



FREELANCE TRAVELLER

The Electronic Fan-Supported Traveller® Magazine and Resource



Featured:

Sherlock Holmes, Traveller Consulting Detective

A Set of Articles by Timothy Collinson

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A Note About Production

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

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

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From the Editor



Life is still not really back to normal following my father's death, but it looks more-or-less like I can get back to the normal release schedule for *Freelance Traveller*—and I'm probably more thankful for that than you are.

This is the March/April issue, which means that some time before the next issue comes out, the Kick-starter for TravellerCON/USA will be initiated. We still don't have a declared theme yet, but I'll be sure to keep the community updated as I learn more—

watch the TML, the Mongoose forums, and Citizens of the Imperium; with Google+ shutting down in April, this issue's release is the last announcement going to those communities, and I've not yet determined what *Freelance Traveller* will be using for a social media presence after that. We do know that we have given up on the Lancaster Host; this year, we're moving to Morgantown, PA, and their Holiday Inn. I've seen pictures, and it really looks like a better site for us for both the short and long term. Please, even if you've been disappointed with the facilities of the

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Great Rift Adventure 2: Deepnight Endeavour

reviewed by Jeff Zeitlin

Great Rift Adventure 2: Deepnight Endeavour. Martin J. Dougherty. Mongoose Publishing <http://www.mongoosepublishing.com> 57pp., PDF (Softcover forthcoming) Price TBD (see note)

The Author received the PDFs as part of the deliverables for the Great Rift Kickstarter, and will receive the printed editions when available.

As with *Rift Adventure 1: Islands in the Rift* (reviewed September/October 2018), this adventure can be played without the rest of the Great Rift set, and while one certainly needs the *Core Rulebook*, no other volumes are called out as required – or even suggested – to support this adventure.

The adventure is written very 'loosely'; the PCs are given enough information in the briefing to know where the *Deepnight Endeavour* might be (or, alternatively, they've managed to gather the clues on their own), and a visit to the location to see what might be learned about the ship's fate isn't an unreasonable course of action. Beyond that, the ultimate "goal" of the mission is mostly the decision of the player-characters.

The section on actually running the adventure is only seven pages; the rest is all of the details that the referee needs to know about the ship and all aboard it. That detail is pretty extensive; there's enough there that I could easily see this adventure being run as a multi-party/multi-point-of-view/multi-referee effort, similar to – or possible on a larger scale than – that done by Timothy Collinson and Steve E. at TravCon (UK) in 2015 ('Generation X' and 'Rendezvous with Karma').

Two pages give you an overview of the adventure and the company behind it; they're all you'd really need to decide if you're interested in actually running the adventure.

You get a full twenty pages of information on the ship and its operations; packaged slightly differ-



ently, this would be viable as a product by itself. The deckplans provided are the now-standard Mongoose 2nd Edition isometric views, which is something of a shame, as it's almost inevitable that you'll want playmats/maps suitable for miniatures.

The situation the characters find themselves in is decidedly not normal, however, and seven pages tell the referee just how 'not-normal' the situation is. Fair warning: what you get reads a lot like an outline for a Zombie Apocalypse novel. There are a couple of aspects that bother my suspension-of-disbelief, but if I 'step back' and consider it rationally, instead of just overreacting to the fact that the Zombie Apocalypse has been overdone in popular literature to the point of nausea, I really can't say that it's any more suspenders-of-disbelief-breaking than psionics is.

A further ten pages are used to describe the crewpeople that the characters will be in a position to encounter. There are profiles for about ten named characters, including motivations, and some

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Critics' Corner

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'generic' profiles for unnamed characters that can serve as 'spear chuckers', 'red shirts', or what-have-you. As written, the crew is mixed human and Vargr; there's no reason that other aliens, comparable in stats and attitude to humans and Vargr, couldn't be substituted. Some of the information should not be given to players other than the one actually playing the character (in a multi-party scenario), but the character should be played within the limits of motivation and attitude set forth here, and it may

thus be possible for someone to discern the hidden information, at least in part.

Finally, there is one page of weapon information, one with a key to reading the deckplans, and five or six of additional detail about the actual situation and how the ship is affected (and thus differs from the theoretical ship described in the twenty pages mentioned earlier), including likely tasks that characters may face. ❁

Doing It My Way

Out of the Wind: Sealed Habitats

by Timothy Collinson

"Landing pad 14c. Roger that." I couldn't miss the markers, the tree must have been a mile high. At least the rain slackened off somewhat once I'd manoeuvred the ship under the shelter of a canopy that deceptively made me feel like I'd shrunk tenfold. Wind sheer made it a difficult landing although large vertical sheets of fungal growths acted as baffles which helped. They seemed to have grown up in remarkably helpful configurations. I hit the mark and we settled down under a vast root. The Captain lifted a hand that had been clenched on restraining webs and gave me a thumbs up from her crash couch. "Well done." She almost smiled. A 'welcome to Namankaza' appeared on my flight screen from a diminutive Lieutenant Swamp.

Locals, none of them taller than waist height, could be glimpsed swarming across the top of the root as we'd come in. Now they were lowering a vast sheet over the edge. As it rolled downwards towards the ground and sealed us into what now amounted to a natural hanger, I could see the sheet looked like nothing so much as a multitude of large leaves sewn together. I say sewn; I couldn't actually see any stitching. More remarkably still, it wasn't long before my console notified me that the atmosphere around the ship was now breathable although the temperature and humidity were high.

We stepped out onto a strange spongy surface and headed towards an airlock. There was a damp, earthy smell. The airlock was built into a blister that was barely as tall as I was and given the dimensions of the natives, was clearly for the benefit of visiting travellers. Once through the 'lock, a corridor spiralled downwards and we could see that the walls and ceiling were the same material as the floor. Soft-textured, spongy, parti-coloured but predominantly muted browns and sickly whites. I poked my finger at a spot to see it give just a little and then firmly resist.

I'd heard of the fungal caverns of Namankaza but seeing them, well, in the flesh I suppose, was a different locker of luugiirs altogether. We arrived at a small customs hall and there was no change in the surfaces that enclosed us. The smell seemed to have thickened. Not unpleasant; just heavy going. We were well inside the fungus now and a map I'd downloaded suggested that big as the structures we'd seen on the surface looked, they were nothing compared to the city itself.

"Welcome to Starport Houba," said a local sitting on a tall stool that put his large bright eyes at my level. His smile was infectious and I found myself grinning back. "Have you anything to declare?" he asked. The Captain

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Doing It My Way

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presented a list of the prescribed items which got a careful once over. Fortunately, I was the only one to hear Peet mutter from the back of our group, “nothing, ‘cept I don’t think I’m going to prepare the mushroom risotto I was planning for tonight’s meal”.

Travellers will encounter myriad ways in which people and societies arrange their environments and living space. They will also encounter large numbers of worlds which don’t have atmospheres conducive to human life. Getting out of the weather or out of the vacuum will be crucial on many worlds. In the absence of bioengineering humans to live in non-standard environments, such worlds will have enclosed spaces to support life. They may be tiny pressurized shelters of early colonists, or vast structures that dominate the landscape. And of course all space habitats will be ‘enclosed’ in this way.

For all the possibilities of Charted Space, it can be all too easy for adventures to fall into assuming that one port or planet is much the same as the last one – and that may be true to a certain extent, particularly within fairly homogenized cultures. Technology designed by a culture tends towards similar patterns and costs are reduced by standardization. However, that doesn’t mean that everywhere is going to be the same.

This article offers a variety of suggestions to get the creative juices flowing although it doesn’t suggest that all of the options given are equally likely. Some may be considered much less common in Third-Imperium-style *Traveller* universes, for example, and can be ignored or re-rolled. This list is still humanocentric however, and Referees might wish to include much stranger options. It is hoped that this will give inspiration to Referees describing yet another stop off or to players looking for ideas as to the origins of their characters. Referees might allow a DM +1 to task checks such as Streetwise or Recon for characters whose background shows they come from a similar set up. Despite the rather fanciful title

of this article, many habitations may be in a vacuum which doesn’t actually have any wind to escape and some structures might be large enough to contain wind patterns of their own.

Note that none of the options suggest an actual architectural style or the shape of these structures which can be a further source of differentiating results that the Referee can use for atmosphere or adventure seeds.

Although the primary focus of the enclosed habitat table is to provide options for populations that need to be completely isolated from an otherwise uninhabitable local environment, it can also be used for situations where the local environment is inhabitable but at some extreme that would make it uncomfortable or worse. Alternatively, it might be used where it’s necessary to protect the environment from the inhabitants for some reason – scientific, ecological, religious, etc. As ever, these are suggestions for inspiration rather than prescriptive rules.

Predominant Size of ‘Communities’

The predominant size doesn’t preclude other types existing on any given world. You may wish to roll on this table after rolling on Table 2 if you’d prefer to have the type of enclosed habitat inform the predominant size. Either way, there may be combinations that don’t fit the Referee’s idea of what is required and results should be adjusted accordingly.

Table 1: Predominant Size of ‘Community’	
D6	Size of ‘Community’
0	Dwelling
1	Multiple linked dwellings
2	Outpost or Village
3	Town
4-5	City
6	Megacity
7	World city
DM -2 if POP 5- or GOV 0 DM -4 if POP 3-	
DM +1 if POP 8+ DM +1 if SIZ 3- and POP 7+	

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Doing It My Way

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Dwellings: these are homes for individuals or extended family units. They may be differentiated not just in size from a town or city, but in also having 'exterior' buildings, e.g., greenhouses, power generation, etc. In other words, you will need to dress appropriately for the environment: anything from serious cold weather gear through respirators to full vacc suits, in order to get to the external buildings. There may be local reasons why this is necessary or simply tech level or costs mean that connector structures haven't been built yet. One example might be a new or struggling settlement where the ships or (cutter modules) the colonists arrived in serve as dwellings, but external 'barns' have been constructed to house livestock.

Multiple linked dwellings: these consist of several families, or other small social units (perhaps research teams or early colonists), situated in close proximity and linked to each other via tunnels, tubes or other airtight corridors. There will almost certainly be airlocks into and out of the connections and it would be good practice to don protective clothing such as respirators or vacc suits even if they're not used except in emergency. The dwellings may have grown together from separate structures or have been designed that way for privacy or other cultural reasons, or due to resource allocation or local terrain requirements and so on.

Outpost or village: a tighter community than 'multiple linked dwellings', this can be seen as a single unified 'building' with entry points to a shirt-sleeve environment that don't require outdoor weather gear to move between sections – although there may be internal airlocks for safety reasons. The designation outpost or village depends on the function of the (original) settlement – either a 'mission' of some kind (military, merchant, communications, religious, etc.) or a more *ad hoc* community development.

Towns and cities may be demarcated by size, density, number of dwellings, government presence, economic function, infrastructure levels, or some other physical or social marker such as whether or not they have a cathedral (as is often thought to be the case in the United Kingdom); it may simply be a grant by the ruler of the world or territory (as is actually the case in the UK). City status may or may not confer any actual privileges or responsibilities.

One way of defining city sizes for *Traveller* is to consider the Universal World Profile population digit -1 as a large city, UWP pop-2 as a medium large city, UWP pop-3 as a moderate city, UWP pop-4 as a small city and UWP pop-5 as a very small city. Obviously, this is a relative measurement, and may not work well where the world's population is either extremely high or extremely low. Alternatively, set numerical values such as pop<1000 is a village, pop <50,000 is a town, pop<1,000,000 is a small city, pop <10,000,000 is a city, pop<50,000,000 is a large city.

A **megacity** may be defined as an urban conglomeration of 50 million people or more. Where a megacity holds essentially the entire population of the world, or its physical infrastructure covers the entire world or its land area, it may be called a **world city**. World cities' size equals a world's UWP population digit.

Other alternatives for defining a community's size could also be used and may inspire adventure ideas such as some artefact being needed by the city's burghers in order to gain city status, or perhaps the PCs are approached to be neutral representatives pleading the case for city status to the local (or not so local) ruler, or merchants can get more favourable trade deals by visiting 'not quite cities' because the government wants to encourage growth (thus getting the characters out of the starport and into the hinterlands for yet more adventure!).

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Type of Habitation

Roll D66 on Table 2 to determine the type of habitation. This table provides ideas for the physical structure of the community, its physical location (e.g., land, sea, atmosphere, space), and various characteristics of its construction (e.g., unusual material, construction technique, etc.).

Re-roll on Table 1 if results from Table 2 can't be reconciled, but first consider whether a bit of thought might not make non-obvious pairings work in a way that actually increases the sense of 'we're not in Kansas anymore'. For example, "individual dwellings" and "orbital structure – sphere" might give you the Solaria stage of Marshall T. Savage's *The Millennial Project* (see plate 15 particularly for the glorious bubble habitats in a golden ring around the sun). Or, "world city" and "earthscraper" might suggest a vast number of pits that have multiplied and spread out until the planet's surface has been covered with, perhaps circular, 'bull's eyes' as seen from space.

Note that it's possible to have structures which are more than one category: a city, particularly, might count as underwater and sea surface, or a 'horizontal axis' township might be spreading up the sides of a mountain.

Referees might wish to consider – for 'feel' or 'atmosphere' or adventure purposes – the need in enclosed habitats to control any or all of power, utilities, atmosphere (gas mix, density, pollution), heat, humidity. Also note the stack effect may be an issue in earthscrapers or arcologies. The stack effect is the movement of air due to air buoyancy resulting from temperature and moisture differences. (*An inversion*

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Table 2: Type of Habitation

D66	Type	Description and/or examples
11	Undersea	Underwater structures e.g. Undersea Quest (and sequels) – Frederik Pohl & Jack Williamson or on a much smaller scale, The Watch Below – James White.
12	Sea surface	Fixed dwellings or cities on the surface of oceans or seas e.g. the Aquarius stage of The Millennial Project – Marshall T. Savage.
13	Underground	Habitation which is entirely underground e.g. The City of Ember – Jeanne DuPrau [and film, 2008].
14	Earthscraper	This differs from an underground city by virtue of an open central space around which the structure is built. The central space will be sealed in some way with a translucent material or dome to allow light in. See the 'depthscraper' in Everyday Science and Mechanics, November 1931.
15	Cave adaptations	Natural underground formations converted to human habitation e.g. 'A Pail of Air' – Fritz Leiber in Galaxy Magazine, December 1951.
16	Cliff/crater edge	Homes or towns built around the edge of a crater or built into cliff faces e.g. Echus Overlook in Red Mars – Kim Stanley Robinson.
21	Tree/plant	Biological structures, e.g. banyan tree of Hothouse – Brian Aldiss or perhaps the vast 'caverns' of Vigil Beta in Stellar Reaches, no.26, p.41.
22	Giant Fungus	Some fungi may be large enough to create individual or even town sized dwellings or larger. They may be sealed artificially or using natural methods. Note that mycelium may also be used as a building material.
23	Burrow	Creatures may leave burrows that are large enough to use as dwellings once sealed – perhaps artificially, perhaps with a natural product from the environment or the creature itself. Humans may be living in empty burrows, or in association with the still present builders.
24	Shell	The shells of large creatures, naturally formed or engineered to be shaped, sealed and used as habitation space.
25	Body	The bodies of large creatures, prevented from decomposing, used as dwellings; on a large enough scale, possibly while the creature is still living.
26	Engineered biodwelling	Habitations 'grown' from biotechnology, e.g. 'Growing Skyscrapers' – Adam Marek in Beta-Life – Martyn Amos & Ra Page (also an essay on the subject by Prof Susan Stepney immediately following the short story).

DMs for Table 2: Type of Habitation

All DMs Optional

DM -1 on first die if TL12-

DM -2 on first die if TL10-

DM -3 on first die if TL8- (or consider the structures not built by inhabitants and can't be maintained)

Table 2: Type of Habitation (cont.)

