there is no effective limit on the number of Legionnaires who can achieve NCO or officer rank, the top ranks are limited, and generally occupied by senior (long service) Legionnaires. It is extremely rare for one of the few E6, O6, or O7 positions to be open, so Legionnaires generally do not expect to promote to these levels.

There is one rank E6 and one rank O6 for each Star Legion Base in the Federation, and one E6 and one O6 for each training base, making a total of 9 Rank E6's and 9 Rank O6 currently in the Federation. There are only three O7 positions, exercising ultimate command of the Legion (subject to civilian governance).

Re-enlistment

Legionnaires wishing to continue to serve once their current contract is up are always welcome to sign a new contract. Even those Legionnaires who choose to leave the Legion for a while will be welcomed back, with no loss of rank if rejoining within two years (though if their separation is longer, they will have to go through basic training and earn their way back into rank).

Mustering Out

On Mustering out a Legionnaire obtains a Federation Citizen ID in whatever name they signed on

Doing It My Way

with including all licenses obtained while in service. If officers obtain a weapon they also obtain a government licence to carry that weapon for services to the Federation. The Legion also allows the sharing of cash allocation of "Prizes" among the forces involved in the action (taking into account any losses in said action).

When a Vargr legionnaire leaves the service, the confidence that they had in the Legion, and thus themselves, may be diminished as the structures that the Legion had in-place to limit the swings in charisma are removed. Because of this lack of structure, the Vargr ex-Legionnaire may soon find that they can no longer place their faith in the structures of their new life. This has the effect on some Vargr as a decrease in self-confidence (roll 2D for CHR or less to avoid –1 CHR), although many Vargr overcome this and carry the confidence found in the Legion into their new lives.

Rules and Tables

Enlistment

No enlistment roll is required. Enlistment is automatic for any character with STR 5 and END 6.

Training

To survive basic training: roll 2D for 6+, DM lower of STR/3 or END/3 (round down).

Assessment: For each attribute listed, roll 2D. If the total is less than the character's UPP value for that attribute, the character qualifies for the indicated school(s). All Legionnaires automatically qualify for Combat School. A character qualifying for multiple schools may select which school to attend.

DEX	Support School
INT	Flight School
EDU	Logistics School, Engineering School

First Year Skills: All Legionnaires receive Combat Rifleman-1, Vacc Suit-1, and one skill level from the Branch School attended. Vargr Legionnaires re-

	Branch School Skills				
	Flight	**Engineer-ing**	**Support**	**Logistics**	**Combat**
1	Pilot-1	Engrng-1	Medical-1	GravVeh-1	TurrWeap-1
2	Navig-1	Mech-1	Liason-1	ATV-1	Screens-1
3	SensrOps-1	Gravitics-1	Computer-1	Sm Watrcr-1	HvyWeap-1
4	Comms-1	Electron-1	Steward-1	Ship'sBoat-1	Gun Cbt-1
5	Roll Again	Roll Again	Admin-1	Trader-1	Blade Cbt-1
6	Roll Again	Roll Again	Trader-1	Admin-1	Brawling-1*

* Vargr receive Infighting-1 instead.

ceive Infighting-1 and CHA +1; all others receive Brawling-1. Legionnaires who do not already have Adzuk-2+ receive Adzuk-2; others receive another Federation language at skill-1 (Roll on the language table).

Language Table			
1	Hispanic	4	Ratani
2	Germanic	5	Likarden
3	Anglic	6	Irkonee

Roll 5+ on 1D for each of +1 STR and +1 END.

Roll 6 on 1D for each of Zero G Enviroment-1 and Survival-1

After awarding the character the appropriate skills from the training year, resolve a short term of three years normally, except that a duty assignment of Special Duty should be rerolled, and a character who has reached the rank of Corporal should not roll for promotion.

Resolving a Term

It should be noted that certain skills are interpreted differently in this campaign from what is standard in *Traveller*. The skills so modified are as follows:

Gunnery: does not include *Spinal Weapons*.

Gun Combat: does not include *Neural Weapons*.

High Energy Weapons: does not include *Meson Guns*.

Screens: does not include *Meson Screens*

Special Combat: does not include *Battle Dress*

Doing It My Way

(Continued from page 27)

At the beginning of each *term*, roll 1D for branch assignment, rerolling any result of '6' or any branch in which the character has not been trained.

At the beginning of each *year*, roll 2D for duty assignment.

Branch Assignment (per term)		Duty Assignment (per year)	
1	Flight	2	Battle
2	Engineering	3, 4	Strike
3	Combat	5, 6, 7	Base
4	Logistics	8, 9, 10	Patrol
5	Support	11, 12	Special Duty

Roll survival, decoration, promotion, and skill eligibility as per the Assignment Resolution table.

Assignment Resolution				
	Base	Patrol	Strike	Battle
Survival	4+	5+	6+	8+
Decoration	-	10+	9+	8+
Promotion	10+	8+	7+	6+
Skills	Auto	auto	6+	6+

DM +1 on survival roll if any skill 2+ from current Branch
DM +2 on survival roll if any skill 3+ from current Branch

Service Skills				
	Legion Life	NCO Skills	Command Skills	Shipboard Skills
1	Physical	Hvy Weap	Hvy Weap	Vacc Suit
2	Physical	Medical	Inborn	0-G Env
3	Hand Cbt	Tactics	Leader	Fwd Obs
4	Hand Cbt	Leader	Ship Tactics	Gunnery
5	Gun Cbt	Instruction	Fleet Tactics	Hi-G Env
6	Gun Cbt	Inborn	Interpersonal	Ships Boat
7	Vehicle	Interpersonal	Interpersonal	Space
8	Medical	Interpersonal		
DMs	+2 term 2+	+2 Rank E4+	+1 Rank O4+	+1 term 2+

Branch Skills				
	Flight	Eng'r'g	Combat	Support	Logistics
1	Pilot	Eng'r'g	HvyWeap	Interpers	GravVeh
2	Navig	Eng'r'g	TurrWeap	Steward	GravVeh
3	SensrOps	Mech	Screens	Medical	ATV
4	Commo	Electron	Gun Cbt	Admin	SmWatrcr
5	Explor	Gravitics	Survival	Academic	Aircr
6	Computer	Computer	SpecCbt	Computer	ShipsBoat

If the duty assignment is Base, roll 1D for 5+; on success, the character has been selected for additional training or cross-training. Roll 1D on the Branch Assignment table for the branch, then roll 1D on the Branch Skills table for that branch. This is a separate award of a skill from the normal skill eligibility.

If the duty assignment is Special Duty, roll on the Special Duty table, and resolve as indicated:

Special Duty	
1	OTS
2	Intelligence School
3	Space School
4	Ground School
5	Recruiting
6	OTS

Officer Training School (OTS): Advance to rank O1 (Ranks E4 and E5 advance to rank O2 or may elect to move to Rank E6 if there is a position available) in current or cross-trained branch. Skills: Ships Tactics-1 Leader-1. If OTS is rolled again assign skills Fleet Tactics-1, Tactics-1. Re-roll any further OTS assignments. (Legionnaires may be promoted again in the same term they first serve in OTS).

Intelligence School: Throw 5+ for Survival. No promotion or decoration. Throw 5+ for each of Forgery-1, Vice-1, Streetwise-1, Interrogation-1, Computer-1. Intelligence missions are recorded as Base missions on the legionnaire's CV.

Space School: Roll 4+ for Survey-1, Robot Ops-1, Spinal Weapons-1

Ground School: Roll 4+ for Recon-1, Stealth-1, Hunting-1

Recruiting: Obtain Recruting-1 and one skill level in one of the Federation's official languages (Roll 1D on the language table).

Vargr characters roll 2D at the end of each term, DM +1 for each decoration received during the term.

Doing It My Way

On 2-, CHA -1; on 12+, CHA +1; other rolls no effect on charisma.

Re-enlistment

Re-enlistment is automatic; no roll is required. If the player chooses to retire, muster out as usual; the character may rejoin the Legion with no loss of rank if separated for two years or less.

Mustering Out

Characters earn one roll (1D) per term. The first roll of a weapon on the Material Benefits table is taken as an actual weapon; subsequent rolls of a weapon may be taken as skill in that weapon. DMs on the cash table are *not* cumulative (maximum DM +1). Up to three rolls may be taken on the Cash table.   ✪

	Cash	Benefits
1	2,000	Low Passage
2	5,000	+1 INT
3	10,000	+2 EDU
4	20,000	Mid Passage
5	30,000	Mid Passage
6	40,000	High Passage
7	80,000	Weapon
	+1 if Gambling Skill *or* Rank O3+	+1 if Rank O3+

Table of Ranks			
E1	Legionnaire	O1	Ensign
E2	Senior Legionnaire	O2	Flight Lieutenant
E3	Corporal	O3	Squadron Leader
E4	Sergeant	O4	Wing Commander
E5	Sergeant Major	O5	Commodore
E6	Legion Warrant Officer	O6	Admiral
		O7	Legion Marshal

Critics' Corner

Hub Federation Navy

Reviewed by Megan Robertson

Hub Federation Navy. Michael Johnson.
Gypsy Knights Games http://www.gypsyknights.com
96pp., softcover and PDF
US$6.99(P)19.99(S,S&P)/UK£4.54(P)12.99(S,S&P)