D66	Type	Description and/or examples
31	Sealed – horizontal axis	Standard town or city on the surface of a world, sealed against the atmosphere, with air-lock access.
32	Sealed – vertical axis (arcology)	Skyscrapers built around a vertical axis, e.g. the urbmons of <i>The World Inside</i> – Robert Silverberg, or the arcologies of Azun in JTAS, no.15.
33	Dome – bubble	Classic golden age science fiction domed city e.g. <i>Under the Dome</i> – Stephen King.
34	Dome – multiple bubbles	Two or more domes intersecting each other, e.g. <i>Logan’s Run</i> [film, 1976].
35	Faceted Dome	Dome based on a geodesic polyhedron, e.g. <i>Silent Running</i> [film, 1972] is a good example although part of a spaceship rather than ground based.
36	Dome – forcefield/energy	A non-physical dome – in standard Traveller terms this would be very high tech e.g. ‘The Box’ – James Blish in <i>The Omnibus of Science Fiction</i> (1980).
41	Mobile – track/rail	A habitation mounted on a fixed track or rail along which it moves by some means e.g. <i>Terminator</i> on Mercury in <i>The Memory of Whiteness & Blue Mars</i> – Kim Stanley Robinson.
42	Mobile – tracked	A mobile structure on tracks e.g. <i>Traction Cities</i> of <i>Mortal Engines</i> – Philip Reeve or, arguably, the Jawa sandcrawler of <i>Star Wars</i> [film, 1977].
43	Mobile – wheels	A mobile structure on wheels e.g. <i>Traction Cities</i> of <i>Mortal Engines</i> – Philip Reeve [and film, 2018].
44	Mobile – walker	A mobile structure using walker technology e.g. <i>Ambulon</i> in <i>Dark Heresy</i> [rpg].
45	Mobile – powered waterbourne	A powered mobile structure on a sea or ocean surface e.g. <i>Milliard City</i> in <i>Propeller Island</i> – Jules Verne.
46	Mobile – sail/free floating waterbourne	A free floating, or sailing structure on a sea or ocean surface e.g. the atolls of <i>Waterworld</i> [film, 1995].

Table 2: Type of Habitation

D66	Type	Description and/or examples
51	Flying	Aerodynamic wing lift technology.
52	Floating/flying – gas lift	A floating or flying structure using lighter than air gas to keep it aloft e.g. <i>Airhaven</i> in <i>Mortal Engines</i> – Philip Reeve.
53	Floating/flying – antigravity	A floating or flying structure using antigravity for lift or propulsion e.g. <i>Floating Worlds</i> – Cecelia Holland.
54	Floating/flying – exotic	A floating or flying structure using a more exotic technology e.g. the magnetic levitation in <i>Laputa</i> in <i>Gulliver’s Travels</i> – Jonathan Swift, or spindizzy power in <i>Cities in Flight</i> – James Blish.
55	Upper atmosphere structure	Dwelling or city located high in the atmosphere for density or mining reasons etc. May be on a pillar, or tethered, or use artificial gravity to remain in one place. e.g. <i>Cloud City</i> in <i>The Empire Strikes Back</i> [film, 1980 and other appearances].
56	Beanstalk	Or space elevator, e.g. <i>The Fountains of Paradise</i> – Arthur C. Clarke (used more for transport however) or ‘The Rope is the World’ in <i>Three Moments of An Explosion</i> – Charles Stross which has become a failing habitation.
61	Orbital structure – station	Standard Traveller hiport in orbit around a world; some Traveller editions have rules where these are automatic for certain starport types.
62	Orbital structure – pearls	Often an intermediate stage on the way to a complete ring - multiple hiports linked by cable or structure.
63	Orbital structure – ring	An entire inhabitable artificial ring around a world; (around a sun it’s called a ringworld). e.g. <i>Elysium</i> in <i>Elysium</i> [film, 2013].
64	Orbital structure – sphere	A bernal sphere built around a planet or free in space; (around a sun it is a dyson sphere).
65	Hollowed out asteroid	An asteroid of ice or rock either entirely hollowed out or with warrens within e.g. a terrarium of 2312 – Kim Stanley Robinson.
66	Free floating/flying structures in space	Technically starships or spaceships as they are likely to have some form of propulsion but may be vast enough or not moving towards an immediate destination to be more city like, e.g. generation ships or the starliners of <i>WALL-E</i> [film, 2008].

Doing It My Way

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layer, as often happens in the Los Angeles basin, is a natural example of the stack effect in action.)

In short, don't just assume the characters' next stopping place is a non-descript habitat similar to those they've seen a hundred times, but send them somewhere new and distinctive! Players will enjoy the change as well.

Adventure seeds:

1. The PCs arrive at a starport on a small island where most of the habitation is under the sea. A cyclonic storm (hurricane or typhoon) is moving in and the local news reports suggest this storm is bigger than anything seen in living memory. A distress call is received from a nearby island. A family group need medical assistance for a seriously ill or injured child. Everything else is locked down and the PC's ship is the only one that can make it in time. The family live 'under' their island and the PCs, if they can get there, may shelter beneath the storm with the family. They won't be paid for this mercy mission but news will leak out and they'll get a favourable reception for trade deals.
2. An ancient beanstalk is being used as accommodation for the poor and marginalized of a world. Systems are failing or repairs cobbled together from scrap; whole sections of the 'stalk are becoming lawless domains of criminal gangs. The PCs are asked to locate and rescue an aid mission that has gone missing.
3. On an airless moon, a crater edge starport with terrific overlooks is the site of a 'human flight' competition which the PCs are invited to take part in. There are great cash prizes, not to mention high esteem for visitors who do well in various categories. Take it too seriously, however, and there may be a competitor who decides to sabotage the artificial wings that are used. (Or the PCs come across evidence of such sabotage

amongst the serious players and will need to get close to the action to find out who's responsible.)

4. A local political faction concerned with ecological stability, environmental preservation, and sustainable use and replenishment of resources are the government of a garden world where they've either encouraged or forced the population to live in arcologies to protect the environment. (Or previous cultural tendencies have meant that that's happened naturally with the faction being a natural(!) result of the political leanings of much of the population.) Careful, sustainable, husbandry of natural resources is permitted and nature tourism is allowed – but carefully managed. Indeed, there is a growing 'naturist' movement in certain areas and it is seen as very trendy amongst younger generations. The PCs are caught up in either a protest by groups trying to push the boundaries of what they're allowed to do; or the government cracking down on resource use which is going "too far" and damaging, or likely to damage, the environment; or both simultaneously.

Author's Note: My thanks to Jeff Zeitlin for some interesting and useful suggestions on a draft of this article as well as the inspiration for adventure seed #4.

Further Reading:

https://en.wikipedia.org/wiki/Space_colonization

<https://phys.org/news/2016-02-colony-alien-world.html>



TravellerCON/USA 2019

TravellerCON/USA 2019 is planned for the weekend of 11-13 Oct 2019 at a new location, the Holiday Inn Morgantown. The theme is yet to be decided. The kickstarter is expected to go live in April or May, but start thinking about it now and be ready to pledge and join the fun!

Come play with us!



Less Dangerous Game

Falgaatu and Falgat Nahr

by Benedikt Schwarz

ANIMAL	HITS	SPEED
Falgaatu	8	20m
SKILLS	Recon-1, Survival-1, Stealth-1	
ATTACKS	Flee 9-, Attack 11+, Bite (1d+2)	
TRAITS	Small (-2); Chameleon (-2 to spot when landed); Flyer	
BEHAVIOUR	Herbivore/Intermittent	

ANIMAL	HITS	SPEED
Falगत naahr	10	15
SKILLS	Recon-1, Brawling/bite-1, Stealth-1	
ATTACKS	Flee 6-, Attack 9+, Bite (1d)	
TRAITS	Small (-1); Flyer	
BEHAVIOUR	Omnivore/Hunter	

The falgaatu is a native species of the Jaivan jungles and steppes on Peshkhaur, also known to travellers as a “clingray” due to its habit of attaching itself to sources of warmth. The same habit has spread falgaatu across nearly the entire sector, travelling to new planets as stowaways in the holds of smugglers and free traders.

Its larger cousin, the falgat naahr, followed its steps much later, and in a less haphazard manner: since falgat naahr prey on the nymphs of falgaatu and are themselves harmless enough (usually) not to upset a balanced ecosystem, they were deliberately released on many planets where the involuntary introduction of falgaatu threatened to cause problems.

Outwardly, the falgaatu looks similar to a Terrestrial manta ray, a flat, supple triangular pancake shape with a long flexible tail to aid in steering. The belly is a grayish white in colour, while the dorsal region is able to take on a wide range of hues to blend in with the surrounding area when the falgaatu is not flying. During mating flights, the usual instinctive mimesis gives way to scintillating displays of colour and bioluminescence that have inspired

Morphology	Bilateral symmetry, truncated tetrapod (four atrophied limbs); winged (two wings fused from fore and hind limbs and elongated ribs)
Biochemistry	C/H/O/N/P/S-based, broadly compatible with Terrestrial
Respiration	O ₂ -N ₂ inhalant, CO ₂ exhalant
Ecology	Diurnal (active during the day)
Habitat	Temperate to Tropic, semi-arid to humid, wide range of habitats
Diet and Trophics	Diet as noted (Behaviour); ectothermic.
Reproduction	Two genders, little sexual dimorphism, conjugal intercourse, oviparous birth (~20 eggs), semelparous (reproducing only once per lifetime). Eggs and nymphs carried by male and cared for until able to fly
Lifecycle and ontogeny	One week as nymph, moulting, five years as adult

Jaivanian poets ever since the planet was settled and made falgaatu the symbol of lovers on Peshkhaur.

The flight of a falgaatu is mainly muscle-powered, with the airstream regulated by adjustable scaly fibrils on its wings. Adult falgaatu have a gas bladder which is filled with lighter-than-air hydrogen and reduces their effective weight; while they are not true gasbag floaters, the buoyancy provided by the bladder lends their flight a lazy and elegant quality. The bladder makes falgaatu extremely vulnerable to energy weapons; regardless of power output, any hit will explode the hydrogen and kill the creature.

A falgaatu’s front is covered by a cluster of ten ocelles that can be extended on short stalks and moved independently. The mouth is located on the underside and houses two rather nasty-looking circular sets of teeth that rotate back and forth against each other. Appearances are misleading, though; the bite of a falgaatu is no worse than a Terrestrial house cat’s, and the drill-like movement is just strong

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Less Dangerous Game

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enough to pulp soft plant matter. The preferred diet is succulent leaves, mosses and fronds, but they are able to digest berries, bark and fruit if no other food is available. Several other orifices on the belly and the underside of the wings provide suction to attach the creature to any moderately flat surface; again, the suction is not strong enough to cause worse damage than a slight bruise even if the *falgaatu* is pulled off forcibly.

Falgaatu are social creatures and gather in swarms or “schools” of ten to twenty adults. Mating pairs form for life. Even though a pairing only produces eggs once in their lifetime, pairs go through the rituals of courtship every spring season, with colourful displays of their skin and spiralling mating flights. After mating, the female lays a cluster of fertilised eggs on the back of the male, which will carry them until hatching. The hatched nymphs feed on nutrients that the male sweats out of its skin until they are old enough to moult, at which time they fall off and search for a warm hiding place.

In colder temperatures and at dusk, the ectothermic *falgaatu* are driven to seek out warm places to lie flat against. In their native environment, this would be sun-warmed rocks or certain species of the *unga* plant that generate warmth (and there is the *bardamul*, a predatory pitcher plant that lures *falgaatu* with its heat spots). In urban areas, *falgaatu* can sometimes be found blanketing poorly-insulated windows, exhausts or even late pedestrians walking their incorial pets. While this is usually not dangerous, there have been (few and far between, but invariably highly publicised) cases of intoxicated people suffocating from a “*gaatu* smooch”. A very small number of people (roll 12+ followed by 9+ on 2D) are also allergic to the male *falgaatu*’s skin secretion and may even (on a further 9+) suffer anaphylactic shock on exposure to bare skin. Otherwise, being “smooched” is harmless, and unless the victim panics (which may provoke a bite from the startled

creature), the *falgaatu* can be shooed away easily. On Peshkhaur, being “smooched” is seen as a harbinger of good fortune in love, and scores of romantically-minded Peshkhauran single youths will walk the public parks on summer evenings in the hope of a favourable omen.

Falgaat naahr share the *falgaatu*’s general morphology but are larger and less nimble. They can fly silently, thanks to a larger hydrogen bladder, and will supplement their diet of leaves and ferns by hunting small animals at dusk. To strike prey, they rapidly deflate their bladder, gaining weight and dropping like a stone. Afterwards, the creature is rather clumsy and slow in flight (+2 to hit, and speed reduced by half) until the bladder has been filled again, a process which takes about two hours.

Unlike the *falgaatu*, *falgaat naahr* do not form swarms. A mated pair will hunt together for a while but go their separate ways after the male has received the fertilised eggs.



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Less Dangerous Game

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Adventure seeds:

1. The travellers are accompanying a Jaivanian prince and his fiancée on a pre-honeymoon tour of the subsector's resort planets. While visiting a popular wildlife preserve, they encounter a group of young tourists engaging in the latest fashionable sport: "clingray hunting" with low-powered laser rifles. The ignited hydrogen bladders give off a satisfying "pop" which provokes raucous laughter and rude jokes. The royal pair are not only deeply offended but also terrified that this encounter might be the worst possible omen for their proposed marriage! This causes both of them to have second thoughts; not exactly what the travellers' patrons had in mind when they authorised the trip. Reneging on the planned marriage would cause disastrous political repercussions.
2. As the travellers are out prospecting in the wilderness, their generator's exhausts are hugged by a swarm of falgaatu. If the animals are not shooed away quickly, the generator will overheat and stop working until superficial repairs are made – which is not a serious issue but could lose them all the data generated up until the moment where the generator gave out. There are still a few days of research work ahead, and the travellers need to come up with a way of keeping the falgaatu away from their delicate (and warm) equipment.
3. The supply run to a wilderness camp or remote outpost went smoothly – but now there are a few bewildered falgaatu with the travellers in their ship's airlock that have been drawn towards the warmth of their ship's interior.
4. The travellers' ship has returned from a major maintenance overhaul. As the travellers prepare for takeoff, they notice a few falgaatu suspiciously clustering around the edges of their ship's viewports. It turns out that the caulk the tech crew used to seal the ports to the bulkhead is a cheap substitute that would have let the ship's life support and heat leak into space once it had cleared the atmosphere. This begs the question: was it just shoddy workmanship, an honest mistake, an unreliable supplier, or deliberate sabotage? The techs may be in league with a band of pirates planning to take over the ship once the crew is dead in space.
5. A wealthy young dilettante has chartered the travellers' ship for a trip to Peshkhaur. Together with his mother's female secretary, he duly visits all the tourist attractions, but his real aim is getting one of the good-luck falgaatu smooches for him and the secretary (whom he has a crush on). He thinks that if he can get both of them "smooched" shortly after each other, she may see this as a sign from the gods of love and give up her resistance to his obvious charms. After two fruitless nights out in the park and a beginning head cold, the young man decides that the gods need a little helping hand; he has the travellers visit the black market and buy a pheromone spray to attract the animals. There is the little matter of administering it to the secretary without her noticing – and then finding out the hard way that she has a severe allergy to falgaatu (or is it the pheromone cocktail she is allergic to?).
6. Depending on the outcome, the travellers and their patron may be in for charges of grievous bodily harm or worse. The local police are already suspicious of the travellers – after lingering in the park for two nights, to the patrolmen they have the look of a gang of rapists looking for victims, and the unconscious secretary at first glance does look like someone knocked out by knockout spray. There will be a lot to explain.

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7. A scholar from one of the sector's major universities wants to conduct a study on the effects of falgaatu smooches and hires the travellers as help. They are supposed to enlist the youths who regularly congregate at one of the parks for nightly "love walks" as guinea pigs. The test entails hormone samples taken before and after a smooch, and a short questionnaire. Surprisingly, none of the young men and women are exactly cooperative, and all of them react in a frightened manner. It turns out the park is a meeting place for the underground Psionic Institute, and the "love walks" are a cover for young people getting rudimentary training to control their latent abilities. The travellers will have to deal with experienced Institute teachers subtly using their psionic powers to get them to leave, as well as with panicked youths lashing out with their only half-mastered abilities if the travellers ask too many prying questions.
8. High noon! The travellers have caught up with their enemies. Guns are drawn, and the few residents of the border town take cover as the contrahents slowly advance towards each other. Unfortunately, the first shots startle several pairs of falgat naahr that were roosting under an overhanging roof. In panic, some of the animals empty their hydrogen bladders and dive out of sight, while others zip around the battlefield or frantically attack the combatants. Muzzle flashes or laser beams may ignite the hydrogen clouds left by the fleeing falgat naahr and cause them to explode, adding to the danger.
9. The travellers have spent long hours looking for the camouflaged smuggler den where their friend is held hostage. Just as they are about to give up, a flock of falgaatu sails by and alights on a seemingly innocuous rock formation. It is located just on top of the station's power plant. The plant's exhaust heat is expertly masked and dissipated to fool conventional sensors, but the animals' sharp senses notice the slight temperature differential.
10. The travellers set up camp. During the night, several falgaatu nymphs creep silently into the travellers' sleeping bags and start shedding their skin. There is no great danger unless one of the travellers panics (or is allergic), but in the morning, they awake to discover that other nymphs have crept into toolboxes, backpacks, under their air/raft's hood, into their robot's joints and torso cavity, in short: everywhere. It will be quite a chore to get them and their sticky discarded skins off the equipment.
11. One of the male travellers witnesses a falgaatu clinging to a young girl's face. If he rushes to help her, she will be convinced that the 'gaatu smooch was a sign and become deeply infatuated with her "savior". She will use her comp and administration skills (she's a teenage whiz kid and top of her class in computers) to find out the travellers' whereabouts at any given time, linger around their ship or hotel in the hope of meeting her crush, and just generally turn up at the least opportune moments, such as when the travellers are infiltrating a facility or on the verge of having a gunfight with the bad guys. Finally, she gets into enough trouble that the travellers have to team up with her high school buddy to rescue her. Hopefully, they can also convince her that the boy would make a better boyfriend than a space vagabond of dubious reputation.
12. In the tundra zone of a cold world, unscrupulous prospectors release falgaatu to find deposits of pitchblende and thorianite by the trace heat generated by the mineral's radiation. The animals are illegally poached on other planets, and the constant exposure to the cold, the toxic dust and radiation causes them to sicken and die painfully in a very short time. A subsector-wide animal

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Less Dangerous Game

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rights group hires the travellers to get evidence of the abuse that they can present to the public (or, if the travellers are well-equipped mercenaries, offers a ticket to police the area and fight the prospectors). Unfortunately, the prospectors are secretly backed by an influential corporation, and if their activities are disrupted, the company will send a team of hard-bitten mercs to get rid of the travellers. High winds, freezing temperatures and the radioactive dust make combat on the tundra dangerous; a breached suit or a sabotaged filter could be very unhealthy for the wearer. Also, the radiation will spoof sensors and electronics near larger deposits (unless the travellers or their adversaries have access to hardened military gear), so stalking the enemy will be a matter of old-fashioned skills rather than fancy use of tech.