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At its simplest level, this is a sourcebook for the Hub Federation Navy and of great use if you are running a game in Gypsy Knights Games's alternate *Traveller* universe based around the Clement Sector. If so, you will find several other of their books invaluable including *The Hub Federation* and *Clement Sector* as well as, of course, the core *Traveller* rules from Mongoose. However, this would be a good basis for creating the naval forces for any pocket empire of your own devising, whereas the extensive naval career tables could enhance any game in which naval forces (or characters with naval backgrounds) are involved.
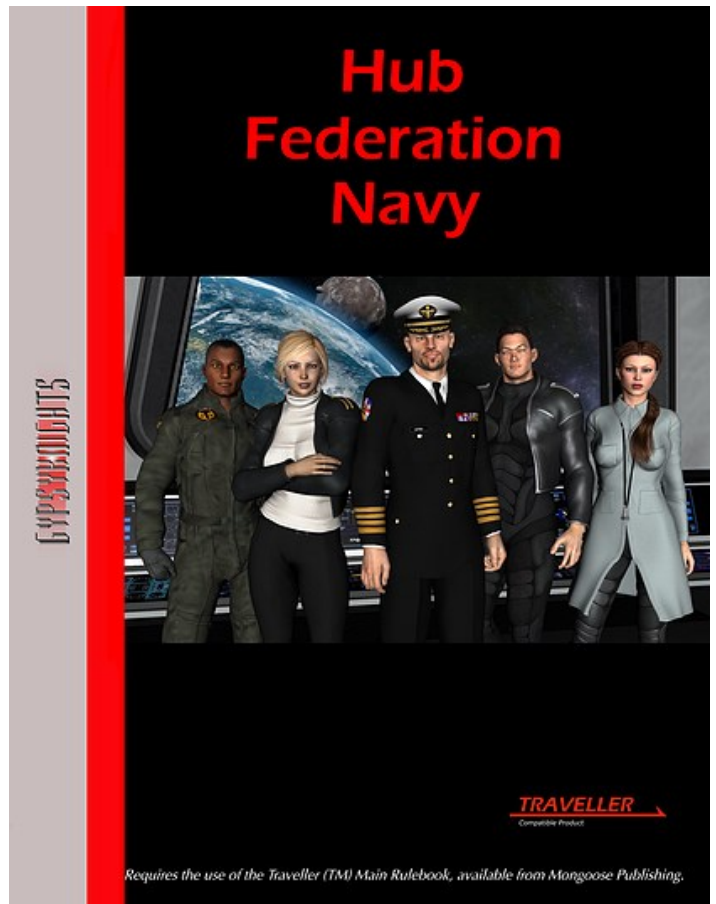
Critics' Corner

The first part of the book details the history and current organisation of the Hub Federation Navy—copious detail even down to their uniforms and rank badges! The Hub Federation Navy was formed after the wormhole back to Earth collapsed out of British Royal Navy and German Navy fleets that were in the Hub sub-sector at the time. (A US fleet was also present but declined the invitation to join the alliance.) Most things are now handled bilingually, with a deliberate attempt to combine the best of both naval traditions, although the 'official' language of the Navy is German. A new uniform was designed, in space black rather than navy blue, which includes features of both British and German uniforms. Descriptions are given of dress/service uniforms, working dress and combat dress and even officer's evening dress (mess dress). There are even a couple of illustrations and a rank chart to help you visualise the fine display. Female personnel dress exactly like males except that they are permitted skirts on shore billets (but not aboard ship).

The next section is about Characters and deals with those characters who would like a naval background. Whilst they can use the career paths presented later on, it is to be remembered (if you are playing this alternate setting as is) that the Hub Federation Navy is only some eleven years old so anyone wishing to have served more than three terms will have started in another navy—probably the German or British one. There is a *Career Companion*

supplement which is ideally suited to dealing with characters of specific national navies. There are details of the Hub Federation Naval Academy and recruit training, as well as of progression thereafter through a naval career. This section ends with notes on the medals and other awards available to naval personnel… no pictures, alas, but good details of terms of award.

This is followed by the various career paths offered to members of the navy, which will empower detailed character generation and backstories… and could be used as an ongoing career track if you decide to run a game around serving members of the Hub Federation Navy rather than retired ones who are now off doing something else! There are loads of options available, not just the regular engineering, flight, support, etc., but naval intelligence, a 'command' track for bridge crew and possibly most interesting, 'senior command' and 'higher command' options for those seeking to command a naval vessel or even aiming for Admiral's rank.

Finally, Appendices detail the different classes of vessel in the navy and current fleet organisation complete with example squadrons and the present list of ships.

Overall, a spectacular resource if you are running a navally-oriented game in the Clement Sector or if you have a character who has served in the Hub Federation Navy; and of some use—perhaps with adaptations—if your game is elsewhere but you like the amount of detail about naval careers in particular. ✪

Confessions of a Newbie Referee   Timothy Collinson

#13: Ego

At last year's TravCon I was cheerfully teased (thank you, D!) about not being able to get out the door thanks to my head being so swollen. I wrote in my TravCon14 after-action report about being privileged to win both the PFI and SEH prizes, so I suppose it was possible. Even if one was for a foolish oversight. Having been allowed to play Emperor

Strephon in one top-notch game only made things worse. The truth was, however, that I'd had such a rubbish year for health, work, and other personal reasons that my self-worth and even sense of identity were pretty much on the floor. TravCon, or more specifically the marvellous bunch of Travellers that attend each year, allowed me to go home with not just fun memories but heart-warmingly encouraged.

Confessions of a Newbie Referee

Arguably, refereeing a Traveller game does take a certain amount of ego in terms of being willing to put yourself out there. Taking on running a universe for the characters, entertaining the players, and "performing" in various ways is no small thing. There are NPCs to act out, rules to know, plot to keep track of and a host of other factors both within the game and in the real world the game is taking place in – such as organizing the environment and the players. If you're writing your own material as well, the effect is magnified. You may be uncertain about whether the adventure will work in terms of plot; or you may be unsure about the reception it will get from the players. I don't know if any research has been done into the personality types of those drawn to role playing – shame on me as a librarian for being too tired to look – but although I've seen many different styles of refereeing across the years, 'shy and retiring' is not a description of a referee I can think of.

We all like to think we're the centre of our own universe – and that can be quite literally true in the case of a Traveller game – but I suspect that many of those refereeing games also suffer from a certain amount of insecurity. For reasons to do with the game mentioned in the last paragraph, or perhaps for personal reasons such as those hinted at in the first. Perhaps refereeing gives us a chance to feel in command of one small part of the universe particularly if there are aspects of the real world that we have little control over.

For those playing I can only say this – your referee may (or may not!) appear god-like; he or she may look as if they are utterly in control; or perhaps they give a sense of a duck paddling furiously beneath a serene exterior. But in any case, take a moment to find something in the game or their refereeing that you can encourage them about. It may inflate an ego or two here and there, but it may also keep them refereeing great games for you and many others. ✪

Active Measures

Dreamstealers

by Michael Brown

Synopsis: The PCs must recover a noble's scandalous recorded dreams.
Setting: Any world with Tech Level C+ and Law Level 8+.
Equipment and Skills Needed: None.

Players' Information

The world is a highly advanced one with a dark underbelly. Decades ago, local scientists discovered a way to record dreams. The planetary government, citing privacy concerns, quickly declared the technology and the process illegal. Yet, a black market for the technology spread all over the planet. Presently, an entire underground society has risen, trading in dreams (the more salacious the better) and making stars of the most creative and vivid dream-

ers; lucid dreamers are the rockstars of the dream scene. In a vicious cycle, dream parlors are found and shut down by the police, and reopen in other locations. The owner-operators of such places can make thousands of credits per week and big dealers are pushing initiatives in the government to legalize dreamcording. For its part, planetary law enforcement is fighting an uphill battle against an increasingly-popular vice.

The party is requested by a liaison to meet with His Grace Count Sir Cirol haut-Merkhell, the noble overseeing the world, concerning a discreet business proposition. The team finds the Count in a jovial mood, quick with amusing anecdotes, an offered drink and light conversation. After a while, however, his mood darkens as he explains his dilemma:

"It was all just a joke; a bit of fun some friends and I had after a few snifters of Geonee brandy last

night. We dressed down and went into Startown to see how the other half lived…we had heard things, you know. And somebody mentioned all the dream parlors that are supposedly down there. I can't tell you who made the suggestion, but I think you know what happened next. We all thought it would be just a good laugh. I remember being hooked up to some machine…the technician—Xeril, I think her name was—was a very pretty young woman with some of those color-shifting strands combed into her hair. She kept telling me to relax and not to worry; it's just a good nap. Then she gave me a mild sedative, and I guess I drifted off. Next thing I know, I'm putting on my coat to leave and find my friends, and the girl is giving me the weirdest smile. I thought nothing of it at the time. I collected my friends and we all came back here for more brandy.

"This morning, my aide comes running into my office, very upset. A package had arrived with a holodisk and nothing else; he must have played it. I put it in the viewer, and it showed a few seconds of a very lewd scene, and I realized that it was one of my dreams! Then a voice said that what we saw was just a sample, and if I didn't come up with an obscene amount of money in 72 hours it would be posted on the worldnet with all my information!"

Count haut-Merkhell takes a deep breath and a long slug of brandy. "My disguise must not have been good enough. Somebody figured out who I was and decided to cash in. You must understand… it was a laugh, nothing more! But if this gets out… oh, gods, if the Archduke hears about this…"

He composes himself and looks squarely at the party. "Here's what I'm proposing: they can't blackmail me if they have nothing to do it with, right? So I'll pay your group a hundred thousand credits to find that holo and make it disappear! I don't care what you have to do, as long as you do it inside of three days and leave me out of it. Afterward, let me know if you need to get offworld fast; I'll see to it personally!"

Referee's Information

The blackmailers demanded a million credits from Count haut-Merkhell; he is offering the group one-tenth of that. He will avoid telling them this, to avoid being victimized again if the PCs are in a haggling mood, but will go as high as Cr250,000 if they insist.

The Count can recall a few more details that might help the PCs: the dream parlor in question was in the basement of a bar, and the bouncer was the largest Vargr he'd ever seen. He can't recall the name of the bar or the street, but he recalls a nightclub with purple spotlights just down the street. If any of the adventurers ask, the name he gave them was "Eneri Cirol."

The Count's information isn't much to go on, but still gives the adventurers a chance to find the place. Doing so requires a throw of 9+ (DMs: Streetwise; +2 if the search is at night) and 1D hours. If successful, the search will lead them to the Golden Cloud, a small dive bar not far from a nightclub with purple spotlights called Heliotrope. If the heroes go looking in the daytime, the spotlights won't be on, and the Golden Cloud will be closed. A sign on the door indicates it won't open until evening.

In the evening, the bar is abuzz with activity. Near the door, an unusually large Vargr keeps watch. Akzoerrgh reacts neutrally to anyone entering, but springs into action at the first sign of trouble, disabling and ejecting the troublemakers immediately. In the unlikely event Akzoerrgh can't handle things, the bartender keeps a sawed-off shotgun behind the bar. If asked about Xeril, the Vargr claims to have no knowledge of her, although the PCs may throw vs. their INT to detect a momentary flash of recognition (If any of the heroes is a telepath, they discover outright that Akzoerrgh is lying about not knowing her.). Mentioning the name Eneri Cirol hits a dead end. If the group persists or calls him on his lie, he orders them out. The heroes may always choose to buy drinks, mingle and simply keep their eyes and ears open. If they do this, every

so often they will notice patrons going to the back, supposedly to the fresher, but not reappearing.

Attempting to gain entry to the dream parlor requires a Reaction throw with a DM of -3 from Akzoerrgh or the bartender (DM: Streetwise). How the heroes ask is as important as what they ask; discreet inquiries work much better than loudly announcing the group is looking for a dream parlor. If the reaction throw succeeds, the asker gets the location of the parlor and a passphrase from Akzoerrgh to use at the entrance.

At the end of a narrow hallway, across from the fresher, a concealed door leads to a stairway down into a clean, well-lit basement. The hidden dream parlor has a small reception area and four narrow rooms, equipped with comfortable couches and induction headsets connected to mechanisms on side tables. Holoscreens are bolted to the wall above the couches. The rooms are conducive to rest, with low light levels and walls coated with a sound-absorbing material. Two small rooms off the reception area are for equipment storage and the racks of dream recording disks. At the other end of the parlor, another concealed door leads to a secret tunnel and allows for quick exiting in case of police raids.

Whether or not the parlor is staffed depends on when the group enters. If it's during the bar's normal hours, there is a guard armed with a revolver stationed behind the concealed door who will not allow anyone through without the passphrase. Downstairs, a bored-looking young woman runs the receptionist desk. As the heroes arrive, she goes into a scripted spiel designed to inform patrons and put them at ease, and attempts to collect any payment (Cr50 per hour of dreamcording.) Inquries about Xeril are met with an exasperated admission that she didn't even show up for her shift.

Of course, if the group enters after hours (for instance, breaking in), no one is staffing the dream parlor, but they will have to throw 15+ to find the concealed entrance to it (DMs: using electronic sensors, +6; ex-Rogue, +2), spending a half-hour to do so. Remember to make regular throws against the planet's Law Level for the police to discover them.

There are dozens of dream recordings in the storage room. Searching them will take time, but the point is moot; the disk with Count haut-Merkhell's dreams isn't among them. Neither the receptionist nor the guard knows where the disk is, although they remember "Eneri Cirol."

It looks as though Xeril has something to do with the blackmail attempt against the Count. The team must find her, and that means getting her address from the bartender and Akzoerrgh (neither of whom will divulge the information willingly) or locating and breaking into the bar's records.

Xeril lives in a nondescript walkup apartment in a particularly rough section of Startown. No one answers the heroes' knock. If they enter anyway (again, perhaps by breaking in), they'll immediately notice two things: the apartment has been tossed, and Xeril lies dead in her bedroom. Medical-3+ can tell she was strangled and has been dead for about a day. There are no obvious clues to her murderer. The team can probably guess what her killer was looking for.

During the search, one of the heroes (determine randomly if none of them specifies) opens a closet and must immediately throw DEX or less to avoid being knocked down by a figure darting for the nearest exit. The group should make a combat throw (DM: Brawling) to catch a scruffy teenage girl. If they fail, she reaches the nearest exit and is gone. Otherwise, the team can interrogate the urchin. A throw of 8+ (DM: Interrogation) gains them the following information, filtered through a cloud of insults and expletives: she didn't kill anyone, and apparently the woman was dead when she broke in; all she wanted was some items to sell for food; while casing the place the previous evening, she did see two men leave the apartment. She recognized one of them as one of Rav Cain's men. Ex-Rogues will rec-

Active Measures

ognize the name as a local crime figure who hides behind a veneer of business legitimacy, but controls a significant portion of Startown's illicit operations, particularly gambling and prostitution.

Cain also employs a cadre of bodyguards and staffers in a luxury penthouse in the planetary capital. The team needs to be very careful how they approach him; reaction throw results of "attack" mean just that—he gives his guards the order to kill the team. Successful use of Liaison or Interrogation skills may allow them to discover what happened: Cain originally ordered the Count's blackmail, using Xeril to steal the disk. Unfortunately, Xeril grew bold and tried to double-cross Cain. He sent two of his goons to kill her in response; the street urchin saw the killers leaving as she cased the apartment.

The adventure's endgame now rests squarely on the PCs' shoulders. They have several options for completing their mission. The referee should determine the outcome of any efforts. A frontal assault is certainly one option; Cain's goons are probably less skilled than the adventurers, but they outnumber the heroes 2 to 1. Burglary is another option; if the group makes this choice, the referee should be ready with a penthouse floorplan (easily found online) and details of Cain's security system. Burglarizing Cain's apartment also might give the PCs the opportunity to gain evidence implicating him in Xeril's death and criminal operations in Startown. The

players will undoubtedly think of many other courses of action.

The heroes are successful if they recover the disk with the Count's dreams, and he will pay them as promised. As an added bonus, if they managed to uncover incriminating evidence against Cain and his operations, the Count will buy it for an additional Cr10,000; he knows exactly whose desks the documents need to cross in order to put the gangster out of business. The Count will also make good on his promise to quickly get the group offworld upon request on his personal yacht.

The referee should determine the flow of subsequent events.

NPCs

Akzoerrgh B6B873 Age 34 Cr70,000
4 terms Vargr Loner
Infighting-5, Streetwise-2

Akzoerrgh was created using the Vargr generation tables in *Alien Module 3: Vargr*. His Infighting skill works in similar fashion to Brawling, except that it covers the use of his teeth and claws.

Rav Cain 669BD9 Age 46 Cr300,000
7 terms Other
Streetwise-3, Bribery-2, Air/raft-1, Gambling-2

Ship's Locker

Dreamcorder (Tech Level C), 10kg, Cr3,000.

Allows the recording of mental images generated during REM sleep. Comes with a central computerized console and an attached induction headset. Illegal on the world where it was developed. ✪

Kurishdam   Lecture Hall and Library

Anti-Slavery League

by Paul Hillers

History

The Anti-Slavery League, or ASL, was formally founded in 697 in the Solomani Rim with the merging of a number of groups opposed to slavery and legalized servitude for all sophonts. These groups and people felt that even though chattel slavery had

been outlawed by the Imperium in Cleon's Warrant of Restoration, it was felt that it was not enough. Individually their influence was insufficient to halt what they considered to be wrong. There were many reasons why slavery could and would still exist even with it being outlawed. Many world governments turned a blind eye towards the industry because it was more profitable to do so. Imperial officials tasked with protecting the people found it more

profitable to work with slavers, or worse, they simply did not care what one world did to its citizens so long as they didn't cause troubles for others or interfere with interstellar commerce.

It was hoped that by speaking with a single voice they would have more influence and ability to do stop what they saw as a scourge on humanity. The majority of the founding membership were average citizens who found slavery and the various forms of indentured servitude to be abhorrent. Previous, though mostly ineffectual, attempts had been made to lobby governments through legal and public channels. While the bulk of membership consisted of ordinary citizens, the majority of the funding for the various organizations came from a small group of extremely wealthy and influential mix of merchants and nobility. The newly-formed ASL hoped that by combining their disparate efforts into a single voice that their lobbying of the Imperial government, bureaucracy and individual planetary governments would enforce the current laws and help stamp out all forms of what they considered slavery (including indentured servitude, debts being passed from parent to child, lifetime labor contracts, etc.). Initially the ASL made some headway in the Moot, and had varying degrees of success at the local sector or system level. But the nature of the Imperium made the task difficult. Ideals and morals proved to be no match for credits and those who stood to profit from the misery of others. This led some within the ASL hierarchy to believe that other means would always be necessary to stop slavery.

By 779 the patience of the more militant members had been exhausted. Weary of fighting losing battles in which their only weapons were words, a small group led by Countess Van Amsbridge decided that direct action was needed in place of words. The group had become disillusioned with the minor "victories" they had achieved to date. In their eyes the growth of the slave trade anywhere in the Impe-

rium was a testament to the failure of the non-violent ways of their predecessors. They also lamented the fact that getting Imperial authorities involved proved to be much harder than it should have been. Complaints would have to be filed, then planetary authorities would be contacted for additional information. In some cases the investigations would take years, allowing slavers to move the victims to a new location, or for paperwork to suddenly appear that would legitimize the more covert forms of slavery.

Secretly gathering those who believed as she did, the Countess assembled a small group of individuals who felt that violence was the only solution remaining.

Van Ambridge's group immediately began searching for their first target. None of the members had formal military training, nor did they have any arms or even a ship. What they did have in abundance was conviction and a passion to strike down those they saw as evil doers. In many ways their hatred took on an emotional, quasi-spiritual overtone that outsiders might have observed as being similar to one of the religious wars that were still fought on some planets within the Imperium.

Within weeks of their formation, the group had identified their first target – a small facility on a backwater planet that was used as a clearinghouse and "storage" facility. The local planetary officials either had no knowledge or had been paid to look the other way and not ask too many questions about the remote location where small freighters would occasionally land. With their first target located, the group focused its' attention on acquiring a vessel that could not only transport the raiding party, but could also safely evacuate the slaves from the facility. It didn't take long for them to settle on a small subsidized liner as their vessel of choice. It was common enough not to raise any suspicions in orbit around the target planet, and it had the capability to carry the smaller vessels that would land the raiders and evacuate the slaves.

With the target identified and transportation secured, it was now time to equip the assault team with weapons. While Van Amsbridge's wealth allowed them to easily purchase and outfit a starship, finding arms that the unskilled raiders could properly use turned out to be more of a challenge. Very few of the members had any military training, and while they had fervent desire and zeal for the operation, none had the proper skills required of soldiers or the ability to lead them into battle. Therefore, a small cadre of mercenaries was retained to provide the necessary skills. Assault rifles and pistols were acquired and intensive military training and weapons skills began. Almost immediately, some of the raiders protested that they were wasting precious time training when they should be out there rescuing slaves. Others balked at the discipline imposed upon them by the semi-military environment that they now found themselves in. Realizing that she had to find a balance between training and losing her zealots, Van Amsbridge made the decision to begin the raid even though the group was inadequately trained. Two months after training began the raiders set out on their first "freedom raid".

It had very mixed results. Twenty-eight people died during the first raid, and fourteen more were wounded. Of the initial thirty-six raiders (of whom the half-dozen mercenaries were the only truly qualified soldiers), eight were killed and nine were wounded. Of the sixty-one slaves who were present at the facility, fifty-five survived, six died and five were wounded. But all fourteen slavers were killed, including those who made the mistake of surrendering. One of the raiders was far more skilled with computers than an assault rifle, and through their efforts the computer systems were drained of all data. Included in the haul was information about the slavers' network – names of people who bought and sold the slaves. They also found shipping manifests, receipts from previous sales and future shipment schedules.