13. The travellers work for a team of Aslan ihatei scouts looking for a vacant area of the planet to settle. It looks like they found the perfect place, and the ihatei look very pleased when they are shown the premises. Just as they are erecting a provisory bridgehead, the ihatei leader is startled by a swooping falgat naahr. He will quickly regain his composure, but on the next day he tells the travellers and his companions that they

are leaving, no explanations given. The half-finished buildings and shelters are to be abandoned. The other Aslan grumble, and there is talk of challenging the leader. The exodus is postponed till the next day, but tensions remain high.

During the night, the shaken Aslan leader drinks himself into a half-stupor in the travellers' ship, and they have the opportunity to get some information out of him. It turns out that he falgat naahr looks like a creature from his homeworld that he has a severe phobia of (he was attacked by one as a cub); he fears that if they stay in the area and encounter more of the animals, he would panic and betray his fear to the other ihatei. They would lose their respect of him, and he would either be constantly challenged or outright deposed.

If the travellers still want their share of the new colony's revenue (or whatever was negotiated as their fee upon completion of the mission) they have to convince the leader to stay, they have to get him to face and conquer his phobia, and they have to conceal his shameful condition from the other Aslan until he can finally fearlessly claim this land as his own. ❁

In A Store Near You

Singing Crystals

by Jeff Zeitlin

Where people of refined tastes go to meditate, "center", or otherwise enjoy some quiet contemplation, Singing Crystals can be found. Those who have them speak well of them, though no two ever seem to describe them quite the same—even if they are speaking of the same specific crystals.

Their origin is unknown. People who have them readily tell others where they got them from, but the

trail always seems to "peter out" before finding an actual origin—providers have died or gone missing, records lost or destroyed, and so on. Nevertheless, when a certain kind of person expresses an interest in having them, there always seems to be some available.

In a quiet room with a Singing Crystal set, people will hear music emanating from them. The music

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is never detected by even the most sensitive audio recorders, yet to the listener, they can be muffled or blocked by wearing earplugs or other sound-blocking gear. Accusations of the singing being a psionic phenomenon seem to be disproved, as there are no alterations of brain activity characteristic of psionic phenomena, and the sound is neither blocked nor affected by psionic shields or similar technology. As usual, no two people, even simultaneously, hear the same thing from the same set of Crystals; most cannot identify the instruments they hear, even as to class (wind, string, percussion, etc.); and the music, though never perceived as random, is never of a recognized song.

The crystals seem sensitive to their environment, as well—specifically, to electromagnetic radiation (at any frequency/wavelength). Users report that if the Crystals are placed in a room or area where the lights are harsh and flicker, or where they change frequently, the resulting “music” will also be harsh and discordant, and will not soothe the listener any more than the original environment would have. If, on the other hand, the crystals are left in a restful

environment, with subdued lighting changing gradually and “harmoniously”, the resulting music will also be restful, harmonious, and so on. Distance attenuates the effect of EM radiation on the crystals’ music, as does various forms of shielding.

In appearance, Singing Crystals appear much as clusters of large quartz crystals, 10-15 cm in diameter, and up to 20 cm high, normally colorless—however, after being sited and left for about a week, they seem to take on various colors that blend well with the dominant colors of the area that they are in. The color may not be present in the area except in the crystals’ appearance, but there is no detected change in the crystals themselves.

Crystals seem never to be available on the “open market”—that is, you won’t see them on display for sale in even the poshest of retail establishments—but when a certain kind of person, who can truly appreciate what the Crystals offer, develops a desire for a set, somehow, an ideal set becomes available for them to purchase—at a high price that nevertheless seems a bargain, and which no purchaser has ever spoken about. ❁

Up Close and Personal

Iosif Klieidaries

by Ken Pick

Iosif Klieidaries 8A6788 Age 34 Cr60,000
Telerine-Korvan Traveller/Poet/Author/Blogger
4 terms Journalist
Computer-2, Carousing-2, Linguistics-2, Liason-1,
Interrogation-1, Streetwise-1, Gun Combat-1 (pistol)
Languages: Telerine (fluent/native), Korvan
(Pumayaqta dialect, fluent/native), Galanglic (good,
definite accent), Korvan (other dialects, passable)

Special Ability: Can transition between Thin/
Standard/Dense atmospheres without problems.

Never without his smart-tablet handy.

Iosif Klieidaries is a popular author/poet/journalist/blogger from Telerine whose journals/fiction/poetry are on Net screens and ebook downloads all over Telerine and its colonies and outposts. With the appearance of Galanglic translations of his works, he is becoming known outside Telerine’s three-system pocket empire – currently in the surrounding subsector of the Dole Moving Group.

Iosif’s nominal homeworld of Telerine is Tech Level 11. At that Tech Level, most all publication is done online, either ebooks or downloads from a subscription site, with hardcopy books primarily for

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Up Close and Personal

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traditional archiving or low-tech distribution. Though content piracy is common despite TL11 security and payment apps, it is still possible to build a following and make a living as an author.

Physically, Iosif is an ethnic Telerine, with olive-tan skin, rich brown eyes, and gleaming curly black hair worn in a Telerine cascading mullet. His skin is slightly darker than average, the mark of a Korvan Colonial. One of his in-person trademarks is his full mustache, unusual for a Telerine (Telerine men normally go completely clean-shaven or grow short full beards, nothing in-between). Because of his upbringing on both Dense-atmo Telerine and Thin-atmo Korvo, he has no problems with transitioning between Thin, Standard, or Dense atmospheres. He often wears a multicolored Korvan-style poncho over a Telerine-style tunic, a common combination for a Korvan Colonial; his Galanglic has a pronounced Telerine (Greek) accent.

He is pretty fast in standard gravity, with some skill in pistolry. If he has to travel armed (with a dry sense of humor about “extreme fans”), he usually packs a TL10 combat snub pistol with non-lethal loads first up the spout; if he wants firepower or doing some *real* recreational shooting, he goes to a 9mm Magnum Autopistol (*described in “Missing Links: Filling In The Gaps In Slug-Thrower Evolution”, <https://www.freelancetraveller.com/features/rules/tech/advslug.html> and p.58 of this issue*).

His personality is fairly serious, with a dry sense of humor; very inquisitive, as befits his journalistic experience, observing and asking questions. He is known for fresh and unique words and turns of phrase, both in writing and in everyday use (more so in Telerine than Galanglic).

Often he is “researching” as he travels or lectures, snooping around for local color, settings, situations, and character sketches for future literary works, putting his Carousing, Liason, Interrogation, and Streetwise skills to use at all levels of society.

(He is *not* a ‘slumming fool’; he knows the warning signs of a situation getting dangerous and how to distance himself from said danger.) When he’s not speaking, “researching”, or carousing, he’s often over his tablet, writing like a maniac – touch-screen keypad, voice-recognition dictation (in Telerine or Korvan), or going longhand with a touch-screen stylus. (He often voice-dictates when writing in mixed language, as Telerine and Korvan are not only linguistically-unrelated, but written with different alphabets.)

For his signet, Iosif uses a Korvan geometric decorative pattern called a “Chakana” ([see <https://en.wikipedia.org/wiki/Chakana>](https://en.wikipedia.org/wiki/Chakana)), which appears on his online icons, wardrobe accessories, and woven into his poncho outerwear. On personal appearances/speaking tours, he keeps a small stamp with his signet for “signing” autographs.



Born and raised on Korvo as a dependent of Telerine colonists in the Colonial Administration civil service, Iosif grew up with one foot in each culture;

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he writes primarily slice-of-life and adventure about the Korvan colonial setting and milieu – very much like Rudyard Kipling, that is if Kipling wrote in Greek about a TL7 neo-Andean milieu instead of in English about a TL4 British-colonial India.

His first major publication other than blogging poetry was around ten years ago, a collection of Telerine-language slice-of-life shorts and novellas collectively titled *Tales from the Korvan Mountains*, slice-of-life portraits and adventures of Colonial Korvo. This took off on the Telerine Web and quickly spread back to Korvo and to Telerine's other colony of Geolan. In the ten years since, Iosif has kept up the pace with five similar anthologies, independent shorts, and travelblog collections as he became in-demand for personal appearances and online lectures. In the meantime, he continues to write, blog, and collection-release Telerine popular poetry.

Some six years ago, he translated and re-published his current anthology *Pumayaqta Tales* into Korvan, expanding his following to urban Korvans; four years ago, his first Galanglic translations appeared, spreading his name outside Telerine's three systems. Galanglic-speakers know him primarily for his fiction and travelogues – his verse loses a *lot* in translation. Now his speaking tours and travelogues/travelblogs extend through Jumpspace into the surrounding worlds and systems of the sub-sector containing the Dole Moving Group.

The Waspome Connection

Iosif first encountered the Chitin A "Wasps" as a young adult on Telerine when he was first writing fiction, and has featured this vassal race of the Telerines in a couple of his shorts and one novella; with his Galanglic-language editions, he has begun introducing this minor race to the greater interstellar community.

This has come to the attention of several Wasp Hives, who are competing to cultivate him to put

their side of the Telerine Blockade before the interstellar community. Besides lobbying him to write more on the subject, the Hives are competing to assign a detached-duty Emissary (from *their* Hive) as his manager/scheduler/travelling companion on speaking tours.

Plot Hooks

Iosif is most likely to be encountered on one of his speaking tours. Or simply Travelling, gathering color and character for his next work, whether fiction or travelblog.

- If the PCs are Travelling without a ship, Iosif might have booked passage on the same ship; he prefers Middle Passage with a shared stateroom, encountering "interesting" people.
 - This could lend itself to a solo adventure, with the PC sharing the cabin with Iosif. Note that he will need alone time for writing, either in the stateroom or a private part of the common area.
 - Or with a group of PCs, shipboard adventures on a liner, including "getting in trouble" at intermediate ports of call.
- Or Iosif could book passage on the PCs' ship; smaller Free Traders often have looser separations between crew and passengers, allowing for more "local color".
 - He would be very interested in ship operations or any stories or experiences of the crew. A week in Jump gets boring, and crewmen often like to talk about their more "interesting" experiences.
 - This could later come back to haunt the PCs if they (or their tales) appear in his travelblog or as fiction in his next e-book.
 - If on tour, he might book passage for several weeks/Jumps, with a series of speaking engagements at each world of call; if a Subsidized Merchant, his itinerary

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matches the ship's normal route; if a Free Trader, he might have hired the ship for more than one stop. Or the captain or similar prominent crew member might be a fan of his works and willing to accommodate.

- If on tour, he could be accompanied by a Wasp Emissary with (specialized) Bureaucrat background, acting as his manager/scheduler/Travelling companion.
 - Wasps are hyper-social; when isolated from their Hive, they will adopt any human companion as temporary substitute "Hive-sister". The two will always share accommodations, including the bed.
 - Said Emissary would have been assigned by her HiveCorp to travel with Iosif; cultivating a rising author would be advantageous to the Hive.
 - Not only does this also provide an introduction to this minor race, but raises the possibility of getting dragged into a "spy thriller" adventure; it's an open secret that Wasp Emissaries double as industrial/tech spies for their Hive.
 - And another HiveCorp might want *their* Emissary cultivating Iosif.

If either (and anything "interesting" happens enroute or in port), expect to see the ship, crew, and incident appear online on his travelblog or fictionalized as characters or events in his next set of short stories/novellas.

Designer's Notes

This character was generated using the careers previously published as "Shavian Empire Careers", *Freelance Traveller*, Nov/Dec 2017. The Telerine language was represented in the campaign by Greek; Korvan/Pumayaqta by Quechua, Galanglic as the interstellar lingua franca by English.

Telerine and Korvo were profiled as Jump Destinations in *Freelance Traveller*, Mar/Apr 2016 and May/June 2016 respectively. Geolan and Wasphome were profiled together in *Freelance Traveller*, Jan/Feb 2017.

The premise behind Iosif was "a Telerine Rudyard Kipling", with age and career paralleling that of RK in his early thirties, shortly before his marriage.

Unfortunately, his name has no equivalent in Telerine/Greek. Research showed Kipling's actual name was Joseph Rudyard Kipling, and the Greek form of Joseph is "Iosif". His last name was more difficult; I had to go back a generation to his father's middle name of Lockwood, which Google-translates to "Kliedaries".

His use of a Chakana as his signet echoes Kipling's pre-1933 use of a swastika (a sign of good fortune in India).

Kipling was known for coining several English expressions and phrases that are still in use: "Deadlier than the male", "White Man's Burden", "East is East and West is West, and never the twain shall meet", "Law of the Jungle", "The Great Game", and others. This is the basis for Iosif's renown in coining words and phrases in Telerine/Greek. 🌟

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Size matters to us, not to you. Concentrate on making your article the best it can be. We'll offer suggestions that we think can fill gaps or improve an article; please take them in the spirit intended—we're *not* saying your writing is bad; we just want *Freelance Traveller* to be the best it can be, too! 🌟

Anderson and Felix Optional Components Guide

reviewed by Steve Attwood

Anderson and Felix Optional Components Guide. Michael Johnson. Gypsy Knights Games <http://www.gypsyknightsgames.com> 31pp., PDF and softcover US\$4.99/UK£3.78(P)US\$11.99/UK£9.08(P+S)

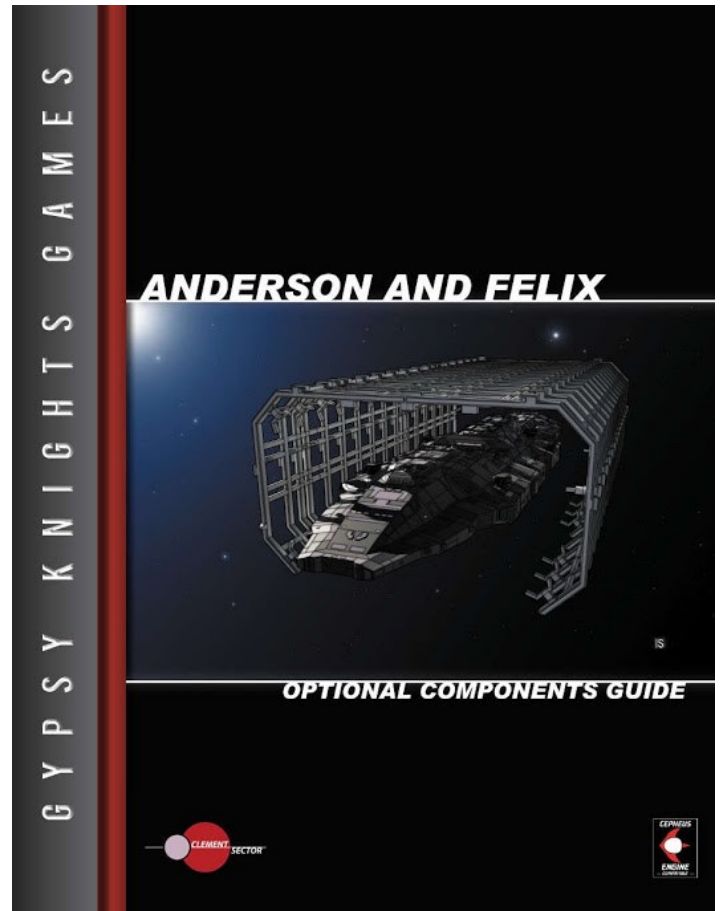
This review was originally posted on July 25, 2018 to Aegis Downport, the author's Traveller blog

At last it's the summer holidays here in the UK and a chance to catch up on my review pile....

Authored by Michael Johnson, the *Anderson and Felix Optional Components Guide* is a supplement to the main *Anderson and Felix Guide to Naval Architecture* for the Clement Sector but can be used with any *Cepheus Engine* or 2D6 SFRPG set of rules. The book provides some useful additional starship equipment that is quite varied in its scope. The first couple of pages start with an introduction and brief background to the Anderson and Felix shipbuilders and the company place in the Clement Sector. You are then presented with the first of the main headings, which take the major parts of a starship and offer variations or additional components. Each section is constructed from a section heading and an individual paragraph detailing the component, room or weapon.

Page 6 kicks off with 'The Engineering Section' which is spread over three pages (though one and a half of these are taken up with some very fine illustrations related to the engineering section, by Bradley Warnes).

Page 9 starts with 'The Main Compartment' and this is a good example of where that varied list I mentioned is demonstrated. The section has paragraphs for 'Computers', 'Steerage Accommodation', 'Astrographic Cartography Room', 'Casino', 'Interrogation Room', 'Retail Shops', 'Small Office' for example. In the description, it typically describes some information needed in order for you to add it



to the ship, being the amount in displacement tons (dTon) and the cost (in Cr/MCr). Weapons stats are listed where appropriate.

Armament begins on page 14 and is a pretty tasty section including such weaponry as the 'Plasma Gun', 'Railgun' and 'X-ray laser'. What I like about these is that the book presents some pretty exotic weaponry, such as one I've never heard of before, the 'Ortillery Railgun', which is a variant of the 'standard' mass driver railgun but fires projectiles at slower speeds but are optimised for smashing planetary targets. Suitable spinal mountings for these types of guns are also discussed in this section.

Something that was (probably) rarely seen in most SFRPGs more than ten years ago, but are now a prominent piece of technology are drones; this is forms part of the next section on page 19, 'Small Craft, Vehicles, Drones and Cargo Holds'. You get 'Boarding Pods', which are specialist transfer launches normally used to breach hulls with six occupants such as special forces or pirates. In addition,

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Critics' Corner

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you get a description for Point Defence Drones (PDD's), which are small armed drones which are designed to extend a ship's point defence sphere beyond the range of normal PD node weapons.

Page 21 continues with describing 'Cargo Holds' and options for conveyors, access locks, modular and cargo cranes.

The final two sections 'Interstellar' and 'Reaction' drives are described from page 23 onwards to the end of the book on page 28. The Zimm drive is the means of interstellar travel used in the Clement Sector and though it is not recommended to use another form of starship drive as it would change the nature of the setting (bit like Classic Traveller's Jump Drives in the Third Imperium), a few examples are offered who wish to explore different types of drive technology. You get a pretty detailed description of the 'Alcubierre Drive', which includes the theory of operation, distance travelled and how to construct a starship using such technology. Reaction Drives includes two types: Extended Pulsed Plasma Propulsion and Electromagnetic (EM) Drives. The former are also known as 'Orion Drives', the technology proposed in the 1960's as an incredibly powerful method of launching large spacecraft and 'quick' way of travelling to the other planets. The drive relies on firing nuclear 'pellets' to create a small nuclear explosion which forces the spacecraft to accelerate. Hundreds of these nuclear explosions would be used to accelerate the space-

craft to the outer planets such as Jupiter or Saturn, in a matter of weeks. However the idea was abandoned in the 60's and 70's due to the huge amounts of radiation it left behind. For more information about Orion Drives, take a look at over at Atomic Rockets (https://www.projectrho.com/public_html/rocket/engine1ist.php#id--Pulse--Orion). The principles of EM Drives are actually being tested at the moment, though only a few weeks ago a group of German scientists have proved that the principle behind the EM drive does not work. More on this can be found at Atomic Rockets, as well (https://www.projectrho.com/public_html/rocket/reactionlessdrive.php).

This is a pretty decent supplement to own; there is quite a varied range of equipment listed, some have only a small description paragraph whereas others cover two to three pages. However I do like the level of detail that has been included in all the sections, there are things that 'go beyond the norm' here as most spacecraft designs include typically much the same thing as this adds a great deal of 'variety' to your spacecraft construction. With the character scene artwork by Bradley Warnes, spacecraft / line art by Ian Stead and logos by Stephanie McAlea, if you're looking for a supplement to spice up your spacecraft construction, this is definitely worth looking at. I would like to thank John Watts of Gypsy Knights Games for being so kind as to send me a copy to review. 🌟

The Prep Room

Jottings #8: Language

by Jeff Zeitlin

The relationship between language and culture is deep, and exists on many levels. Social relationships can affect language and its use, occasionally in interesting ways.

One such is the phenomenon of the 'avoidance language' or 'mother-in-law language'. While the formal definition is quite a bit narrower (and more rigorous) than I use here, it's not entirely inaccurate to describe the phenomenon as a language (or vo-

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cabulary within a language) that allows communication between social groups that may not otherwise be permitted to interact 'normally'. Some examples of this phenomenon—and possibly related ones:

- Among certain tribal societies, most notably Australian aboriginals and some North American tribes, it is forbidden for a person ('ego', in such discussions) to talk to (or in some cases, even look at) ego's spouse's parent of the opposite sex. In such cases, communication between ego and the 'taboo' person, may be done through such a language. (This is the origin of the term 'mother-in-law language'.) Most examples of this type of avoidance language have features such as reduced vocabulary and circumlocutive phrasing (usually because of the reduced vocabulary).
- In discussions of Japanese culture prior to extensive contact with the West, it is often said (with accuracy unknown to me) that one would use different vocabulary when speaking to someone of higher social status, of equal social status, and of lower social status—and that similar differences of vocabulary applied when men and women spoke to each other. The social-status difference also appeared in Robert A. Heinlein's novel *Farnham's Freehold*.
- A less-extreme example of a similar phenomenon can be seen in hierarchical business/government environments, where the way an idea is expressed changes depending on who is the speaker and who the listener—for example, when something must be done and can only be done by one person, a hierarchical superior may simply say "John, frabulate the potrzebie", whereas the subordinate will say "Mr Jones, it looks like the potrzebie needs to be frabulated, and you're the only one that can do it. Would it be possible to get it done soon?".

- In the German medieval and renaissance periods, it has been suggested that nobles never gave orders directly to their servants. Instead, they would address others in the room, or even inanimate objects, and simply describe what the servant was required to do, e.g., 'She will bring brandy', 'He will bring the carriage to the door', 'She will escort the guest to her (the guest's) room', and so on. (It has been suggested that this is more of a case of simply never addressing the servant directly, not even to look at, rather than specifically addressing others (or inanimate objects) with the orders for the servant). Similarly, in some literary portrayals set in preindustrial (or early industrial) England, the master of the house never addresses most servants directly, even if the servant in question is in the same room; rather, the order is directed to the majordomo, butler, or valet, (whoever is in the role of "head servant") who then directs the appropriate servant.

Another way that social relationships can affect language is in the phenomenon of "code-switching". This term is used, perhaps not entirely properly, in at least three different ways:

- Most commonly, it is when two people are speaking together, where both are bilingual in the same two languages, and words or phrases from one language are injected into the middle of phrases, sentences, or paragraphs in the other. Several reasons have been given for this, including (but not necessarily limited to) the lack of a good word or phrase in the "main" language to express a concept that exists and has the phrase or word in the other language, the use of clichés, to signal membership in an 'in group', or merely as a show of 'prestige' knowledge. Note that the term does *not* apply when the words or phrases have been 'borrowed' into the other language,

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nor when the discussion is entirely in one language except for direct quotations of others.

- The phrase has also been used to describe the situation where two people are both knowledgeable in the same pair of languages, but each is more fluent in one of them—not the one that the other is fluent in—and uses that language to talk to the other. This was at one time (and may still be today) seen in immigrant households or communities in the United States, where the older generation speak the language of the ‘old country’, but the young speak English. The author is aware of at least one example where a ‘mixed’ immigrant community (two different linguistic sources) expressed this phenomenon within a single generation, where one person spoke Italian and the other, Yiddish.
- It also appears to be used to describe the situation where the same person may use different dialects, languages, or speech patterns in different contexts:
 - For example, the pastor of a church in a poor neighborhood of an inner-city will tend to use the same dialect or speech patterns as his congregants when speaking to them—but if he goes to speak on behalf of his congregants and their community needs to a city councillor/ alderman/etc. who uses a ‘more proper’ form of the language and sees the congregants’ dialect as ‘less educated/ literate’, the pastor will conform to that ‘proper’ usage.
 - An immigrant who works in an environment where the expectation is that everyone will be conversant in the local dominant or official language will use that language in the work environment, but may speak to a spouse in the language of their country-of-origin. If there is a compara-

tively large subset of individuals in the organization who come from the same linguistic background, that language, even if not officially sanctioned, may be used both in work-related and ‘recreational’ discussion in the workplace, if all participants come from that linguistic background. (For example, in greater NYC, all McDonald’s employees are expected to be able to understand and speak English reasonably fluently for interacting with the customers, but background chatter among the employees is quite likely to be in Spanish.) Note that this phenomenon has been known to offend others not fluent in the unsanctioned language.

In so-called ‘immigrant nations’ (such as the US, Canada, Australia, etc.), assimilation to the dominant culture (and language) is generally encouraged—but the immigrants sometimes feel that the pressure to assimilate is excessive, and resist. One manner of resistance is to insist on the preservation of the original language. This might be done *de facto* via ‘ghettoization’ (as is frequently seen in “Chinatowns” or “Little Arabias” or *et cetera*), or by the deliberate creation of schools that conform to local educational requirements, but conduct instruction and recreational interaction in the immigrant language. In some cases, this might extend to an official policy of bilingualism (with the extreme represented by Québec, where the policy requires local dominance of French, rather than the *de facto* dominance of English as in the rest of Canada) or polylingualism (for example, in California in the US, most state governmental forms are required to be available in dozens of languages, and court interpreters must collectively be able to interpret in any of the 220 languages recorded as being spoken in the state).

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On the other side of that phenomenon is the ‘accreted’ nation, where many disparate groups are welded together. In such a case, the central government may not demand any sort of assimilation and make official the use at a national level of a language not spoken by any of the disparate groups, while allowing regional and local use of indigenous language (India is one example of this, where English is used as the neutral common language (although Hindi also has official status nationally)); alternatively, a mandate for assimilation may be in place, and the dominant culture to which everyone is expected to assimilate also provides the official language (the People’s Republic of China, with its com-

mon *written* language, uses Mandarin as the official *spoken* language, though most regions have their own language). There is a third policy, exemplified by Switzerland, where there are only a few regional languages; there (and possibly similar cases elsewhere), the regional languages are all granted coequal official status. Similar to this third option is the use by international organizations of several widely-spoken national languages as official languages, all generally with coequal status (such as the United Nations, with English, Russian, French, Spanish, Chinese, and Arabic all having official status, or the European Union, where all of the member states’ national languages have official status.). ❁

Confessions of a Newbie Referee

A Column by Timothy Collinson

#37: A Change of Course

Long-time readers may be aware of my ‘life work’ trying to corral published *Traveller* works into some kind of order, first in *The Traveller Bibliography*, then *The Traveller Periodical Bibliography*, and now a work in progress to extend that to a second volume. Along the way I’ve created indexes for starships, careers and skills. I know, I know, it’s the librarian in me. Still, it keeps me off the streets, as my mother would say.

The first edition of TTB came out in 1997, although I’d been working on it for a long time before that. It originally started as a list of a couple of dozen titles to help a friend know what was what in the *Traveller* world in the hopes he might referee a *Traveller* game for me. Back then I had no belief that I could be a good referee myself (I still don’t... but that’s another confession!). Sadly, that game never came to pass, but the bibliographic work took on a life of its own and aside from the odd book review, seemed to be the only *Traveller* material I could write for publication.

Back in 2011, however, I started to find that I could write other things and dared to send ‘A Helping Hand’ (I think it was) to Mongoose Publishing’s Signs and Portents. I called it ‘A Volunteer is Worth Ten Pressed Men’, but, hey, they published it and it later appeared in *Compendium 1* as well. The online version of JTAS also published a Darrian character I created, as well as several more afterwards, and *Freelance Traveller* took a vehicle design. I even wrote my first adventure, *Ashfall*, although it was a few years before I dared to run it at TravCon and it finally saw light of day as a published entity last year. I wish I could capture whatever it was that triggered this newfound courage, but I can’t recall what it was nearly a decade later.

The snag was that this new found creativity slowed down the bibliography work. Then a couple of years ago I started refereeing regular games – which slowed down the bibliography even more. 2018 saw a further slowing as I tried to write long form fiction for the first time. Now I can barely keep

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Confessions of a Newbie Referee

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up with adding the articles from the new issues of *Freelance Traveller* every other month.

So in an idle moment in the middle of the night, I started wondering about whether it might be possible to speed the process up. There's still a lot of material to cover. Lots of old *Freelance Traveller*, all of *Stellar Reaches* and tons – well, kilograms at least –

of old 80s fanzines. Not to mention all of the online JTAS. How easy would it be to train someone else to do the work?

I'll reflect on that in another confession, but for now I'd simply encourage anyone who thinks they can only do one thing to think again, you never know where a change of course might lead you! 🌟

In A Store Near You

Limb Boosters

by Benedikt Schwarz

Limb boosters were originally developed by Ling-Standard Products for the Imperial Army and Marines, but they were soon made available to the civilian market. The Scout service, in particular, includes boosters in the medical supplies of field personnel, especially in ships that can be flown by a single crewman. Similar technologies have been developed for local military, medical and rescue services.

Common medical procedure for a person who has suffered a broken bone, torn muscle or shattered joint is to immobilise the injured area by a splint or insta-cast, followed by transportation to the nearest trauma center. The injured person is supposed to use the limb in question as little as possible to avoid aggravating their injuries.

While this is certainly the best method in civilian, urbanised areas, and the least damaging to the patient, there are circumstances in which mobility is more important than the prevention of further damage. The military tends to see the most such situations, for example where injured soldiers need to keep up with their comrades or risk being killed or captured. Scouts, as well, are often injured while exploring in places where help or the next hospital may literally be light-years away. In these cases, a limb booster will get the soldier or scout moving again, and may well save xir life.

Use and Effect

Primitive limb boosters appear first at TL 10, as a thick, multi-part bandage stiffened with nanocarbon rods and studded on the inside with tiny metallic contacts. The middle layer consists of artificial muscle fibres that can be aligned by kneading them into position and activating them with a pencil-sized infrared laser included with the package. At TL10-11, boosters are very bulky and cannot be worn under clothing, but at TL12, they fit under moderately loose garments, and at TL14 lie nearly flush with the skin. Higher-tech boosters may also have a monitor readout that constantly analyses the wound and provides medical data.

Before use, a broken limb should be set as expertly as possible, requiring a Medic, INT roll with the difficulty depending on the severity of the injury. Otherwise, the booster may later move the fractured parts in ways that will cause further damage to bones, cartilage, muscles, and tendons.

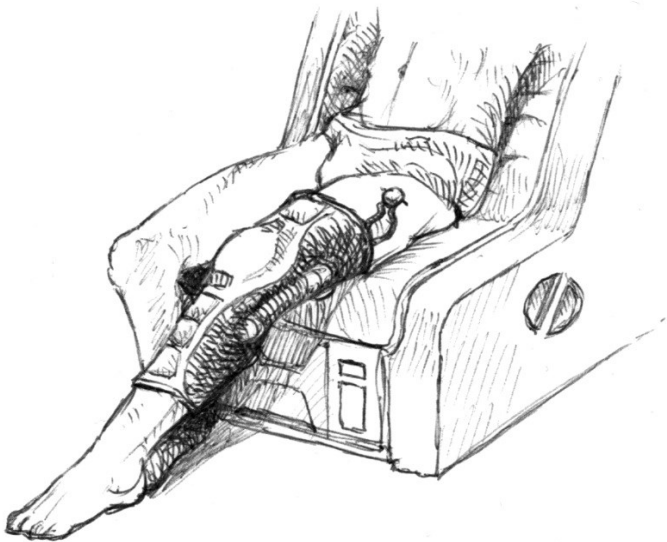
To apply the booster, the bandage is wrapped tightly around the injured limb, and the rods and fibres aligned, which takes an AVERAGE, Medic, INT roll. Painkillers, stimulants and antiseptics may be applied as well, with some booster models having automated injectors built-in. The metallic receptors in the inner layer will pick up the wearer's neural impulses and activate the middle layer's muscle

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In A Store Near You

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fibres to move the limb accordingly. The rods stabilise the fractured area and (hopefully) prevent further damage. In this way, the patient regains full mobility even with a broken arm or leg, for as long as the booster stays on.