In their zeal to punish the slavers, none survived the assault to be interrogated. But the information obtained from their computer system was more than enough, so the raid was officially considered a success. Using the information obtained during the attack, Van Amsbridge and her raiders spent the next sixteen months conducting more raids and destroying additional slaver facilities. On two separate raids they timed their attacks to capture the transport ships the slavers used to move their human stock from planet to planet. These additional resources were a welcome boon to the freedom fighters, as were the handful of recruits they added to their dwindling combatants. By the end of the sixteen months the local slaver ring had more or less been smashed. The survivors and new recruits from among the freed slaves came to realize that if they were to take the fight to other sub-sectors, they would need more training, more arms, more ships, but most importantly, more people. Only one constant remained throughout the first year and a half of operations: no slaver was ever left alive.

Initially the attacks were only reported by local news agencies, which attributed the attacks to pirates, rival gangs, or even a small war between rival corporations. Little mention was made in the news of the true nature of the facilities. And, for the most part, everything required to hold humans in captivity could be explained away in some way or the other that did not cause the news organizations to label the locations as slave bases. But, as word spread of the attacks, accusations and denials started flying between "concerned citizens" and the authorities. The leadership of the ASL deployed agents of their own to find out what was happening and eventually it was determined that these raids were not the work of rival corporations, gangs or pirates. They were the result of armed individuals who had only one goal in mind – the freeing of slaves the killing of anyone found who engaged in the slave trade.

A secret meeting of the ASL council was called. Only those in the highest circles of trust were invit-

ed and notified of the meeting place. And one other person outside the leadership was invited – Countess Van Amsbridge. When confronted with the evidence painstakingly gathered by the agents of the ASL council, Van Amsbridge defiantly took credit for each raid. She railed against her accusers in a fiery speech, equating their inactions to complicity with the slavers. With her righteousness burning in her eyes she invited the leadership to join her in her crusade for freedom. To refuse to join her would be aiding and abetting her enemies, but more importantly, it would condemn untold millions of innocent people to a miserable life of slavery and eventual death in bondage.

There were those in the council who were appalled by her brazenness, and they feared that the entire movement would be tarnished by the actions of one madwoman. Hundreds of years of effort and toil to peacefully eliminate the slave trade would be tossed out. A shouting match ensued between the pacifists, who thought only peaceful means could win the day, and Van Amsbridge, who demanded the council do more to support her and her raiders. Unrepentant, she stormed out of the meeting vowing to continue her struggle on her own. Those who were just as vehemently opposed to her actions demanded the rest of the council denounce her actions immediately. When the rest of the council refused to acquiesce to a second set of "non-negotiable" demands, the pacifists also left the meeting.

The cooler and more pragmatic members remained and discussed the situation. Like Van Amsbridge, they wanted to eliminate slavery in all its horrible forms. But they also understood that the violence could turn planetary authorities against them, and worse, it might even rise to the level of the Moot and cause Imperial interests to become involved. Eventually the remaining members came to a decision and they reconvened two weeks later and Van Amsbridge was invited to present her case

again – this time, without the pacifists in attendance. Realizing she may have let her emotions get the better of her, Van Amsbridge stated her case with less anger and more logic. After listening to her argument the council made her a counter-offer. Van Amsbridge would publicly take full responsibility for the raids. She and her followers would be cast out of the ASL and could never again claim to be fighting on behalf of the ASL or be in any way, shape or form thought of being associated with the ASL. In exchange, the council leadership would form a 'shadow council', or a council within the council. They would covertly funnel intelligence on slaver activity and provide the raiders with ships, money and whatever other resources they felt appropriate. In addition to the offer of aid, the shadow council demanded that Van Ambridge's raiders be properly trained in military tactics and covert operations. Their future operations could never be traced back to the ASL. A bargain was struck and the covert arm of the ASL was born.

The full leadership council of the ASL formally and very publicly distanced itself from the violent actions of "rogue members whose activities did not reflect those of the ASL or its leadership". They expressed regret over the violence of a handful of its membership, who in no way represented the peaceful and law abiding efforts that the ASL had been working on across the Imperium. While these unauthorized actions regrettably resulted in the loss of life, the council was unwilling to completely condemn the raiders for freeing people from the vile abomination of slavery.

Even before the council had made its announcement, Van Amsbridge had set about liquidating her own personal assets and disappearing from public view. She knew that once the formal announcements had been made (both hers and the council's), her life expectancy would be zero if she remained on her estates. In one last fiery speech she extolled the virtues of her freedom fighters and promised that they would never stop so long as one slaver was alive.

She boldly predicted that others within and outside of the Imperium would rally to her cause and bring the fight against the slavers to every sector, every system and every planet. Freedom knew no boundaries and freedom for all people was what she represented! That was the last time she ever appeared in public, aside from the occasional recorded broadcast from some secret unknown base that claimed victory over slaver operation somewhere within the Imperium.

Over the next century, as the public-face of the ASL spread throughout the Imperium, covert operational groups were formed in every sector and in many subsectors. The ASL leadership continues to officially disavow any knowledge of or support for groups that use force against slave organizations. Knowledge of the groups, their operations and personnel is a tightly-controlled secret within the ASL and remains known only to the shadow council and a handful of other members. Sympathetic members of the Imperial armed forces and civil bureaucracy sometimes turn a blind eye towards anti-slavery operations though officially they do not interfere with legal commerce between members of the Imperium. But it is not unheard of for a slave ship to be boarded and some of the "passengers" to make requests for assistance which the authorities feel obliged to provide. Slavers have come to see this, too, as another cost of doing business.

In an odd twist of fate, it was the rise of the Solomani ideas of oppressing all non-Solomani, and most especially non-humans, which caused a schism within the ASL. Within the Solomani sphere, the ASL groups began to slowly change their views on what was "acceptable" treatment for those they did not consider being true Solomani. At first the Council tried to work within the boundaries of the group in order to bring its Solomani members back into the fold. All races, they said, deserve to be treated equally. Over the next decade it became more and more apparent that the changes happening within the sphere had fundamentally changed the views of the local membership. It was in 900, four decades before the Imperium would act to forcibly re-integrate the sphere into the Imperium, that the ASL formally cut off all activities within the sphere and publicly renounced support for the Solomani membership. The shadow council was directed to begin the daunting task of building a new network of contacts and bases within the sphere in order to continue the work of the ASL.

Organization

The public face of the ASL council is located in the Imperial capital system to be close to the seat of power and influence. Each sector has its own leadership council, and, where possible, each subsector has its own group. This helps in two ways – the first being that it allows coordination of activities and a common message across the Imperium. The second being that it allows each sub-group a reasonably short time delay related to control and communication. Agents of the shadow council also sometimes have formal responsibilities within the public arm of the ASL, but often their jobs require them to disappear for long periods. These agents interface between the public and covert arm of the ASL and pass information between the two groups. Most agents also have their own sources of intelligence and informants that provide them with information on slaver movements, locations and sales.

The covert groups operate independently at the sector level. While the local leadership and shadow council agents provide information, funding and public identification/condemnation of potential targets, all decisions requiring armed intervention are exclusively made by the local covert commander. The ships and equipment available to each group varies widely, and is primarily based upon locally-sourced resources. Most ships are 200-400 ton range, with a few larger ones available for raids that might require them. Whenever possible ships owned and operated by slavers are added to the fleet, or sold to provide additional funding.

(Continued from page 38)

Each sector's forces vary, anywhere from a few hundred personnel to nearly a thousand. Ground units are organized along military lines down to the squad/fire team level. There are multiple facilities that provide basing and support for the covert forces. Ground troops are usually equipped to a TL12 standard with combat armor and gauss rifles. Heavy weapons squads sometimes carry laser rifles, grenade launchers and portable tac missiles, though generally heavier weapons are not used unless absolutely necessary. In addition to small arms, groups have access to wide variety of surface and orbital vehicles as well. Most raids are conducted in civilian vehicles that are able to blend in with the local traffic so they do not draw undue attention. Depending on the particular circumstances, these vehicles may be brought in from off-planet or sourced locally.

Free traders, far traders and subsidized liners and merchants make up the bulk of most sectors' "freedom fleets". As these are very commonly encountered throughout space, they draw less attention and are less likely to be seen as a threat.

ASL for *Traveller* Settings

ASL adventures can be easily incorporate into your existing *Traveller* campaigns. Player characters can work either with the ASL in freeing slaves, as part of the security forces protecting the slavers, or they can be tossed into the middle of the ongoing covert war between the two sides.   ✪

The DiGroat Packet Line

by Bill Cameron

Overview

Headquartered on the Imperial border system of Grote/Glisten, the DiGroat Packet Line operates tightly scheduled transports between that world and the Caladbolg, Glisten, and Strouden systems. The fact that those three systems are part of the Imperial x-boat network is no coincidence as the line's vessels are meant to carry information first, with passengers and freight second. The line currently flies six vessels, each capable of jump-4. There are four 1,500 dTon packets, a single 1,000 dTon "swing" packet, and a single 400 dTon courier which is leased from the Marches Auxiliary Naval Service.

Current Operations

The DiGroat Packet Line is a wholly owned subsidiary of DiGroat Holdings, LIC. Grote's Clan Addakumak is the majority shareholder of that parent company; however, several other clans, individuals, and companies hold positions in the firm, too. As with all DiGroat Holdings subsidiaries, Clan Addakkumak observes an extremely strict policy with regards to operation of the line. The Clan and its businesses receive no favors, price breaks, or other considerations when dealing with DPL. This policy has stood the Addakkumak well for centuries, first being applied to Grote's Herreshoff Yards prior to the Third Frontier War, and is the centerpiece of the clan's reputation as fair, if sharp, business dealers.

The hallmark of DPL's operations is the tight scheduling of its transport's flights. Every 400 hours, a DPL packet leaves Grote for Strouden or Glisten, and every 400 hours, a packet leaves those two worlds for Grote.

Also, every 400 hours, the DPL courier will leave either Grote or Caladbolg for the other system. A packet departs when it is due to depart. Only equipment breakdowns can affect the schedule, empty staterooms or empty cargo holds do not matter.

The line's Strouden route passes through Havrosette. DPL owns part of an orbital refueling/resupply business in that system to support its operations there. The Glisten route passes through Weiss where a Class A starport and its orbital components are available. There is no intermediate stop on the

Caladbolg route so no support on that route is required.

DPL's four 1,500-dTon *Viscount Rhyl*-class transports fly the Strouden and Glisten routes exclusively. Laid down after the Fifth Frontier war, these vessels are each capable of jump-4 and 1G acceleration. The line's sole 1,000 dTon packet, the nearly one hundred year old *Gertrude K. Skib*, has the same drive performance. Acting as the firm's "swing ship", *Skib* fills in on the Glisten and Strouden routes whenever the other packets require maintenance downtime. The same vessel also flies the Caladbolg route four times each standard year while *Zaunkoenig*, DPL's 400-dTon courier, flies the Caladbolg route solely.

Every DPL ship carries a communications suite modeled on the IISS systems found aboard X-boats and tenders. These suites are backed up by extensive data storage modules. Those modules are theoretically capable of storing upwards of 500 hours of X-boat message traffic but they rarely do so in practice. Instead, a portion of this data storage is rented by various commercial concerns, concerns which range in size up to megacorporations. The security surrounding these data modules is quite high.

Passenger accommodations aboard DPL's packets are officially limited to double occupancy middle passages. Passage is also officially sold on a first come basis. Naturally, there are occasional exceptions to this and DPL will try to accommodate passengers with certain status. Passages already sold will bought back at a premium to create however many single staterooms are required and the stewards will be instructed to cater to the occupants. None of the packets have dedicated low berth facilities. Low berths and their occupants are carried between systems as freight, however, so the number of low passages on any given trip will vary.

DPL almost never engages in any speculative trading, although they routinely carry speculative goods as freight for other parties. Nearly all the freight the line carries is of some priority, usually unique or irreplaceable high-tech goods and equipment, and thus is freighted at a premium. This is where DPL's tight scheduling pays off; customers who absolutely require certain items by a certain time can depend on the line to deliver.

Nearly all of the passengers and freight the line handles are moved along the Glisten and Strouden routes. While the Caladbolg courier only carries small parcels and carefully vetted passengers, DPL's larger "swing" packet does fly the Caladbolg route four times each year.

History

The end of the Third Frontier War found Grote newly admitted to the Imperium and economically devastated. The Sacnotian Occupation had lasted longer than the war and during that period many of the system's mercantile clans had either fled or gone bankrupt while most of the population had either left already or was planning on leaving. The Addakkumak, returning to Grote to rebuild their economic empire, worried constantly that they would not be able to pull the system out of its downward spiral.

It was immediately apparent that Grote's postwar economy would require strong links with the Imperial economy it had formerly kept at arm's length. If this reconstruction and rebuilding were to succeed, businesses on Grote would need timely information about Imperial markets, policies, and politics. Accordingly, the Addakkumak launched a private data service by mid-990. The service initially flew jump3 routes to Marastan and Caladbolg with the express purpose of connecting Grote with the Imperium's X-boat network. The Addakkumak regularly sold data space and small cargo aboard the vessels while following their strict "No Preferences" policy because any economic growth in the system was by definition good.

The system's economy had rebounded enough by the mid-990s for a jump-3 route between Grote

and Forine to be added. At this point, the Addakku-mak reorganized the data service into a fast packet service. The new company, DiGroat Packet Line, was a subsidiary of DiGroat Holdings LIC from the first and investments by clans and individuals on Grote were solicited. The additional capital, plus a growing economy, allowed the new company to begin a scheduled 1000-hour service between Grote and Glisten with jump-3 vessels.

DPL began its first jump-4 service between Grote and Glisten in 1000 with vessels that flew an 800-hour schedule. The line's Marastan service was dropped the same year.

In 1022, DPL began 400-hour, jump-4 service between Grote and Glisten with three *Hamtramck* packets built for that purpose. Jump-4, 400-hour service between Grote and Strouden followed in 1025 with an additional three *Hamtramck*s.

Built with the help of the Marches Auxiliary Naval Service, nearly all six vessels of the *Hamtramck* class proved to be successful ships. The MANS sub-sidies meant that DPL's packets could be imperialized at need. *Hamtramck* herself was lost to enemy action during the 5th Frontier War, while *Clawson* suffered a major action during the 4th Frontier War. Only one of the vessels is still in service with DPL, the "yard queen" *Gertrude K. Skib*. The other three have been sold to governments and businesses in Foreven and the Trojan Reaches.

DPL's jump-3 Forine route was dropped in 1071 when the political climate on Forine meant service to that system was no longer profitable. The final jump-3 route, which serviced Caladbolg, was replaced with jump-4 service after the 4th Frontier War with the purchase of the courier *Zaunkoenig*.

After 1111, with the loss of *Hamtramck*, the purchase of the courier, the abandonment of Forine service, and Grote's growing economy, the four vessels of the 1,500 dTon *Viscount Rhyl*-class were laid down, replacing the older packets as they became available. Like their predecessors, the new packets also received a MANS construction subsidy.

Specifications for the Hamtramck- *and* Viscount Rhyl-*class ships may be found in the following article.* ✪

Hamtramck- and *Viscount Rhyl*-class Provincial Packets

designed by Bill Cameron

Hamtramck-class Provincial Packets

```
PP-A341442-040000-40000-0 MCr 634.336 1000dT
Bat Bear   3    2       Crew: 20
Bat        3    2       TL: 13
Cargo: 200  Pass: 60  Fuel: 440  EP: 40  Agl: 1
Craft: 1×10T launch
Fuel Treatment: Scoops, On-Board Purification
Architects: Coote & Petre
Architects Fee: MCr 6.343
Cost in Quantity: MCr 507.469
```

Hamtramck: Lead vessel of her class, the "Happy Ham" had a famous career for nearly ninety years. The ship was renowned for her reliability; she never missed a scheduled departure or arrival due to mechanical or navigation issues. She also seemed to have a knack for being in exciting places at exciting times. Among other notable events, she was the last Imperial vessel to leave Forine after the Vitalist Revolt of 1071; she was the first vessel on the scene of the Ormonde Colony disaster in the Havrosette system; and Aki's politically stabilizing Indemnity Act was negotiated when the leaders of two factions found themselves traveling aboard at the same time. *Hamtramck* was lost in late 1110 during one of the final Sword Worlds raids of the war. Filling in for another vessel, she was delivering naval stores to a forward deployed SDB wing in the Datrillian system when she was destroyed.

Gertrude K. Skib: The sole member of her class still in operation with DPL, "Dirty Gertie" has had a checkered career over her near-century in service. Besides a higher than normal number of system

problems and repair periods, she collided with a fuel shuttle during her maiden flight and had to return to Grote for repairs; was briefly seized by opposing commandos while under charter as a mercenary transport to a local government on Pagaton, got shot up by Aslan *ihatei* off Weiss; and saw a nearly successful hijacking while in jump between Strouden and Havrosette. It was the failure of *Skib*'s fuel processor, naturally, that sent *Hamtramck* on her final voyage when both were Imperialized during the last war and it was *Skib*, naturally, who caused *Clawson*'s accident during the 4th war.

Generally seen as a "yard queen", many observers were left to wonder why DPL chose to keep her while selling off her sister ships. DPL's usual response is that the *Skib*'s hull and systems had less operating time. It is planned to replace the ship, but no definite schedule has been announced.

Name	Keel Laid	1st Flight	Builder	Fate
Hamtramck	008-1019	330-1021	Bilstein	Lost, 1110
Clawson	185-1019	099-1022	Ling Std	Scrapped, 1084
Grosse Pointe	330-1019	255-1022	Herreshof	In svc(sold)
Jahleel Carey	120-1023	182-1025	StrouFAB	In svc (sold)
Gertrude K. Skib	022-1023	355-1025	General	In svc (DPL)
Serge Zibhebhu	212-1023	360-1025	Herreshof	In svc (sold)

Viscount Rhyl-class Provincial Packets

```
PP-A341442-050000-50000-0 MCr 953.624 1500dT
Bat Bear    3    2      Crew: 30
Bat         3    2      TL: 14
Cargo: 200  Pass: 80  Fuel: 660  EP: 60  Agl: 1
Craft: 1×10T launch
Fuel Treatment: Scoops, On-Board Purification
Architects: Penruddock & Co.
Architects Fee: MCr 9.536
Cost in Quantity: MCr 762.899
```

Viscount Rhyl: The lead vessel of her class, *Viscount Rhyl* was laid down before the 5th Frontier War. Despite having a MANS subsidy and being close to completion, her construction at the Bilstein Yards in Glisten was suspended for the duration of the war when the naval merchant shipping board felt the vessel wasn't needed for the war effort. Con-

struction was resumed when news of the armistice reached Glisten and *Viscount Rhyl* took her maiden flight within the year. The packet is a larger version of her predecessors; all are cylinders whose thrust is perpendicular to their decks. The packet's passenger accommodations are separated from other parts of the vessel by two 100-dTon cargo bays. Forward/"above" the passenger and cargo sections are crew quarters and the bridge with most of the vessel's fuel tankage further forward towards the bow. Aft/"below" the passenger and cargo sections are the ship's engineering spaces and boat hangar.

Because they fly between large ports where interface craft are available, the vessels carry no small craft beyond a single launch and no cargo handling craft. The packets spend only that time necessary for refueling and the transfer of cargo in the Weiss and Havrosette systems. Passengers may embark or disembark in those systems, but they will need to arrange for transport between the packets and the planet. In the Grote, Glisten, and Strouden systems the packets will either dock at the system highports or passenger shuttles will be available.

In the packet's three "terminus" systems, the 48 hour turn around period is hectic. Fueling will begin while the packet is still inbound, as will cargo transfers. New ship stores are brought aboard before all the passengers have disembarked. A large cleaning and repair crew also boards as soon as possible to being tackling a work list which was radioed ahead when the packet exited jump space. Crew rotations are also made at this time, but no crewman walks away from the packet's work until the ship is outbound for the jump limit.

Because the packets officially sell only middle passages, and accommodate high passengers on only rare occasions, they can quickly unload and load passengers *en masse*. A single shuttle can handle all of a packet's passengers. Embarking and disembarking occur at times that are convenient for the packet and typically "out of sync" with local clocks.

The continuous effort the DiGroat Packet Line to maintain their 400-hour schedule pays off as the

ships make their scheduled departures well over 99% of the time.