In game terms, a character whose DEX or STR have been reduced by damage (but still at 1+) may function normally, as if these two attributes were at full strength, if fitted with a booster. Since a booster is somewhat clumsy, there is a DM -1 to all actions requiring fine movement by the injured limb(s).

Once a booster has been fitted, it prevents any treatment of the wound(s) by any means. To heal characteristic points via medical treatment, the booster must first be taken off. Only at TL 14+ are boosters reusable.

Moving an injured limb is likely to aggravate the damage; if the patient does anything else but rest, he must make a Survival, Athletics, or Medic roll (player's choice) every hour of activity to avoid taking an additional point of damage. The difficulty depends on how strenuous the activity is.

The Referee may force additional rolls when engaging in sudden heavy activity, such as combat.

In addition, the character will take an automatic point of damage every hour of activity for each of the original Medic checks (to set the limb and to apply the booster) that was failed.

One-third of all damage by activity (rounded up) is permanent and can only be healed with transplantation, cybernetics or advanced surgery. Simply put, even with the support provided by what is basically a high-tech splint, it is never a good idea to put further strain on a damaged joint.

Power Requirements

TL10 boosters are usually charged via cables from a belt-pack or a battery carried in a hip pocket. A typical charge lasts for four to eight hours (depending on activity) before the pack needs to be replaced or recharged. At TL12, the booster stores its own energy in a flexible power lattice and can be recharged by solar energy or the wearer's own movement, effectively making the booster autonomous from power sources.

Types of Boosters

Lower tech level boosters are single-purpose only: a booster intended for the left index finger of a human cannot be used on the right, or any other limb or digit. Consequently, the kit in a ship's locker usually lacks the extensive set of twenty boosters for the digits. A typical kit holds five boosters, one each for right leg, left leg, right arm, left arm and torso/shoulders—the hip assembly being a problem that will first be solved at TL 12, when general-purpose booster patches become available. These patches can be configured (ROUTINE, Medic, EDU) for any joint

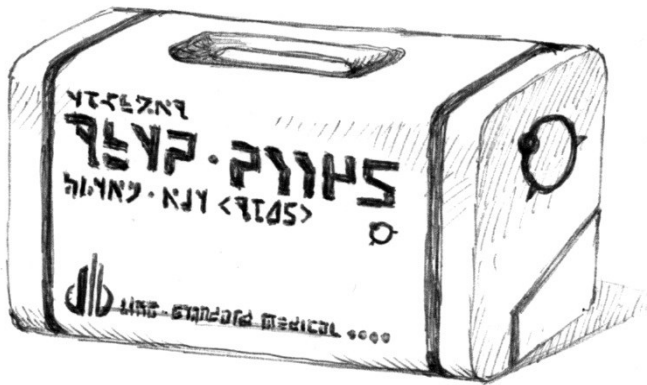
Difficulty	Example of Activity
SIMPLE	Walking slowly, without load
EASY	Walking, carrying a moderate load
ROUTINE	Running, without load
AVERAGE	Running while loaded
DIFFICULT	Carrying a heavy load or climbing
VERY DIFFICULT	Climbing while loaded

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In A Store Near You

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of the body of a sophont of the correct species. (Special boosters are available for certain species of animals, most often riding or draught animals.)



At TL 14, boosters become generalised enough to be used on other broadly similar species in a pinch—a human-use booster could also be used on a chimpanzee, Aslan, Vargr, or Droyne, or a booster designed for Terran horses could (with some improvised modifications) be made to fit a K'kree.

Boosters in the Military

Standard military doctrine in the Imperial service branches is for boosters to be applied only if the situation is such that the chances of the patient's survival will be improved. The high command feels that otherwise officers and NCOs in the field would come to rely solely on boosters and drugs to keep their troops in fighting condition for a mission, and general reliance on med-evac would decrease sharply. The temptation is high to keep soldiers in the fighting line even after they have been wounded. This practice, it is felt, would lead to a much higher number of soldiers being maimed and leaving the service physically impaired.

Booster use where not strictly necessary violates various service codes which hold the commanding officer or NCO responsible for ensuring the well-being of their men to the best of their ability. As such, it may be construed as “criminal dereliction of duty”, punishable by court-martial. Technicalities

such as the “dire requirements of the situation” are often cited in order to avoid prosecution, and it has often been argued that enabling a wounded soldier to fight increases the entire squad's chances of survival and is therefore a legitimate action. The success of such arguments depends largely on the personal opinion of the debriefing officer.

The typical situation where booster use is considered appropriate is where a unit has to rely on its mobility to avoid contact with the enemy, where carrying a wounded man is not feasible and other transportation is not available. An example would be an infantry platoon in retreat trying to avoid or fight off a pursuing enemy.

A notable exception to this doctrine is with boarding teams and drop infantry, where TL12+ battledress is often liberally equipped with automated booster patches and a medical expert system to apply them. The reasoning is that in space, mobility is of prime importance—a Marine spinning out of control needs to have the full use of all limbs in order to repair their suit and use their grav-pack or grapple line to return to safety—where the alternative is a horrid and lonely death in a slowly failing suit. Similarly, a failed orbital insertion or atmospheric para-drop may leave a trooper marooned miles away from help, and is also fairly likely to result in sprains, fractures or other injuries that impede movement.

Local militaries may have less strict regulations concerning the use of limb boosters, and may in fact rely heavily on boosters or drugs to keep their soldiers fighting for as long as possible. This is especially true with oppressive governments that care little for the well-being of their individual citizens, with warrior cultures where retreat is considered cowardice—and, it must be noted, with desperate armies on the losing side of a war. Ethical concerns all too often give way to callous utilitarianism in the face of imminent defeat.

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Most Aslan clans place the application of boosters firmly in the province of female medics. The general sentiment is that males are too intent on gaining glory and may well overtax their health if they employ boosters in order to stay in combat. (Also, the necessary fine-tuning of a booster is seen as a technical, “female skill”.) This has not stopped military commanders overriding the females on the pretext of “urgent emergencies” in countless situations.

The (Aslan) Glorious Empire (of Trojan Reach) lacks the qualms of Hierate Aslan, and their glory-seeking warriors employ limb boosters with liberal abandon if wounded in battle. The practice may have its short-term benefits in a given tactical situation, but in the long term it has resulted in higher numbers of warriors impaired for life due to aggravated injuries. This more than offsets the tactical advantage—especially as the Glorious Empire lacks the resources and advanced science to provide adequate relief to its crippled veterans. 🌟

	TL	Mass	Cost	Required skill	Notes
Limb booster (torso, arm or leg)	10	1.0 kg	Cr750	Medic-1	
Limb booster (torso, hip, arm or leg)	12	0.5 kg	Cr1000	Medic-0	May be incorporated into a vacc suit, combat armour or battledress (requires expert system with at least Medic-0)
Limb booster (torso, hip, arm or leg), reusable	14	0.2 kg	Cr1500	Medic-0	
Limb booster (finger or toe)	10	0.2 kg	Cr300	Medic-1	
Limb booster (finger or toe)	12	neg.	Cr500	Medic-0	May be incorporated into a vacc suit, combat armour or battledress (requires expert system with at least Medic-0)
Limb booster (finger or toe), reusable	14	neg.	Cr700	Medic-0	
Automated injectors	12	neg.	Cr500	None	May be incorporated into a vacc suit, combat armour or battledress

Up Close and Personal

Sherlock Holmes as a Traveller Character

by Timothy Collinson

Editor’s Note: In a few cases, most notably The Sign of the Four, the US and UK titles differ slightly. All have been changed to US usage.

Our esteemed editor started a thread over on The Traveller Mailing List (October 14, 2018 and subsequent, “Playing with an idea”, <https://archives.simplelists.com/tml/dates/2018/10>) about private investigators, noting that outside of *Book 5: Agent* there was little in the way of character generation for such staples of detective fiction. (There are any number of police careers in classic *Traveller* fanzines and elsewhere, but that’s not quite what was desired.) Perhaps unsurprisingly, Sherlock Holmes’ name came up in the discussion and he was general-

ly regarded as impossible to generate under the rules and would be best as an NPC.

Well, I like a challenge, and this happens to touch on another interest of mine. With the possible exception of Isaac Asimov volumes, I probably have more Sherlock Holmes books of one type or another than anything else. All 56 Conan Doyle short stories (not including the ‘special occasion’ stories “The Field Bazaar” and “How Watson Learned the Trick”) and four novels, obviously; but also many of the pastiches published since and several volumes of work about the great detective. Indeed, *Sherlock Holmes Detected* by Ian McQueen (1974) is a treasure

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Up Close and Personal

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I bought as a young schoolboy and have loved and regularly reread ever since. It's probably what gave me a love for the 'meta' knowledge and information that drove my bibliographic work. I'm also indebted to S. Baring-Gould's *Sherlock Holmes: A Biography* which is a *tour de force* of complete and completely believable biography of an entirely fictional person! (Yes, I know it's heresy to say this.) His dates for Holmes' life and chronology of adventures are what I've used for the timeline below – although there is much debate amongst connoisseurs about some details. I've also been privileged to play Holmes (<https://www.youtube.com/watch?v=pIX65bGJfF0>) and was delighted as well as being rather surprised to receive notification earlier this year that I've been added to the database of such actors (No. 4051, if anyone is keeping track)! I've chosen to use the Mongoose *Traveller* 2nd Edition rules, which should be relatively easy to convert to other rule sets.

"You certainly do things thoroughly, Mr Holmes."

"I should hardly be what I am if I did not."

("The Adventure of the Lion's Mane")

Characteristics

Let's start with Holmes' characteristics. Strength isn't particularly a notable feature of Holmes although he was noted for his boxing prowess and he does straighten out a poker which a visitor in "The Adventure of the Speckled Band" (future references to the short stories will omit "The Adventure of" or "The Case of", and only give the key words) bends to threaten him. Of course, we might argue that the metal has been recently heated by the bending and is a bit easier to return to shape but Holmes specifically notes that it is his 'grip' which helps him rather than brute strength. I think we can assign that an '8' at the beginning of his career, perhaps declining to a 6 towards the end as aging and the strains of his profession take hold (see for example, "Reigate Squire" where his "iron constitution" has been so affected by a case that he's taking rest in the coun-

try). You could perhaps make a case for starting at 9 and declining to 5 if you wanted to give/take die modifiers for his strength.

As for dexterity, my general feeling is that Holmes would probably get a positive DM on this at least. He's lithe, known to be adept at fencing and throughout the stories exhibits dexterity. Besides, we're on surer footing here as Watson has a lovely turn of phrase in *A Study in Scarlet* when he first describes Holmes and says "he was possessed of extraordinary delicacy of touch, as I frequently had occasion to observe when I watched him manipulating his fragile philosophical instruments" (i.e., his chemistry apparatus). In "Beryl Coronet", Holmes himself notes that "I am exceptionally strong in the fingers" which points more to dexterity than outright strength. *The Sign of the Four* sees him climbing over difficult roofs. I think we can give him a '9' on this. I don't think '10' is unreasonable but let's see if we can keep his exceptional qualities somewhat reasonable for the purposes of this exercise!

Endurance I would suggest should be even higher, say a '10' thanks to that 'iron constitution' and his ability to devote himself to the task in hand rather single-mindedly. Take for example *The Hound of the Baskervilles*, when he lives in a Neolithic hut on the moors for some weeks or his ability to go for several days without (much) food in pursuit of a criminal. See for example his three-day absolute fast in "Dying Detective". His body took some considerable abuse over the years from his cocaine habit particularly, and yet he still managed to maintain considerable fitness despite the lack of "exercise for exercise's sake" that Watson notes in "Yellow Face" – although he does also note in that passage "few men were capable of greater muscular effort" – but we could read that as short bursts of strength applied by vir-

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Up Close and Personal

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tue of understanding leverage and so on. Still, it could argue for boosting his strength higher if desired. Holmes and Watson demonstrate both Dexterity and Endurance when in “Charles Augustus Milverton” they scale a six foot wall topped with glass while they’re under pursuit and then run two miles across Hampstead Heath before stopping. Against that, note the description in “Devil’s Foot” which takes place in 1897 where his “iron constitution showed some signs of giving way in the face of constant hard work of a most exacting kind, aggravated, perhaps, by occasional indiscretion of his own”. This necessitated a break in Cornwall. Not that he escaped crime solving there. By the time he’s nearly 50 years old, Watson notes in “Three Garridebs” that “Holmes had spent several days in bed, as was his habit from time to time” which suggests he was beginning to tire; so perhaps reducing to 5 or 6 in latter years.

Intelligence must surely start at ‘12’ and perhaps be allowed to go higher in the character generation process. While his emotional intelligence might not have been high, there’s no doubting that of all the standard *Traveller* characteristics, this is what Holmes is noted for.

Education is a little more surprising. Mention is made of his going to University (generally regarded as being up at Oxford – see Baring-Gould), but no mention is made of his ever achieving a degree despite a couple of years, at least, there. *Traveller*⁵ rates a bachelor’s degree as equalling ‘8’ for education, so technically Holmes would rate a ‘7’ if he never actually graduated. However, it’s very clear that he has considerable self-education and has gone on to publish works on subjects as varied as tobacco, footprints, tattoos, ears (twice!), the dating of documents, the influence of trade upon the form of a hand, and of course the polyphonic motets of Lassus. I think we can safely push him back up to ‘8’ at least on this and higher would be defensible.

For Social Standing I would say a ‘10’ in the latter part of his career – he famously refused a knighthood (“Three Garridebs”) so doesn’t quite qualify as an ‘11’ – but as he started out he really struggled and could perhaps be given a ‘5’ here. So perhaps a candidate for +1 (or even +2) SOC die modifier being on the list of mustering out benefits. (He did accept the French award of the Order of the Legion of Honour (“Golden Pince-Nez”) along with a letter of thanks from the French President as well as an emerald tie-pin from Queen Victoria in “Bruce-Partington Plans”).

So that gives us 89AC85 as he starts out and perhaps 596C8A by the time he’s mustering out to keep bees on the Sussex Downs and struggle with rheumatism. This looks nicely in line with how UPPs change in the process of character generation and feels fairly realistic as life changes go and also looks fairly realistic in terms of ‘randomly’ generated *Traveller* characters. You could definitely argue for, say, ABBD96 changing to 697D9A by the time he’s 50 or so if you wanted a more heroic version.

Although neither a characteristic nor a skill in standard *Traveller*, it is worth noting here Watson’s comment about Holmes’ “remarkable powers, carefully cultivated, of seeing in the dark” (“Charles Augustus Milverton”) and “Three Gables” suggests he has pretty good hearing too even in later life. In addition he has a prodigious memory – see his brain attic in *A Study in Scarlet*.

“I hold a vast store of out-of-the-way knowledge, without scientific system, but very available for the needs of my work. My mind is like a crowded box-room with packets of all sorts stowed away therein – so many that I may well have but a vague perception of what was there.” (“Lion’s Mane”)

Skills

For skills I’m going to stick with the *Core Rulebook* rather than create additional ones, but I think we can get close enough with what’s there. Starting

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with background skills his education of 7 or 8 would give three skills and I'd pick Drive 0, Language 0 and Science 0. Drive would obviously become Drive (horse drawn vehicle) were it to be developed to level 1 or more. Alternatively, you could choose Animals 0 to eventually become 'handling' for this considering that in a couple of adventures Holmes drives a horse drawn dog-cart, or uses Toby the bloodhound for tracking (e.g. *The Sign of the Four*), or is well acquainted with horses and knows how to make one lame ("Silver Blaze"). For languages you can take your pick of several. He quotes in Latin, French and German at least that I can recall and Baring-Gould has him able to speak six languages. In *A Study in Scarlet* he buys a book in Latin (*De Jure inter Gentes* [= International Law], which presumably isn't just for decoration). Of course, merely quoting doesn't necessarily equate with mastery of a language but he's familiar enough with German to know *rache* means revenge rather than get side tracked into thinking it might be the start of 'Rachel' as Lestrade does (*A Study in Scarlet*). Science represents his facility with chemistry. He and Watson first met over a chemistry experiment at Barts and Watson notes the experiments (and noxious smells) going on in their rooms. If you were to give Homes, say, an education of 9 with its DM of +1, then I might add Carouse as a nod either to the boxing (*The Sign of the Four* or "Solitary Cyclist"), his Japanese *baritsu* ("Empty House"), or the detective's ability to blend in with social settings from working class pubs to upper class dinners. On the other hand, that might reasonably be subsumed into Deception (see below), as Holmes was hardly a noted party goer.

Next, let's take a look at what skills are possible that we've not mentioned above:

We can immediately dismiss Astrogation, Broker, Electronics, Engineer, Explosives, Flyer, Gunner, Heavy Weapons, Mechanic, Pilot and Vacc Suit. We can also dismiss Admin if you consider the cha-

os of his paperwork ("Musgrave Ritual"); not to mention his keeping tobacco in a Persian slipper and his cigars in a coal scuttle. A case might be made for Diplomat and Holmes was certainly able to speak diplomatically to characters in all works of life if he chose to, but he would as frequently say what he thought regardless of feelings if it didn't suit his purpose. Certainly he never had a formal role along those lines; that was left to his brother Mycroft. We could debate Medic 0 as he had some "unsystematic" knowledge of anatomy and could probably apply his intelligence to some of the basics, but clearly that's what Watson was contributing and I think we can pass on that too.

Perhaps rather more debatably we can dismiss Gambler, Seafarer, Steward, Survival and Tactics. Yes, he could probably have at least passed for level 0 in some of these. He might disguise himself for example as a master mariner (*The Sign of the Four*) which would require some knowledge, or survive on Dartmoor with very little in the way of creature comforts, and display some tactical ability in outsmarting criminals, but these feel rather outside of the scope of his traditional abilities. If you look carefully however at, for example, *The Hound of the Baskervilles*, you find that he didn't after all spend nearly three weeks living in the hut on Dartmoor. "My hardships were not so great as you imagined... I stayed for the most part in [nearby] Coombe Tracey and only used the hut upon the moor when it was necessary to be near the scene of action" supported by "Cartwright who, in his disguise as a country boy [provided] food and clean linen."

Cases could perhaps be made for Animals (see above); Carouse (see above); Leadership (he invariably took charge in a group consisting of, say, clients, Watson, Lestrade, etc.) and in "Solitary Cyclist" it mentions "the strong, masterful personality of Holmes dominated the tragic scene"; Navigation (great knowledge of London but needed maps else-

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where and this could be subsumed into Streetwise); Persuade (he certainly talked Watson into some dubious enterprises—for example, in “Bruce-Partington Plans”, they not only break and enter but Watson is instructed to carry the tools across London: “Bring with you a jemmy, a dark lantern, a chisel and a revolver” – all of which he is able to stow discreetly in his overcoat! Watson expresses reservations about breaking in, but Holmes persuades him); and Profession (he could probably have turned his hand to many things – it’s sometimes commented that he could have been an actor (*The Sign of the Four* and “Mazarin Stone”), or boxer (also *The Sign of the Four*), safe cracker (“Charles Augustus Milverton”) etc., however, none of these feel they’re appropriate skills for the man and we can’t give him everything; tempting though it is.

This leaves Art, Athletics, Deception, Drive, Gun Combat, Investigate, Jack of All Trades, Language, Melee, Recon, Science, Stealth and Streetwise.

Fortunately, we get a little help from Watson at this point as he writes about his understanding of Holmes’ skills after a few weeks of living with him (*A Study in Scarlet*). In full, his list reads:

SHERLOCK HOLMES – *his limits*

Knowledge of Literature – Nil.

Knowledge of Philosophy – Nil.

Knowledge of Astronomy – Nil.

Knowledge of Politics – Feeble.

Knowledge of Botany – Variable. Well up in belladonna, opium, and poisons generally. Knows nothing of practical gardening.

Knowledge of Geology – Practical, but limited. Tells at a glance different soils from each other. After walks has shown me splashes upon his trousers, and told me by their colour and consistence in what part of London he had received them.

Knowledge of Chemistry – Profound.

Knowledge of Anatomy – Accurate, but unsystematic.

Knowledge of Sensational Literature – Immense. He appears to know every detail of every horror perpetrated in the century.

Plays the violin well.

Is an expert singlestick player, boxer, and swordsman.

Has a good practical knowledge of British law.

I might have been tempted to put Advocate aside save for that last line, but I think we have to give him Advocate 1 at least as the *Core Rulebook* (p.62) states, *inter alia*, it includes a “knowledge of common legal codes”. #11 gives us Melee (blade) 3 and Melee (unarmed) 3 if he’s an ‘expert’ in boxing and fencing. We could revisit these as level 2 skills perhaps if needed, depending on where your definition of expertise lies. #10 gives Art (instrument) 2 perhaps but later, in “The Red-Headed League”, Watson knows more and describes Holmes as a “capable performer” and a “composer of no ordinary merit”, so I think we must give Art (instrument) 3. On the subject of Art we would probably need to add at least Art (writing) 1 for all his publications of articles and monographs – although I’m not aware of any comments on their quality save that his treatise on the Polyphonic Motets of Lassus was the “last word on the subject” (“Bruce-Partington Plans”). Some *Traveller* rule sets might also allow Art (disguise) and this certainly could be used here but Deception covers it explicitly: “allows a Traveller to... disguise himself... and fool onlookers” (p.63) and Holmes should probably be granted Deception 3, even 4 given that he could fool Watson and others who knew him well. Amongst other things he became a venerable Italian priest (“The Final Problem”), an old opium smoker (“The Man with the Twisted Lip”), an unshaven French ouvrier (“Lady Carfax”), the spy “Altmont of Chicago” at 60, gaunt and with a goatee (“His Last Bow”), and no less than three characters in “The Mazarin Stone”: a workman, a sporting man and an elderly woman.

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#9 on Watson's list we can ignore as a non-standard *Traveller* skill and items #1-4 give us things we can definitely miss. #5, Botany, is perhaps variable enough that he'd have at most a 0 skill so we don't need to have the specialism and can include it under other Science skills. Anatomy (#8) we can treat the same way thanks to the "unsystematic" but if we feel we need some level 1 skills, could go as far as 1. Geology at #6 probably qualifies for Science (geology) 1 but we could subsume it as a level 0 skill if we end up with too many skill levels. I can't help feeling that possibly Watson's description of Holmes' chemical knowledge (#7) as 'profound' may have said more about his own ignorance on the subject but it's clear the detective had some facility and I think we can safely say Science (chemistry) 2 at least.

His Background skills really need bumping up. Drive we had as a background skill and I'm more inclined to go with that increasing to Drive (horse drawn vehicle) 2 at the very least – in "The Man With the Twisted Lip" he drove a dog-cart and in "Solitary Cyclist" did so at speed which must take some ability and in "A Scandal in Bohemia" their cabbie drives fast and Holmes comments "I don't think I ever drove faster" (*I could have sworn Holmes at one points drives a London cab at some speed, but I'm unable to find such a reference. It may be an elision of the cases mentioned; or it may be from a television production or pastiche story.*). Language is difficult as I'm reluctant to fill skill slots with as many as six languages at level 3 or even 2, but let's say Language (Latin) 3 and note that that background gives him a facility with Romance and Germanic languages of Western Europe. Science we've discussed above.

So, what are left with? Athletics, Gun Combat, Investigate, Jack-of-all-Trades, Recon, Stealth and Streetwise. Investigate is the obvious main skill of Holmes as a *Traveller* character. Page 56 of the *Core Rulebook* says "A Traveller with level 4 or 5 is proba-

bly both well-respected and well-known in his field". I don't think I've ever used a level 5 skill in any adventure I've played or written, but this is probably the moment for it; at least at the end of Holmes' career. At the start he's neither well-known or well-respected (the police particularly give him a hard time). He struggles to make ends meet – hence his needing to share rooms with Watson in the early days. Athletics probably rates at least a 1, perhaps a 2 and at times more. In *The Hound of the Baskervilles*, probably as someone in his mid-40s at least, he could run. "Never have I seen a man run as Holmes ran that night. I am reckoned fleet of foot, but he outpaced me," writes Watson. But against that we must remember he abused his body with irregular eating and sleeping habits, his heavy smoking, and of course his drug addiction. (*The dating of The Hound of the Baskervilles has long been a problem for chroniclers of the detective and this isn't the place to revisit that. I accept the (late) date of 1900 of Dakin or McQueen.*)

Gun Combat (slug) 1 is probably sufficient for the limited mentions of Holmes' shooting at anything other the wall of his room to create the *Victoria Regina* tribute. Although, again in *The Hound of the Baskervilles*, he does – under considerable pressure not to hit his client who is being attacked – put five revolver rounds in a row into the beast. It was probably at pretty close range though. Usually it was Watson being asked to bring along his "trustworthy revolver" – although whether that's as the pair's main armament or in addition to whatever Holmes might be carrying is usually unclear. Incidentally, Lestrade is specifically asked about being armed for the dénouement of that case and is rather cagey about it. He seems to bring a hip flask rather than a weapon. Had he so reconciled himself to Holmes' triumphs that he didn't think it worth bothering anymore?

Recon in the broader non-military sense is probably quite high. I'd say at least 2 but more likely 3

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and you could argue for 4 in the way it supports his Investigate. Stealth could of course be used in place of Art (disguise) if preferred, or as well as that skill. It doesn't particularly feel very Holmesian however, so I'm inclined to either drop it or go with Stealth 1. There is a delightful passage in "Devil's Foot" where Holmes tells an opponent "I followed you." The reply from an experienced hunter and explorer is "I saw no one." Holmes retorts: "That is what you may expect to see when I follow you." So, Recon or Stealth... take your pick or give him both. Streetwise, well, for London it would be at least 3, anywhere else would tend to be leaving him dependent on his native skills. (As an aside, Holmes also has "at least five small refuges in different parts of London in which he was able to change his personality" ("Black Peter").) Jack-of-all-Trades – this is always a difficult one – although if anyone summed up the skill, it is Sherlock Holmes. On the other hand, you could argue that his talents are all focussed on the fairly limited goal of solving his cases. It could really be anything, but I think Jack-of-all-Trades 2 seems reasonable. Holmes does fail occasionally (one occasion, for example, is recorded in "Yellow Face"), so we don't want to make him too all-powerful!

So, what have we got so far?

89AC85 (changing to 599C8A)

Investigate 5, Art (instrument) 3, Deception 3, Language (Latin) 3, Melee (blade) 3 and Melee (unarmed) 3, Recon 3, Streetwise 3, Drive (horse drawn vehicle) 2, Jack-of-all-Trades 2, Science (chemistry) 2, Advocate 1, Art (writing) 1, Athletics (dexterity) 1, Gun Combat (slug) 1, Science (biology) 1?, Science (geology) 1, Stealth 1

This gives us 39 'skill levels' which is well within the maximum of 60 given by $(INT + EDU) \times 3$ (*Core Rulebook* p.52) and means we could probably add Leadership 1, Navigation 1, Persuade 1 if desired. But let's see how it might fit into a proposed career.

"An irregular pioneer who goes in front of the regular forces of the country" ("The Missing Three-Quarter")

Timeline

Holmes was born in 1854 (-2667 Imperial), in "His Last Bow" he was 60 (in 1914) and according to Baring-Gould's timeline started a consulting practice in 1877 and according to "Veiled Lodger", "that was to last for twenty-three years" (17 of them with Watson) but Baring-Gould has him retiring in 1903. No, I can't reconcile those facts either. But let's say he's 18 in 1872 and spends his first *Traveller* term at university (he takes on his first case, "The Gloria Scott" in 1874 whilst there), which puts us at 1876 at the end of that time. Close enough. We can assume – especially if he left university under less than usual circumstances – that he kicked around for a while before settling on rooms in Montague Street; perhaps he travelled on the continent. Such a timeline would make him an 8 term character at retirement and fits almost perfectly with Term 6 including his three-year disappearance (1891-1894) and 'mustering out' being 1904. We can begin to assign his receipt of skills given that a character will automatically get one per term, get another for every term he receives advancement and might get a third if Events warrant them. There's also the possibility of picking up Gun Combat or Melee skills in the mustering out process.

The snag is, that a quick glance will show that although the number of skills are allowable under the rules for his intelligence and education, they can't easily be fitted into a standard *Traveller* career progression. Even if they can, they hardly represent what we see in the canon with Holmes pretty much 'fully formed' by *A Study in Scarlet* – i.e., 3 terms in.

The only way of doing it is to 'reduce' Holmes to fit and to reduce some of his non-primary skills to level 0 and allow that to be a significant competence. We can also cheat a little and allow him to graduate giving him a couple of extra skills (and raising EDU

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to 9). It's only assumed he didn't complete his university education due to a lack of reference to a degree, but it may be that he didn't count it of much value and never mentioned it to Watson. We'll also assume that the 'Event' of each term from 2-7 gives him a skill which is a little generous given standard career tables. Holmes manages to avoid aging effects in terms 4 and 5 but after that gets hit and that reduces his STR and END as suggested above. His SOC we'll increase as part of the mustering out process along with giving him Gun Combat and Melee (blade) as well. He gets 10 benefit rolls (7 terms as a consulting detective), plus 3 for rank. Events might give him more but we've already assigned them to

skills so we won't add more. That might give us something like SOC +2, SOC +2, weapon, weapon skill, blade, blade skill × 3, INT+1 and a Contact (or Scientific Equipment if preferred).

We'll assign his background skills as above but not progress them any further than level 0. His first term is at university so we'll give him Advocate 0 and Art 1 progressing to Advocate 1 and Art 2. Let's assume Holmes is promoted in each of terms 2-5 and then again in terms 7 and 8 and gets Investigate skill in each of the first five of those. Deception seems to be particularly appropriate to term 6 as it's revealed that amongst other things, Holmes visited Mecca – not a safe journey for an 'infidel'.

Term	Age	Year	Skill	Case
Background: Drive 0, Language 0 and Science 0				
1	18	1872	Art 2 (instrument), Advocate 1	1874 "The Gloria Scott" (1st case)
2	22	1876	Investigate 1 Deception 1 Recon 1	
3	26	1880	Investigate 2 Streetwise 1 Art (instrument) 3	1881 meets Watson, they share digs 1881 <i>A Study in Scarlet</i>
4	30	1884	Investigate 3 Deception 2 Recon 2 Aging – none	
5	34	1888	Investigate 4 Drive 1 Recon 3 Aging – none	1888 <i>The Valley of Fear</i> 1888 <i>The Sign of the Four</i> (Baring-Gould also places <i>The Hound of the Baskervilles</i> in 1888) 1891 "The Final Problem"
6	38	1892	Melee (unarmed) 1 Deception 3 Aging – STR -1	1894 "The Empty House" (visits Mecca!)
7	42	1896	Investigate 5 Streetwise 2 Jack of all Trades 1 Aging – STR -1	
8	46	1900	Art (writing) 1 Stealth 1 Streetwise 3 Aging: STR -1 & END -1	1900 <i>The Hound of the Baskervilles</i>
MO	50	1904	Gun Combat 1, Melee 3 (blade), SOC +4, INT +1, Contact, Revolver, Sword	

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No attempt has been made to list all the cases, but the four novels and three other significant ones have been placed in the timeline. The dates are from Baring-Gould save for *The Hound of the Baskervilles* from Dakin or McQueen.

You could also reasonably add some additional skills via the training rules (p.52) but that rather goes against the spirit of trying to generate a character by the standard character generation.

(The career progression table is on the previous page)

This gives final character details at mustering out something along these lines:

Sherlock Holmes 596D9A, Age 50

7 terms Consulting Detective

Characteristics: STR 5 (-1), DEX 9 (+1), END 9 (+1), INT 13 (+2), EDU 9 (+1), SOC 10 (+1)

Skills: Investigate 5, Art (instrument) 3, Deception 3, Melee (blade) 3, Recon 3, Streetwise 3, Advocate 1, Drive 1, Gun Combat 1, Jack of all Trades 1, Melee (unarmed) 1, Stealth 1, Language 0, Science 0

Equipment: Revolver 3D-3 (p.118), Rapier 2D (p.116), Violin (Stradivarius), Drugs (tobacco and cocaine)

Connections: *Ally:* Watson, *Contact:* Baker Street Irregulars, *Rival:* Lestrade, *Enemy:* Moriarty

Other connections might be added such as the other police inspectors Holmes encountered (e.g. Gregson, Lanner, Martin etc – see box next page) and they might be considered Contacts rather than Rivals particularly given the friendship Holmes and Lestrade seem to have developed in later years. Indeed, latterly, Lestrade might be counted as an Ally. Mrs Hudson would count as an Ally. More obscurely, Shinwell Johnson a reformed criminal becomes Holmes' agent in the "latter phases" of his career ("Illustrious Client"). Langdale Pike would be a Contact, or as he's described when Holmes goes to pick his brains "a human book of reference on all matters of social scandal" ("Three Gables"). Irene Adler could be added as a Rival ("A Scandal in Bo-

hemia") and any number of enemies could be included such as Stapleton (*The Hound of the Baskervilles*) or Colonel Moran (*The Valley of Fear* or "Empty House", for example). And let's not forget Holmes' brother Mycroft who would be an Ally – although not altogether dependable as he doesn't appear until "The Greek Interpreter" (1888) and even then works in his own way (see also "Empty House" and "Bruce-Partington Plans") with brain power rather than any physical exertion.