✿

Name	Keel Laid	1st Flight	Builder	Fate
Viscount Rhyl	330-1105	183-1111	Bilstein	in svc, DPL
Lord Montpensier	075-1111	211-1113	Herreshoff	in svc, DPL
Baroness Keroualle	102-1112	173-1114	StrouFAB	in svc, DPL
Viscount Kamoya	099-1115	232-1117	Herreshoff	in svc, DPL

Active Measures   Getting Off the Ground

The Coriolis Peril

by Michael Brown

Synopsis: The PCs are hired to retrieve an object from a starship crash site during a ferocious storm.

The Coriolis Peril is intended for 4-6 Classic *Traveller* characters of varied career backgrounds. It is assumed that the group has been working together for some time prior to the adventure. A flying vehicle, such as an air/raft (and the skill to use it) is required.

Pre-adventure Preparation

The referee will need to select or create the following items:

- A crashed starship, Type R Subsidized Merchant or larger
- An object or group of objects to be retrieved, using the general parameters below under Complications. The text assumes one item.
- A world with Atmosphere type 6-9 and large unpopulated areas
- (Optional) a map of the crash site

Players' Information

Vernus Zhao appears to be in a hurry as he hastily explains to the PCs that they were recommended to him as people that could get a difficult job done while keeping their mouths shut. He has a proposition for them, but they'll have to act quickly.

Several hours ago, a starship in Zhao's employ lost contact and disappeared. Initially, it was unclear what happened, but Zhao's sources inform him that the Starport Authority (SPA) has located the ship; it crashed in a remote area of the planet. Investigators have not yet visited the site to begin an examination because in addition to needing time to prepare, they've detected a powerful storm moving into the area. They plan to wait for the storm to pass before traveling to the crash site.

Zhao informs them that there's something aboard the ship that he'd rather the SPA not find out about. He needs someone to remove it before the SPA begins poking around the crash site. This means that the heroes will most likely be working in the teeth of a ferocious tempest.

The storm is forecast to hit the crash site within a few hours. Zhao offers them Cr50,000 to travel to the wreck, remove the item he details, and hightail it out before the SPA gets there. He urges them to decide quickly, as the SPA is ready to move as soon as the storm passes.

Referee's Information

The type of storm the PCs must contend with depends on the world. If the planet has an arctic climate, the storm is a blizzard. On a world with a substantial hydrographic percentage, it is a hurricane. Desert planets can expect dust- or sandstorms. Other types of storms are possible, of course.

The area of the accident is 180 kilometers away and the storm is predicted to hit in 3 hours. Transportation to the locale is up to the heroes, but must necessarily be fast. Heroes with a starship will doubtless consider simply traveling in their own vessel, but many starports frown on such jaunts. Besides, the winds within the disturbance are fierce, and capable of bringing down all but the largest ships.

The timing of the PCs' arrival vs. the storm matters. Although the tempest is predicted to appear about the same time they do, there is a small window of time where things could go either way.

Active Measures

Throw 2D-7 (keep negative results) and multiply the result by 6. This is the number of minutes the team gets there before (or after, if negative) the storm front.

Once the storm hits, throw 2D-2; the result represents several factors:

- A rough indicator of the storm's intensity (note that 0 doesn't mean calm conditions)
- The wind speed in kph, using the formula (Intensity×14) + 100. Note that gusts may be much higher.
- Added to 6, the duration of the storm in hours.
- The negative DM to visibility and overland movement.
- Divided by 3, the negative DM to Vehicle skill, if in a flying craft.
- Multiplied by 10, the percentage chance that flying debris will injure one or more characters. Use the Automatic Fire rules in *Book 1: Characters and Combat* to determine this. Damage is as a Foil. Armor offers its full protection, but any vehicle the group uses may suffer.

Hurricane-force winds (7+ on the intensity throw) require anyone trying to walk to throw vs. their DEX at a cumulative -2 DM per intensity point above 7. Failure means the victim falls down taking 1D damage. Armor protects against this damage as well. Flying vehicles are much harder to control; divide the storm's Intensity by 3 (round down) and apply the result as a negative DM to Pilot or flying Vehicle skill.

The storm conditions affect the adventurers as long as they are exposed to it. Each minute (4 combat rounds) of exposure subjects them to the above effects and also brings of the risk of being struck by lightning: throw 3D for 17+. A strike inflicts 12D damage to one PC, with any adjacent PCs taking half that.

The ship's hull protects against all storm effects as long as the heroes are within it.

Complications

Throw 1D:

1. The item is relatively worthless, being a family heirloom or something of sentimental value. It's not clear why Zhao did not want the SPA to know about it.
2. The item is large, heavy, and/or bulky, requiring the use of heavy lifting equipment and the expenditure of time. The referee should determine the exact size of the object.
3. Some of the local wildlife has taken refuge in the ship until the storm passes. The referee should create a sufficiently threatening animal or group of animals using the tables in *Book 3: Worlds and Adventures*.
4. The parties whom the item actually belongs to are en route to stake their claim. They arrive 8D minutes after the adventurers, have equal numbers, and are equipped similarly to the heroes or (9+) better.
5. As 4, but a specialized team (throw 1D: 1-3 = law enforcement; 4-5 = military; 6 = espionage operatives) is after the goods. They are better equipped than the heroes, and may number more, at the referee's discretion. They are corrupt individuals working independently on a throw of 10+.
6. The item is highly illegal; the referee must decide if it's against local (planetary) law or Imperial law. On a throw of 9+ it is also dangerous, being toxic/radioactive, an Ancient device, a weapon of mass destruction, or some other object that no one has any business possessing.

The referee should determine the flow of subsequent events. ✪

TravellerCON/USA

TravellerCON/USA 2015 is in the earliest planning stages. The dates are not set yet, but are expected to be around the weekend of October 10th. Like last year, there will likely be a Kickstarter for it; watch this space and other *Traveller* on-line communities for info. ✪

Badru Kiprotich

profiled by Sam Swindell

Badru Kiprotich A97966 Age 43 Cr 100,000
    6 Terms Law Enforcer Sergeant (Rank 2)
    Pension Cr12,000/yr
Assets: Laser Rifle, Auto Snub Pistol, Expanding Baton,
    High Passage×2
Skills (Classic *Traveller*, Books 1-3 only):
    Streetwise-2, Cudgel-1, Gambling-1, Brawling-1,
    Jack-of-all-Trades-1, Ships Boat-1, Autopistol-1,
    Dagger-1, Laser Rifle-0
Skills (*MegaTraveller*):
    Streetwise-3, Cudgel-2, Gambling-2, Brawling-1,
    Handgun-1, Tactics-1, Jack-of-all-Trades-1, Stealth-1,
    Intrusion-1, Laser Weapons-1, Ships Boat-1,
    Small Blade-1, Computer-0, Grav Vehicle-0
Skills (Mongoose *Traveller*):
    Computer-0, Flyer (Grav)-0, Gambler-2, Gun Combat
    (Slug Pistol)-1, Gun Combat (Energy Rifle)-1, Investi-
    gate-1, Jack-of-all-Trades-1, Melee (Bludgeon)-1, Me-
    lee (Small Blade)-1, Melee (Unarmed)-1, Pilot (Small
    Craft)-1, Stealth-1, Streetwise-2, Tactics (Military)-1
1 Enemy, 2 Contacts

Badru "Bad" Kiprotich is an imposing presence, standing an even 2m tall and massing 115kg. His dark skin contrasts with light hazel eyes whose twinkle conceals their owner's constant, subtle survey of every detail of his environment. Since retiring as a government security officer a year ago, he has worked as security for various private concerns, often casinos. While his lack of education prevented him from formal assignment to an investigative role while he was in government service, the investigation division of Regina's security services made extensive use of his street smarts, ultimately to their credit rather than his. The limitation on his advancement left him bitter, and he generally will not discuss his work during that period. Indeed, the sergeant is seldom one to speak of himself at all.

"Bad" dresses neatly, but comfortably, and avoids anything with an expensive or refined look. He likes simple peasant prints, favoring light greens and blues, loosely hanging off his broad shoulders, stuck into dark military uniform pants. His baton and pistol are discretely stowed in a very casual leather shoulder bag, which along with soft leather high-top boots add to his slightly incongruous, earthy look.

His smile is warm and disarming, and those it is focused on often find themselves drawn out by his easy conversational manner. He is deft at probing without seeming to, when conversation is called for, and always seems to know just what to ask. He uses these same talents on and off the job, and never lacks for companionship, but has neither lasting friendships or romantic relationships. This is because he is never fully satisfied with any of his liaisons, nor with himself as a partner. Though fascinated by women, "Bad" in fact unconsciously seeks out those who share his callous distance with partners. For all his ease in conversation, sensing others' moods and thoughts, Bad is loath to share any more of his own than absolutely necessary.

Kiprotich's talents are do not primarily lay within focused investigation or interrogation, *per se*, but rather in spotting the signs of criminal enterprises, which others in the investigative branch would then more closely assess. In his more recent employ, most threats to gambling establishments were easily dissuaded by simply knowing that the imposing, leonine, confident "Bad" was paying them critical attention. Of the more sophisticated commercial threats, word would be passed on to others to conduct a thorough investigation. The mix, however, is much more to his favor in the private sector, where merely scaring off the trouble is often the most efficient goal for the business. Where physical intervention is called for, however, "Bad" excels. On those occasions, he plunges in with both feet.

This enthusiasm for the rough and tumble was the cause of his losing his most recent real (indeed, his most lucrative) security job, working for for a highport casino. He then had a working passage as a backup security man on a liner, but quit before they could let him go; he knew he spent too much time

playing cards with the passengers, and took a little bit too much of their money for the first officer's liking. He is now playing cards in a low-key watering hole in the starport, looking for some sort of security job. Indeed, it need not be one where his more subtle talents are required, as Bad feels a growing need to clobber some poor git stupid enough to try to put up any kind of resistance. He is also open for any other diversion, as he is trying to get his mind off his role in losing the sweet casino job.   ✪

Gitans des Ceintures

by Michael Hughes and Glenn M. Goffin

This article is a lightly-edited version of one originally posted in 2004 to the pre-magazine Freelance Traveller website.

Spacers talk of the Gitans des Ceintures like a farmer might talk of locusts. It is a clan of belters, of French Solomani and Vilani origin, that move from belt to belt, stripping it bare of the most profitable rocks, then moving on once their profit margin drops below a certain point.