For reference, skills that are not included from my initial analysis are Athletics (dexterity) 1 – subsumed into the DM +1 bonus for general DEX, Drive 0 rather than 2 – we'll say that he had Spectacular Success when driving the dog-cart, Jack-of-all-Trades reduced from 2 to 1 – perhaps no great loss some might argue, Language reduced from 3 to 0 – well, we were never including all that he seems to be able to speak anyway, but this does feel like an omission, Melee (unarmed) is reduced from 3 to 1 although we might argue that he was more reputed as a boxer in his salad days rather than at the end of his career, and the Science specialisms have been much reduced in number which would be the one thing that referees using a Holmes character might want to adjust.

It's clear that a version of Holmes can be created by the standard rules without making him too all-powerful a character although some might argue that we've reduced him too far. Some referees might want to adjust the exact distribution of skills I've suggested here although I've tried to keep them in balance with what's known in the canon. Other referees might want to remove three or four skill levels given that in standard tables not all Events provide a skill. Such referees should feel free to substitute other possibilities. It's left as an exercise for the reader to generate the character generation tables that might produce the above character, but one possibility is presented in the companion article to this one,

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“The Consulting Detective Career”, p.45 of this issue.


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Inspectors Holmes works with for potential NPCs:

(x – number of appearances >1)

Scotland Yard unless otherwise stated

Algar (Liverpool)	Jones, Peter
Bardle (Sussex Constabulary)	Lanner
Barton	Lestrade, G. (13)
Baynes (Surrey Constabulary)	Leverton (of Pinkerton's Detective Agency)
Bradstreet (3)	MacDonald, Alec
Brown	MacKinnon
Forbes	Martin (Norfolk Constabulary)
Forrester	Merivale
Gregory	Montgomery
Gregson, Tobias (4)	Morton
Hill	Patterson
Hopkins, Stanley (3)	Youghal
Jones, Athelney	

(and some local officers such as White Mason, Sergeant Wilson of Birlstone, Sergeant Coventry of Hampshire, Anderson a village constable and Mr Edmunds a County Detective from Berkshire).

[Note: Towards the end even Doyle seems to have given up on NPC names. In “Three Gables”, it is just ‘Inspector’ and in the last published adventure, “Shoscombe Old Place”, Holmes just has “a page”. Presumably Billy had grown up.]

Critics' Corner

Reach Adventure 1:

Marooned on Marduk

reviewed by Megan Robertson

Reach Adventure 1: Marooned on Marduk. Martin J. Dougherty. Mongoose Publishing <http://www.mongoosepublishing.com> 33pp., PDF US\$8.99/UK£6.95

This review originally appeared on rpg-resource.org.uk in Jan. 2018.

This adventure is set on a planet called Marduk which is in the Sindal Sector referenced in the Mongoose *Traveller II Core Rulebook*. It's a bit of a backwater on a major trade route, the sort of place you pass through rather than go to. It has a Highport in orbit, and the action takes place when the party take a shuttle to the Downport... the reason why they do

this is left open, although one suggestion is given, which could lead to further adventures.

There's a fair bit of Referee information, much of which may be shared as seen fit—if people consult library files or ask around a bit, most likely. It should help you make the place come alive a bit. Remember, Marduk is not within the Imperium, so the party may find that they are a bit outside of their comfort zone, although it's close enough that much will be familiar. There isn't very much here beyond the confines of the Downport's Star Town, apparently the indigenous people on the populated islands

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are not very friendly and the main continents are mostly inhabited by Downport folk who farm fresh produce for the starport.

The adventure proper begins when the party takes the shuttle to the Downport, although if they and you want they can explore the delights of the Highport first. A few other people are also taking the trip. It's not allowed to take your own transport to the surface, so dissuade anyone who suggests that. Enough of a 'big stick' is provided in notes on how to deal with errant transports that only the most foolhardy parties will try it... and even if they do, there's scope to weave this adventure in anyway. Neat! The trip ought to take the better part of three hours.

Unfortunately, the next system along (Oghma) is home to a fairly low-tech bunch of raiders who are just about Jump-capable, and today is the day they've embarked on their most daring raid yet, an attack on the Highport. The shuttle the party is on gets caught up in this, getting damaged sufficiently that it crashes. What was a jaunt planetside turns rapidly into a survival exercise...

The opposition may include raiders following up on the downed shuttle, the weather, and the local wildlife. There are also some locals—the native types who do not like contact with outsiders. It may descend into a brawl very quickly (which the party is likely to lose) or saner heads may prevail with running away or trying to communicate as better tactics. Hopefully the adventure ends when a rescue shuttle turns up, although it may be a mad dash across country to get to it.

That's it. A quite short adventure, but one in which the party have free reign to do what they please—remembering of course that every action has its consequences, never more so than here. Everything is well-developed and atmospheric, however, and could provide a nice side-adventure. Hopefully the party will not be marooned for too long! ☪



Freelance Traveller Goes Multilingual

Although the PDFs will remain English-only, we have had offers—and will entertain others—to translate selected (by the translator) articles into languages other than English. Each translation will be linked to its English original in our website, and each language will have its own index page listing all articles translated into the language. If you are a fluent speaker of a language other than English—especially of languages in which *Traveller* has previously been published (*we're aware of Spanish, French, German, and Japanese*)—and interested in translating into that language for us, please email the editor at editor@freelancetraveller.com ☪

The Invisible Masses

by Ken Murphy

This article was originally posted to the pre-magazine Freelance Traveller website in 2002.

While searching for *Traveller* Careers via Google, I was directed to a number of new careers for *Marc Miller's Traveller* (T4). Being a *MegaTraveller* player, I

decided to try my hand at knocking out a MT version of some of these (with liberal swiping from the originals)...

Career	Construction Worker	Citizen Worker	Religious Order	Emergency Technician	Servant	Entertainer*	Artist*	Athlete*	Paid Companion
Enlist	5+	3+	3+	6+	4+	6+	6+	8+	6+
DM +1	END 9+	INT 7+	END 5+	INT 8+	INT 8+	DEX 9+	INT 7+	STR 9+	DEX 9+
DM +2	STR 10+			END 10+	EDU 10+	INT 10+	---	END 10+	INT 10+
Survival	5+	3+	3+	6+	4+	4+	4+	5+	4+
DM +2	DEX 9+	INT 9+		DEX 9+	EDU 9+	INT 9+	INT 9+	DEX 10+	INT 9+
Position			9+	6+		8+	8+	7+	---
DM +1			Philo 3+	EDU 9+		DET 16+	DET 16+	DET 16+	
Promotion			9+	8+		8+	8+	7+	---
DM +1			EDU 9+	INT 9+		TheAct 3+	Art 3+	Sport 3+	
Special Duty	7+	9+	8+	6+	8+	6+	7+	6+	5+
Re-enlist	4+	3+	3+	5+	5+				

* These careers use Recognition instead of Position, and Notoriety instead of Promotion.

Notes:

Citizen Worker: Enlistment is automatic if first career; roll for enlistment only if 2nd or later career. The lack of Position/Promotion rolls reflects the Slow-path-to-Nowhere nature of most average jobs. At higher TLs, these types of jobs are often replaced entirely by robots.

Construction Worker and **Servant** have neither Position nor Promotion; moving between projects/jobs/employers usually does not preserve hierarchy.

Religious Order or **Emergency Tech:** The high Position/Promotion rolls are based entirely on web research, and reflect that one can spend quite a while in a given position between promotions.

Recognition indicates that the character's talent within a particular field has been recognized and is promoted by an interested source (e.g., a sports scout, wealthy socialite, newspaper columnist, relevant magazine, etc.) Characters that never gain

Recognition remain something of a big fish in a very small pond: well-known to a relatively small group of interested locals (e.g., the local Tavern's cover-band, or the Dinner Theater's shining star, continuing to plug along, never getting their Big Break).

Notoriety: There are no standard 'Ranks' associated with these Careers, though there is something called 'Notoriety'; roughly reflecting the general level of exposure the character's works or performances have gained within the borders of the Imperium. The higher the Notoriety, the closer to a household name the character has become. While standard Ranks stops at 6, Notoriety may exceed that limit. Notoriety isn't rolled for until the character has first received Recognition.

Paid Companions have neither Recognition nor Notoriety rolls, as I figured the very private nature of the career limits their public exposure.

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Notoriety Effects Table	
1	The character's work is well-known across most of a continent on a particular world.
2	The character's work is well-known across several continents on a particular world.
3	The character's work is well-known within an entire star system.
4	The character's work is well-known within 2d parsecs of the focal world of the character's activities.
5	The character's work is well-known within 3d+12 parsecs of the focal world of the character's activities.
6	The character's work is well-known within 1d sectors of the focal sector of the character's activities.
7	The character's work is well-known nearly everywhere in the Imperium.
8+	The character's work is well-known well beyond the borders of the Imperium.

Rank and Service Skills	
Construction Worker	Construction-1
Religious Order	Philosophy-1
Religious Order Priest	Persuasion-1
Emergency Technician	Vehicle-1
Emergency Technician Captain	Leader-1
Servant	Steward-1
Entertainer	Carousing-1
Artist	Fine Arts-1
Paid Companion	Courtesan-1, SOC +2 (min SOC 9)
Athlete	Physical-1

Special Duty Notes for Recognition/Notoriety Careers: If a natural 12 is ever rolled for Special Duty, the character receives 1 level of Notoriety for whatever the special circumstances happened to be; whether the actual 'Notoriety' roll is successful that term or not (provided of course, that the character has already been Recognized).

Using the concept of the Victorian-era 'Paid Companion' (as well as that of the 'Companion' in *Firefly*) being of a purportedly more cultured and refined background, I decided that once trained, their SOC would be increased. The decision to set SOC to a minimum of 9 after training reflects their need (and ability) to move about in high society.

Table of Ranks	
Religious Order	Emergency Technician
Acolyte [<i>Student</i>]	Station Officer
Underpriest [<i>Initiate</i>]	Lieutenant
Priest [<i>Teacher</i>]	Commander
Prelate [<i>Leader</i>]	Captain
Hierarch [<i>Theologian</i>]	Assistant Chief
High Priest [<i>Supreme Leader</i>]	Chief

Rank Notes

For Religious Order, the ranks in plain text were a set that I had come up with, but was not really pleased with. The ranks in bracketed italics are alternate suggestions by *Freelance Traveller's* editor.

Mustering Out Benefits									
		Material Benefits							
Construction Worker	Citizen Worker	Religious Order	Emergency Technician	Servant	Entertainer	Artist	Paid Companion	Athlete	
1	Tools	Low Passage	Mid Passage	Tools	Low Passage	Low Passage	Low Passage	Mid Passage	Low Passage
2	Low Passage	Mid Passage	+1 EDU	Mid Passage	Mid Passage	Mental	Mental	High Passage	Physical
3	Mid Passage	Mid Passage	Paraphernalia	High Passage	Weapon	TheAct	Art Equipment	Mental	Mid Passage
4	High Passage	High Passage	High Passage	High Passage	High Passage	Mid Passage	Mid Passage	Paraphernalia	High Passage
5	Fine Tools	High Passage	Assistant	Fine Tools	Token	High Passage	High Passage	Attendant	Hi-Perf Vehicle
6	TAS Member	Memento	+1 SOC	TAS Member	+1 SOC	TAS Member	TAS Member	TAS Member	TAS Member
7			Relic	+1 SOC					
Cash									
1	1000	1000	1000	1000	1000	---	---	1000	1000
2	5000	1000	5000	2000	1000	1000	1000	5000	10000
3	5000	3000	5000	5000	5000	5000	5000	10000	20000
4	10000	5000	10000	7500	10000	10000	10000	10000	50000
5	12000	5000	20000	10000	15000	20000	20000	20000	75000
6	20000	7000	30000	25000	20000	50000	50000	50000	100000
7	30000	0000	50000	50000	30000	75000	75000	100000	200000

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Benefits Notes:

Religious Order and Emergency Technician may roll on Material Benefits at DM +1 if Rank 3 or higher has been attained.

Any character with Gambling skill (Gambling-1 or higher) may roll at DM +1 on the Cash table. Entertainers, Artists, Paid Companions, and Athletes may take DM + 1 on the Cash table if they retire (voluntarily, as opposed to failing a re-enlistment roll).

Entertainers, Artists, and Athletes may use their Notoriety as a DM on the Material Benefits table. For modified rolls of 6-, use the preceding table; for 7+, use the table to the right.

Additional Material Benefits for Notoriety Careers	
7	Personal Assistant
8	Portfolio
9	Standard Yacht
10	Business Venture
11	Big Award
12	Imperial Invitation
13	Inducted
14	Talking Head

The **Assistant, Attendant, or Personal Assistant** is either a robot or sophont assistant to the character—assuming the Religious Order character has attained at least Rank 3. Entertainers, Artists, Paid Companions, and Athletes may choose to take an additional 50000 credits cash instead.

Portfolio: As the result of wise investing, most commonly the result of having hired good consultants, the character has quite an impressive portfolio of diverse and profitable investments; providing an annual income of 1D×10KCR.

Standard Yacht: Whether as the result of a personal gift, as a gift from the character's patron or corporate sponsors, or as a personal purchase, the character will possess whatever type of Starship passes for the 'Standard Yacht'. The character will own the vessel outright. Note that the method used to crew such a vessel is left to the character. Each 'Standard Yacht' benefit received after the first indicates that a Yacht a number of times larger than the Standard model is possessed; thus, 3 additional benefits of the Standard, 200 displacement ton Yacht

would indicate the character now has a very impressive Yacht of 800 tons displacement.

Business Venture: Whether acting as the primary, or as part of an investor's consortium, the character has become an investor in one or more businesses; providing an annual income of 2D×10KCR.

Big Award: The character has received whatever the Big Award for outstanding achievements in his field happens to be called; whether analogous to the 'Oscar', 'Grammy', 'World Series Ring' or 'Olympic Gold', the benefits of winning this award are the same: In addition to an exceedingly cool and valuable statue, ring, pendant, or other bauble, the character also receives +1 SOC (or SOC 10, whichever is higher), as well as a one-time cash award of 150KCR. In recognition of ancient Terran tradition, a winner at 'The Olympics' is able to eat for free for the remainder of his life.

Imperial Invitation: The Emperor's/Empress's curiosity has been piqued, and the character has been invited to the Imperial residence. While most of these meetings usually occur at Capitol, it is not unusual for the invitation to be to accompany an Imperial Excursion; traveling *en troupe* to a favorite Private Reserve world, or some other get-away.

Entertainers are, not surprisingly, asked to make an Imperial Command Performance, which, thanks to the Royal Press corps, are usually turned into major media (and marketing) events.

Artists routinely wind up creating privately Commissioned work for the Emperor/Empress; the nature of the work remains a repeated source of speculation, until the work is eventually profiled on Tri-V broadcast.

Athletes will be regaled with overly-detailed (and no doubt embellished) accounts of the Emperor's/Empress's past sports glory, usually from Uni-

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Doing It My Way

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versity days. After a few hours in the Presence, said Athlete will be dismissed from his royal presence, and avid sports fans within the extended Royal Family will descend; attentively listening to any stories the Athlete feels like sharing, having images of themselves taken with the Sports Legend, get autographs, and the like.

At the conclusion of an Imperial Invitation, the character receives an honorific title; providing +2 SOC (or SOC 11, whichever is higher), as well as a small token of the Emperor's esteem, a one-time cash award of 3D×100KCR.

After such a visit, the character cannot, for some time, go anywhere within the borders of the Imperium without being recognized.

This is ordinarily a once-in-a-lifetime opportunity, but repeat invitations are not unknown, if the individual or the individual's work in some way tickles the Imperial fancy.

Inducted: The character is recognized for achievements in his field, and inducted into a prestigious society of his peers in said field.

Entertainers are inducted into the ranks of the Imperial Society of the Arts; effectively elevated to the unofficial (yet usually used in any articles mentioning the character) status of 'Imperial Treasure'. Tri-V files of the character's best performances are kept at the Imperial Museum of the Arts on Capitol.

Artists are inducted into the ranks of the Imperial Artisans' Guild, and a wide range of their artwork can be found at the Imperial Museum of Art and Design on Capitol.