Distrusted and disliked by spacers, the clan ships are cobbled together flying scrap heaps that often fail Imperial standards and some are banned from using SPA facilities as a result. Some of the hulls are nearly a thousand years old—many of which are now hybrids of metallic hulls with that of buffered planetoids. Clan fleets do maintain a number of normal-hulled atmospheric- and skim-capable craft for refueling and planet-visiting purposes.

A Gitans fleet generally has a mother ship that serves as a base, repair yard, refueling depot, and ore refinery. This massive ship is much like the small craft that attend it, a hodgepodge of drives, quarters, repair shops, hydroponics vats, and power plants cored into a large asteroid, with the hulls of dead ships thrusting from the rock.

Gitans Physiology

The Gitans spend much of their time in the field in Zero G and, as a result, their ships are generally kept between 0.7 and 0.8 G for comfort. They are taller and more slender than typical humans, and Gitans in general have exceptional Zero G skills, learning to handle themselves in that environment as children. They tend towards darker skin and hair, a contribution of the Vilani side of their heritage.

Gitans History

Gitans keep their history to themselves, though what is publicly known is largely courtesy of a work titled *Les Locustes*, written by an outsider sociologist, Herman Munk. The author spent a year on a mother ship before fleeing for his life after a planned romantic encounter with a comely Gitans went badly awry.

The clan apparently had their origins in the Long Night. As civilization fell the technology and markets required to support belting operations largely dried up. A Solomani French space mining corporation, employing a number of Vilani personnel, and having foreseen trouble coalesced its operations, called for all jump-capable vessels to relocate to its headquarters at a gas giant moon. After much debate amongst the Corporate hierarchy and ship captains, the fleet then jumped, intent on finding a profitable belt in a decently populated, culturally refined, and technologically capable system in which to re-settle.

However, the original plan was not to be. The fleet failed to find a system that met all its needs, but picked up a number of spacers seeking communal support along the way. Within a generation, the plans to resettle were abandoned in favour of maintaining their own cultural identity and continuing their nomadic path.

On a number of occasions since the onset of the Long Night the clan has suffered minor schisms, with some families electing to form their own unit. As a result there are a number of Gitans fleets in Imperial space, and though culturally very similar to

one another, each has some of their own idiosyncrasies. Despite the split and the considerable distance between these clans, hospitality is extended to each and all in recognition of their common heritage.

Gitans Society

Both by their own nature and because of outsider dislike, Gitans are strongly insular. As a result, they have a limited gene pool to draw from, and when a couple signal their intent to have children, clan geneticists screen them to ensure full compatibility. On occasion, the clan makes use of artificial wombs to ensure a replacement birthrate, using eggs harvested from female members, and genetic material taken from males outside the clan. These children are adopted out to couples or raised in crèches on a mother ship.

The Gitans language is based on a pre-Long-Night patois of French, Anglic, and Vilani, with French being the largest contributor. Students of pre-Long-Night French have a fairly good chance of understanding a basic conversation. The Gitans education system is very good, relying on a combination of computer teaching tools and human instructors, so the chance of finding someone who can speak Galangic is quite high, despite their cultural and linguistic isolation from the Imperium at large.

A Gitans fleet is a socialistic community, with people assigned trades to which they have shown aptitude, with those of high skill or performing in difficult occupations receiving more 'credit' for individual use of resources (like taking hot showers, using the VR suite, better food, that sort of thing).

However, the crews of mining ships are largely extended families, and it is not uncommon to see three or even four generations of a family in one vessel: A great grand dad in the assay lab, a mother at the helm, an uncle in the med bay, and swarms of cousins in their heavily customized vacc suits doing the grunt work.

Being nomadic in nature, a fleet is almost completely removed from the banking system, and they deal in cash or specie. However, they do interact with the outside world to purchase supplies and parts they are unable to fashion themselves—sometimes even entering into contracts with mining companies. Luxury food items are a particular desire, as by tradition, the Gitans do not maintain hydroponics or carniculture, and the only home-grown food is derived from a nutritionally balanced yet aesthetically unappealing algae-like concoction cooked up by the geneticists.

Though most fleet business is done with cash and specie, individuals and familial units will often prefer to barter for goods and services. They can sit for hours negotiating the ore value of a case of Roquefort Cheese or other comestible luxuries. It's not uncommon for the fleet to send a ship load of their chefs to the nearest port, with their cargo hold looking like the inside of a deli by the time they depart. Mother ships will also admit outsiders to trade with them, though they will be watched closely.

A Gitan can choose to leave the community and, if they do so, the elders determine their 'shares' based on how much their ships brought in, their expenses, and a number of other factors. They are then paid out in cash. Some members have in the past managed to take their pay out in the form of a ship.

Gitans are skilled mechanics and engineers—skills developed by keeping together ships that ordinarily would have been scrapped sometimes centuries before. They are also exceptional space geologists, and have a seeming sixth sense about which areas of a belt are best for exploitation and where the more profitable finds might be found. Indeed some of their ships are those that have been salvaged from space itself.

It is this ability to find and exploit the more valuable rocks that enables the clan's existence, for a nomadic life of jumping from belt to belt in ships not fit to legally take commercial passengers is a hard, dangerous, and sometimes expensive one.

And it is this very ability to strip better finds from a belt that angers independent belters, and causes late nights at various corporate space mining concerns on how they can obtain jealously guarded methodology. More than one corporate intelligence agent has ended up spaced and left floating in the wake of a departing Gitans fleet.

They are a prickly people and do not like being insulted. Disagreements in the clan are often sorted out in a Zero G knife fight. Male Gitans are fiercely protective of their women, and while they will openly and vocally appreciate their own, an outsider caught ogling a Gitans woman might be roundly abused.

Gitans Government

Leadership is provided by a clan chief, known as a President, who is advised by a council of 'elders', typically senior representatives from particular trades like engineering, geologists, maintenance and the like. A clan chief can be a man or a woman and is elected to that post from amongst the elder council. They serve for as long as the council respects their leadership, and a two thirds majority vote can remove them from that post. Ship captains are typically the most senior bridge crewman of a family unit.

Meeting Gitans

Gitans send out seekers to scout belts in other systems, taking samples and reporting back to the fleet, so as to determine which belt they will next scour clean. Such scouts are the more diplomatic members of their clan and will suppress their natural desire to maim someone if dishonored.

Though the clan is very insular, they have accepted outsiders in the past. Some Gitans, with the blessing of the council, take a term or two in the Imperial Navy or Marines, if only to skill themselves up so as to train/lead the clan militia. Those Gitans who temporarily leave the bosom of the clan do sometimes enter into relationships with outsiders,

and more than one has bought home a husband or wife with them. Such outsiders find it challenging to be accepted, but adoption of Gitans customs and ways will ensure a smoother transition.

Gitans and Psionics

If you have psionics in your campaign then one element of success behind the Gitans' ability to mine belts is a form of clairvoyance (treat as a Special talent), the practitioner known as a *prophète de minerai*. The *prophète* can 'sense' the placement of rocky/metallic objects in a solar system, their trajectories, and, most importantly, physical make up. Using their geological knowledge means they can determine which bodies have the greatest value. Naturally, this includes starships. Tactically, this sense ability would be of extreme utility in fleet combat as the psi's sense is in real time and not constrained by the speed of sensor readings and light.

It is a secret only known to a council of elders, with one of their number's sole duty to screen clan children for any sign of this talent and direct their mental energies towards the study of astrophysics, geology and metallurgy. The children will be removed from their families for their special training. On occasion, scouting ships sent in advance of the fleet will have such a psi onboard, ostensibly as the senior navigator or geologist, their talent unknown to the crew.

CT, MT, and T4 Game Stats: Special Talent. Psi Cost range is 1 per 1,000,000 km distance from psionic, to a maximum of [Skill Level×1,000,000 km]. This enables a psi to detect rocky/metallic stellar objects and determine their density and physical make up. Requires a Geology or Mechanical task (in the case of starships) to properly evaluate the information gained from the Psi sense.

Base chance to detect is 8+ (Routine if MT), with a DM of –1 per 1,000,000km radius scanned. Success determines the size of rocky or metallic objects that can be sensed. 0-1, 10,000 tons +; 2-3, 1000 tons +; 4-5, 100 tons +; 6-7, 10 tons +; 8+, 1 ton+. It takes twenty

minutes per 1,000,000 km scanned. Catastrophic failure is as per Telepathy.

It requires a Geology 8+ roll to determine the approximate density of the objects and a Navigation (or Astronavigation) or Survey 8+ task to correctly plot the location and trajectory of the objects.

Gitans Character Generation

Stats: Due to their low-g lifestyle, roll Gitan as normal, but then apply –1 Str, +1 Dex, and -1 End.

Physical Description: Taller (D6+4%) than typical imperial humans and of thinner build –(D6+4% weight for that height).

Initial Skills: If your *Traveller* version has Background skills then Gitan start with Vacc Suit 1 and Zero-G Env 1. If your game does not have Background skills then they automatically receive Vacc Suit 0 and Zero G Combat 0.

Belter Career: Gitans favour the belter career (enlistment automatic). Because they work in a co-operative atmosphere with well-trained personnel their survival chances are better. If your *Traveller* generation sequence has a survival component then Gitans have a pool of Survival DMs equal to their INT÷2 that they can allocate to survival checks during character generation.

Other Careers: Optionally, a Gitans PC's first free skill roll can be allocated to Linguistics or a Language skill so they can speak Galangic and make themselves understood outside the clan.

Adventure Seeds

- After having stopped off to trade at a Gitans mother ship, the PCs discover a stowaway after they leave. A dark-haired Gitans 'princess' who happens to be an apprentice *prophète* wants to see the rest of the universe rather than be cooped up in a smelly rock lab. The princess pleads for assistance falsely claiming she has been subject to horrendous abuse. Naturally, her father sends ships to get her back, and assuming the PCs to be kidnappers, orders them silenced.

- An ore company hires the PCs to steal the Gitans' ore-seeking techniques—including shadowing one of their scouting vessels or even infiltrating a mother ship.

- The PCs come across a disabled Gitans ship and find that half the crew survived in the low berth—but are comatose. What they do with the ship and crew is up to them, but either the fleet, or a corporate funded spy ship, or both, is on their trail.

- The PCs encounter a group of Gitans in a spacer bar, who are set upon by the locals. Knives are pulled, various unpleasantness occurs, etc.

- The PCs trade at a Gitans mothership, and during a celebration dinner come between a man and his sister—leading to a time-honoured challenge in the feuding sphere.

- If the PCs ship is badly damaged they are 'rescued' by a group of Gitans. The rescuers argue over what to do with their 'guests', with some Gitans arguing they should kill them so they can salvage the ship. A small group enters the hospital to kill the PCs but are confronted by the nobler faction. A big free for all occurs, with each faction vying for control of the ship.

Gitans Equipment

Vacc Suits: Gitans customise their vacc suits with outlandish patches, colours, stencils and the like. They take pride in suit design and many of their vacc suit technicians are also accomplished artists. Some suits adopt the appearance of animals, from the mundane to the fanciful, such as raccoons, tigers, and dragons. Some families adopt a central theme, with individual suits a variation on that theme.

Gitans poignard: A Gitans poignard is a powered push button space knife, the blade extending from the handle when triggered. The blade is armour piercing, thin and serrated (so going in is easy but makes a bigger hole in the opponent's suit when it comes out).

On the bottom of the handle is push button. If pressed twice in quick succession it releases the

blade from the handle. A fraction of a second later an explosive charge at the base of the blade ignites to propel the blade into a target and hopefully puncture their suit. Because the blade must be released before the charge fired, the missile option will not work that well in atmosphere since it would probably drop to the ground before it fires.

However, a blade held against someone's body and then 'fired' would almost certainly work, with a devastating effect, though the attacker would have to take care that their thumb is not broken with the recoil.

MT Game Stats: Gitans Poignard: Size: 0.15 long (just handle), 0.3m long (blade extended), 0.03 Diameter, Weighs 0.2 kg. Cost 50 Cr; Replacement Blade cost = 30 Cr (Easy Mechanical task to arm the new blade)

Melee: Pen 9, Damage 2, Block 1; Applicable Skill = Short Blades.

Ranged: Max Range (in Zero G) Long; Pen 18/1, Damage 3, Low Sig, Low Recoil; Skill = Thrown Weapons or Spear. ✪

In A Store Near You

Dress-Me-Up

by Chris Seamans

This is a lightly-edited version of an article originally posted to the pre-magazine Freelance Traveller website in 1997.

Wherever there are children, there will be toys. The Third Imperium is no different. On all of the thousands of worlds that humaniti has settled on, dress up dolls have always been popular items. The "Dress Me Up" system from Delgado is a high-tech holographic version popular in mainstream Imperial culture. The "Dress Me Up" system is not the only version of the toy in Imperial space, but it is by far the most popular.

Delgado's "Dress Me Up" system is a return to the basics of toymaking. It is basically the same as such toys as "Barbie" and "Kisyakae" dolls on Terra, the "Admii" doll on Vland, as well as countless others that have existed throughout the hundreds of thousands of years of human history. You have a doll, and you can dress up that doll in any combination of a large variety of different outfits. In this case, however, the doll and the outfits are holographic and are stored on data cartridges that are read by a specialized computerized unit. The system has a long history, and variations on the same unit have been in use since 824. Modern units are compatible with older data cartridges, which has created a thriving collector's market.

Physically, the system is a disk with sloping sides. The diameter is 34.5 cm at the base, and 32 cm at the top. It stands 12.5 cm high and masses 0.4 kg. The edges are rounded and there are no sharp protrusions. A touch-sensitive viewscreen is set on the side of the unit, eliminating the need for buttons. The screen covers just a little under half of the side. The hardware that projects the holographic images is set in the top underneath clear, scratch-resistant plastic. There are sockets for data cartridges built into the back of the unit, two large ones for doll data cartridges, and six smaller ones for clothing data cartridges. Next to these sockets are two jacks, one for a power cord, and one to hook the unit to a computer system so clothing combinations can be saved and viewed on the computer at a later date. Both jacks are Imperial standard and the connecting cords are readily available on any world with an Imperial presence. The unit is extremely durable, and on the off chance that any part should break, the components inside are extremely user friendly. A fixed rechargeable battery allows the unit to be operated for up to thirty hours from a full charge. There is no power switch on the unit, the unit is switched on when a doll cartridge is inserted, and switched off when the cartridge is removed. If the unit is left

alone for ten minutes, it will shut off automatically, and can be turned on again by re-inserting a doll data cartridge. Two dolls can be displayed at any given time, and the fully re-configurable viewscreen allows the dolls' position and the clothes to be changed.

The data cartridges are also very durable. They are rectangular with rounded edges, and are set within a sheath that retracts when inserted. The doll data cartridges are 4.5 cm wide, 6 cm long, and 1.8 cm high. The clothing data cartridges are smaller, 2.5 cm wide, 4 cm long, and 1 high. The labels on the cartridges will vary in size depending on local tastes, but older cartridges tend to have a smaller space covered with label. Modern cartridges are often completely covered with a brightly colored label.

The doll information on the cartridges varies from location to location within the Imperium. Third party companies purchase licenses to produce dolls, so the variety is almost endless. Doll clothing cartridges are extremely common, and can be used with most dolls, since scaling algorithms in the unit 'tailor' the outfit to fit the current doll. However, some clothing data is protected and will only work with certain dolls. The Imperial family have always been hot sellers; "Dress Me Up: Ciencia Iphegenia" recently broke the previous sales records set by the "Dress Me Up: Liisha Memorial" doll set licensed by the estate of the late Vilani fashion model turned actress and singer.

Usually, the dolls are not anatomically correct. In some locations, however, making the dolls anatomically incorrect is viewed unfavorably, or even as an insult. As a result, the anatomically correct data is stored on the cartridges and is decoded by a special chip that comes in the units sold in those areas. Unlicensed decoding chips have been made, and are covert hot sellers in all areas of the Imperium. Obviously, there are enough people interested in undressing the dolls and posing them lewdly to make to make the trade in these chips profitable.

As previously noted, the durability of the cartridges, and the long history that the system has had, have created a thriving collectors market in the Imperium. Older cartridges can sell at conventions and auctions for hundreds of thousands of credits. Currently, the system enjoys rising popularity, so such conventions are common all over the Imperium.

Delgado keeps a tight leash on this product, as it is a constant source of income, and the megacorporation will vigorously pursue all legal means to keep unlicensed products off of the shelves. However, for reasons known only to Delgado, they do not seem to pursue the market in the pirated chips, although they denounce them publicly in their own "Dress Me Up" magazine, and in statements to the press. More cynical types note that Delgado obviously knows that the pirated chips open up a new market for the system, and units sold are still units sold, allowing them to keep a leg up on the competition.

The unit has found its way into a number of other niches as well. They are used in classes at universities and colleges to display outfits and uniforms of bygone eras. Specialized units are also used at art schools for fashion design. These units have an additional connector to allow input from an Imperial standard computer so outfits can be made and tailored to fit specific "dolls". Delgado keeps a close eye on these units, making sure that unlicensed outfit cartridges aren't produced. "Dress Me Up" units are highly sought after on worlds with low levels of technology, as their educational use is almost invaluable. Delgado is currently market testing a new spin on the toy called "Dress Me Up: Snapshot". Consumers can go into a specially licensed boutique or toy store and have themselves "encoded" into the "Dress Me Up" standard. Then this encoded image can be written onto a data cartridge and used as any other doll would be. In some places where "Dress Me Up: Snapshot" has been tested, the cartridge is time-limited and must be renewed every month. Delgado hasn't completed its full analysis yet, but it is expected that some form of "Dress Me Up: Snap-

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shot" will be available Imperium-wide within two to ten years.

Current Delgado "Dress Me Up" systems are TL13, although the earliest units would be considered TL11. These units can be purchased at any world with an Imperial presence, regardless of the planetary tech level. The units are extremely technician friendly, and can be repaired or modified at any world with a tech level of 8+ by any technician with access to the proper repair parts. Of course, having the unit repaired by a non-licensed technician is not advised, as the Delgado warranty will be voided. The cartridges are available in all corners of the Imperium, and, much like the systems, can be bought at any world with an Imperial presence regardless of the level of technology that can be produced on the planet. The pirated decoding chips can be purchased on the black market throughout the Imperium, and can be manufactured at any world with a tech level of 10+.

"Dress Me Up" Core System:
Retail: Cr85 Wholesale: Cr45 Mass: 0.4 kg

Average Doll Data Cartridge:
Retail: Cr20 Wholesale: Cr10 Mass: Neg.

Average Clothing Data Cartridge:
Retail: Cr5 Wholesale: Cr3 Mass: Neg.

Decoding Chip:
Retail: Cr30 Wholesale: varies ~Cr8 Mass: Neg. ✪

Multimedia Gallery   *Emerald Monarch* by Brian Ronnle

Consolidated Listing 2014

This listing should have appeared in the December 2014 issue of the magazine. It was not until after the publication of the January 2015 issue that we realized that the listing had been omitted. This listing contains those articles that were published during 2014. We apologize for the omission.

This listing is by section; an individual article is listed giving its name, and the article author's name in parentheses, followed by the issue and page number, separated by a colon. For example, in Critics' Corner, the review of 21 Starport Places was written by Jeff Zeitlin, and appears on page 2 of issue 060 (December 2014). Issue 001 was the January 2010 issue, and subsequent issues are numbered sequentially. Note that some issues, such as the January and February 2014 issues, were combined, and carried the numbers and dates for both; the issue:page for articles appearing in combined issues will appear as (e.g.) 049/050:pp.

Critics' Corner

Consolidated Listing 2014

Confessions of a Newbie Referee (Timothy Collinson)

Active Measures

Up Close and Personal

Doing It My Way

Raconteurs' Rest

In A Store Near You

Kurishdam

The Shipyard

Multimedia Gallery

Less Dangerous Game

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!

News About Traveller

Recent Traveller News and Findings

January/February 2015

- **Far Future Enterprises/Game Designers' Workshop** has released *Imperiallines* 07 and *Traveller Chronicle* 1 through 13.
- **Christian Hollnbuchner** has released *Grav Strike Cruiser*, *Submersible Battleship Bahamuth*, *Viper Grav Bike*, *Space Stations IIX: Orbital Penitentiary*, *Space Stations IX: Tower Shield Fleet Yard*, *Space Stations X: Space Lab*, *Starships Book III0II: Modular Jump Freighter*, and *Starships Book IIII00: Shrike Pirate Gunship*.
- **Mongoose Publishing** has released *2300AD: Liberty* and *Referee's Aid 1: Among the Trojans*.
- **DSL Ironworks** has released *Bastards of Foreven Fleet Book 3: Frontier Ships*.
- **Gypsy Knights Games** has released *21 Villains*.   ✸

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 Sceaptune 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".