Athletes are inducted into the Imperial Athletics Association's Hall of Fame, where Tri-V files of the character's notable feats are kept. A larger-than-life-statue of the Athlete is also standard at each exhibit. Such Halls are located on Capitol, and, in recognition of the ancient Terran 'Olympics'; in Athens, Greece on Terra.

The character receives an honorific title; providing +1 SOC (or SOC 11, whichever is higher), as well as a one-time cash award of (1D+3)×100KCR. Such recognition should be received only once in a character's career.

Talking Head: The character has become a Media Fixture; whether as a commentator at events dealing with the character's former career, or as Corporate Skill.

As Commentator, the character is an employee of one of the numerous, usually large, Media Concerns within the Imperium. Such a position could be as either play-by-play or color commentator for coverage of a particular activity (usually sporting) related to the character's former career (like Jackie Stewart and the Indy 500, or Scott Hamilton and Dick Buttons' coverage of figure skating, etc); The Host of a program loosely dealing with the subject of the character's former career (Such as a famous, knighted actor hosting *Masterpiece Theatre*, though not being directly involved in any of the productions himself, etc.); or the ubiquitous Athlete-turned-Sports Reporter or Sports Analyst, etc.

As Corporate Skill, the character's notoriety has effectively been harnessed by some MegaCorp and directed at the masses via Tri-V and other media to peddle their wares (use any of the vast assortment of celebrity-driven commercials currently available for reference). Note that while a MegaCorp usually tries to tie the Skill's former career to their product line (Bob Vila's tool-related commercials, for example), this isn't always the case (Former boxing great George Foreman hustling "his" own line of cookers, for example).

The position of Talking Head pays exceedingly well; providing the character with an annual income of 5D×100KCR. Event Commentators are busy for the duration of their sport's season. Corporate Skills are rarely bothered by the MegaCorp. About the on-

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ly down side to the Skill gig is when that damned, grueling, personal appearance schedule that goes along with the money, shows its ugly head. It can be positively amazing to a new Skill to discover the things his MegaCorp Masters expect their mouth-piece to do.

Tools are a set of tools specific to the career, valued at approximately 10,000 credits. **Fine Tools** are similar, but of higher quality, value approximately 20,000 credits.

The Citizen Worker's **Memento** indicates the character still has some type of work-related material; IDs, uniforms, tools, awards, unwanted or even stolen pieces of equipment, memorabilia, condiments, or technology.

The Religious Order's **Paraphernalia** is whatever special clothes, tomes, staffs, etc., that are considered to be the required equipment of a representative of a particular religion.

The Religious Order's **Relic** is a piece of fairly pricey (or priceless, if you're a believer) reliquary given into the character's keeping—assuming the character has attained at least Rank 3. Multiple Relics can indicate either multiple Relics, or a single Relic of even more significance. Selling such a thing would ordinarily be out of the question for the character; though determined collectors would probably pay several MCR.

The Servant's **Weapon** is received only if Weapon skill has been received first.

The Servant's **Token** is a small item given as a gift to the character by a former employer. Multiple Tokens can indicate either multiple Token from one or several employers, or a single Token of higher value. Determine the value by rolling 2D each time this benefit is received; the total is the value of all tokens in thousands of credits.

'**The Act**' includes whatever specific equipment the Entertainer requires to be able to perform his

talent; musical instruments, costumes, sound equipment, a cabinet and saw used to saw a lady in half, a bullwhip and tiger, a collection of puppets, a sledgehammer and watermelons, ice skates, whatever.

'**Art Equipment**' includes all of the materials the Artist requires to produce artwork within his specialty.

'**Paraphernalia**' covers whatever clothes, wraps, candles, bedding, incense, oils, music, etc., required to do business comfortably. Each receipt of this benefit adds an additional 20KCR to their value.

High-Performance Vehicle: Whether as the result of a personal gift, a bonus from the Athlete's patron or corporate sponsors, or as a personal purchase, the character will possess a usually very highly-priced, high-performance vehicle of some sort as a toy, status symbol, or both. The most common types of vehicle are Grav vehicles or Small craft; though eclectic tastes in vehicles can run the gambit; including wheeled vehicles, racing boats, submersibles, LTA-craft, or even Solar racers and the like.

Skill Notes

(Skill tables are on the next page.)

Construction skill represents the character's knowledge and ability to perform myriad construction techniques. Level 3- represents various levels of being handy; 4+ is professional construction.

Heavy Equipment skill covers accurate use of heavy construction equipment, such as water, laser, sonic or saw cutters, laser and plasma drills and welders, nailguns, powered work-frames, etc.

Macro Engineering (JTAS 22) covers "the planning of cities and starports, world terra-forming, and other large scale construction".

Transport Engineering (JTAS 22) covers the "design and operation of public transportation devices, such as monorails. This includes cost-effective construction and operation techniques".

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Doing It My Way

Personal Development

	Construction Worker	Citizen Worker	Religious Order	Emergency Technician	Servant	Entertainer	Artist	Paid Companion	Athlete
1	<i>Physical</i>	<i>Physical</i>	<i>Physical</i>	<i>Physical</i>	<i>Physical</i>	<i>Physical</i>	<i>Physical</i>	<i>Physical</i>	<i>Physical</i>
2	+1 END	+1 DEX	<i>Mental</i>	+1 END	+1 DEX	<i>Physical</i>	+1 DEX	+1 DEX	+1 DEX
3	<i>Physical</i>	+1 END	<i>Vice</i>	<i>Physical</i>	<i>Mental</i>	<i>Mental</i>	<i>Mental</i>	+1 EDU	<i>Mental</i>
4	<i>Mental</i>	<i>Mental</i>	<i>Interpersonal</i>	<i>Mental</i>	+1 EDU	<i>Vice</i>	<i>Vice</i>	<i>Vice</i>	<i>Vice</i>
5	<i>Vice</i>	<i>Interpersonal</i>	<i>Inborn</i>	<i>Academic</i>	<i>Inborn</i>	<i>Inborn</i>	<i>Inborn</i>	<i>Mental</i>	<i>Physical</i>
6	Hand Combat	<i>Inborn</i>	<i>Vehicle</i>	<i>Vehicle</i>	<i>Interpersonal</i>	<i>Inborn</i>	<i>Academic</i>	<i>Inborn</i>	Hand Combat

Service Skills

	Construction Worker	Citizen Worker	Religious Order	Emergency Technician	Servant	Entertainer	Artist	Paid Companion	Athlete
1	Mechanical	<i>Vehicle</i>	<i>Academic</i>	Mechanical	<i>Vehicle</i>	<i>Vice</i>	<i>FineArts</i>	<i>Academic</i>	<i>Physical</i>
2	<i>Technical</i>	<i>Job</i>	<i>Inborn</i>	<i>Technical</i>	<i>Inborn</i>	<i>TheAct</i>	<i>Academic</i>	<i>Inborn</i>	<i>Sport</i>
3	Construction	<i>Job</i>	Philosophy	<i>Blade Combat</i>	Steward	<i>TheAct</i>	<i>FineArts</i>	Courtesan	<i>Sport</i>
4	Construction	<i>Job</i>	Philosophy	Heavy Equipment	Steward	<i>TheAct</i>	<i>FineArts</i>	Courtesan	<i>Sport</i>
5	<i>Vice</i>	<i>Vice</i>	<i>Interpersonal</i>	<i>Inborn</i>	<i>Vice</i>	<i>Inborn</i>	<i>Inborn</i>	Courtesan	<i>Physical</i>
6	<i>Inborn</i>	<i>Technical</i>	<i>Academic</i>	<i>Interpersonal</i>	<i>Interpersonal</i>	<i>Interpersonal</i>	<i>FineArts</i>	<i>Interpersonal</i>	Technical

Advanced Education

	Construction Worker	Citizen Worker	Religious Order	Emergency Technician	Servant	Entertainer	Artist	Paid Companion	Athlete
1	<i>Space</i>	<i>Technical</i>	Streetwise	<i>Space</i>	<i>Vehicle</i>	<i>Vehicle</i>	<i>Technical</i>	<i>Academic</i>	<i>Vehicle</i>
2	Heavy Equipment	Hand Combat	<i>Interpersonal</i>	Recovery Operations	<i>Technical</i>	Mechanical	Hand Combat	<i>Interpersonal</i>	Survival
3	Artisan	Electrical	<i>Academic</i>	Survival	Steward	<i>Technical</i>	<i>Elective</i>	Courtesan	<i>Sport</i>
4	Demolitions	<i>Job</i>	History	Demolitions	Steward	<i>TheAct</i>	History	<i>Physical</i>	Hand Combat
5	<i>Interpersonal</i>	<i>Interpersonal</i>	Philosophy	Exploration	Admin	<i>Interpersonal</i>	<i>Interpersonal</i>	<i>Mental</i>	<i>Technical</i>
6	Zero-G Environment	Admin	<i>Technical</i>	Zero-G Environment	Hand Combat	<i>Environmental</i>	Artisan	<i>FineArts</i>	<i>Environmental</i>

Advanced Education

(only available to characters with EDU 8+)

	Construction Worker	Citizen Worker	Religious Order	Emergency Technician	Servant	Entertainer	Artist	Paid Companion	Athlete
1	<i>Academic</i>	<i>Inborn</i>	<i>Linguistic</i>	Medical	Economic	<i>Vice</i>	<i>Inborn</i>	<i>Linguistic</i>	Medical
2	Zero-G Environment	<i>Vice</i>	<i>Mental</i>	<i>Academic</i>	<i>Space</i>	<i>Mental</i>	<i>Vice</i>	<i>Inborn</i>	<i>Academic</i>
3	Naval Architecture	<i>Mental</i>	<i>Mental</i>	Zero-G Environment	<i>Gun Combat</i>	<i>Academic</i>	<i>Inborn</i>	<i>Mental</i>	<i>Inborn</i>
4	Macro Engineering	<i>Academic</i>	<i>Interpersonal</i>	Naval Architecture	<i>Interpersonal</i>	<i>Economic</i>	<i>Academic</i>	<i>Interpersonal</i>	<i>Interpersonal</i>
5	Transport Engineering	Admin	<i>Academic</i>	Macro Engineering	<i>Academic</i>	<i>Mental</i>	Admin	<i>Academic</i>	<i>Inborn</i>
6	Combat Engineering	<i>Economic</i>	<i>Economic</i>	Transport Engineering	<i>Vice</i>	<i>Inborn</i>	<i>Economic</i>	<i>Economic</i>	<i>Economic</i>

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These seem more theoretical than hands-on, but I'm assuming it includes associated practical knowledge and common techniques and designs that apply to construction or rescue crews.

The Entertainer's **The Act** skill is used to represent the myriad of different possible skills an entertainer may possess which might not fall under an already-existing skill or skill group. For example, a piano-playing singer would pick Play Piano, Sing, and (if performing his own material) Composition; while someone working the time-honored path of the Blockhead would pick something like Pound nails into head safely, likely plusses to his physical stats, and maybe even Geek as well; and a wire-walking acrobat might pick Juggle, Throw, Acrobatics, and various plusses to physical characteristics (especially DEX). This over-specialization can create some highly-skilled individuals fairly quickly; but in very esoteric fields.

Each level of the Artist's **Fine Arts** skill can be taken in one of Act/Bluff, Chef, Dance, Disguise, Drawing, Imaging, Music, Painting, Song, Sculpture, or Write. I may have lifted it from TNE. While MT has **Artisan** skill which implies works of art can be created with it, I've limited it to Carpentry, Jeweler, Mason, Glassblowing, or Metallurgy. If you don't want the hassle, and feel that Artisan pretty much encompasses *all* art production, just replace the *Fine Arts* skill on the above table with *Artisan* instead.

The Paid Companion's **Courtesan** skill covers not only encyclopedic knowledge of the erotic arts, but also practical experience with the physical application thereof. It also includes aspects of Acting, Carousing, Interview, Liaison, Psychology, Persuasion, and Steward skills, and can thus be used instead of (or in addition to) any of these skills, but at DM-1.

The Athlete's **Sports** skill is a catch-all for just about any physical sport or game.

End Notes and Credits

Editor's note: Some of these comments refer to an extensive rewrite of parts of this article in late 2002.

Inspiration for these careers comes in part from Paolo Marino's Traveller Page (<http://www.mclink.it/personal/MC4799/traveller/trav.html>), Bloo's Religious Careers for Traveller (<http://portcaddo.com/bloo/traveller/religion.htm> [*dead link*]), private correspondence, the "Contact: Girug'kagh" article in *Journal of the Travellers' Aid Society* #21, and personal experience of the author.

Having originally gotten tired of using the usual 6-place benefits table, with a poorly defined "Rich and Famous" (*ugh!*) filling the bottom slot, I decided I wanted to have some different degrees of "Fame" (*ugh!*) to add to the mix; coming up with the Notoriety stuff given previously, which was actually little more than grafting the 3-different-results from Scott Galliand's article "Decorations in Marc Miller's Traveller" at *Freelance Traveller* (<https://www.freelancetraveller.com/features/rules/chargen/decorations.html> and *p.53 of this issue*) directly onto my work.

On reading over it, however, I decided that while I liked Scott's 3-level award system, I was dissatisfied with my clumsy attempt at wedging varying levels of fame and notoriety into the 1st, 2nd, 3rd benefit mechanic I'd used before this rewrite.

The Recognition and Notoriety mechanics in this article were inspired, in part, by the concept of Reputation from the Entertainer character generation article at Traveller Central (<http://www.travellercentral.com/chargen/entertainer.html>); the Galliand article; my extended Benefits table owes a lot to the extended Benefits table seen in the Charles Ahner, Rick Stuart, Ian Mackinder article 'The imperial Nobility', from Ian's Eclectic Website (<http://members.ozemail.com.au/~iand157/index.html> [*dead link*]).☹

Unfit

by Richard Aiken

This article was originally posted to the pre-magazine Freelance Traveller website in 2008.

Background

Primogeniture of Imperial High Noble titles is the usual thing, but not a sure thing. Along about the time a potential heir reaches the age of majority, he is sent on a Grand Tour of his future realm and its neighboring areas (at least). Officially, this is done to familiarize them with the taxation districts which they may one day administer for the Emperor. Unofficially, it's done to allow the most important of their future subordinates and allies (and their assigns) a chance to check him over.

If a particular heir passes muster with each individual visited, only the usual polite noises are made and this is taken by the parent as conditional approval. But if a particular heir proves objectionable to someone for any reason, the polite noises are supplemented by a substantive missive sent by discrete courier. The fact that someone voiced concern is a serious matter, requiring delicate negotiations and prompt remedial actions. If more than one person voices a concern—particularly if it's the same concern—this usually means that particular potential heir will likely “decide” to pursue a career that is incompatible with remaining the heir to the noble seat. If none of the potential heirs are found to be acceptable by all concerned, then the search for an acceptable heir widens out to include lesser branches of the House. Once the various Grand Tours are complete, the Heir Presumptive is confirmed and his/her intense training begins.

Of course, that's the way it's *supposed* to work. Perhaps surprisingly, it usually *does* work that way. But every now and again, a delusional High Noble decides that his “unacceptable” heir is a special exception and forges ahead with the announcement of his/her confirmation. This quickly gets embarrassing for all concerned, as the people who objected know

their concerns have not been properly addressed and so pass them on up over said High Noble's head. Said High Noble then receives a gentle, but pointed, inquiry from his/her higher-up, asking if the noble in question has really properly considered his actions.

Adventure Seed

A group of PCs who have gained a reputation as discreet troubleshooters are hired as escorts for a Registered Companion* while she carries out a long-term engagement at the Subsector Court. The PCs are not told that she's there as a direct—but unofficial—representative of the Sector Duke, tasked with persuading the Subsector Duke to select someone other than his spoiled-brat eldest son as his Heir Presumptive.

Possible Complications

1. The spoiled-brat—not understanding the realities of polite society—decides that he wants the Companion for himself. The PCs must successfully dissuade him without resorting to violence.
2. The Subsector Duke knows very well that his son is a rotten apple. But he's being blackmailed by someone who wants his successor to be a weak and easily-manipulated figurehead. So the Companion—no matter how skilled—will get nowhere. She will feel steadily growing frustration. Eventually, with no other course of action evi-

* *The Registered Companion is borrowed from the Firefly series, and is an individual who in this case serves as both courtesan and “back channel” envoy. They implicitly have strong ethical codes concerning their assignments and associates. A procedure for generating characters to fit this position can be found as “Paid Companion” in Ken Murphy's character generation article, “The Invisible Masses” (p.37 of this issue). A plain-vanilla diplomat can be used instead, if for some reason a Registered Companion is deemed unsuitable for the campaign.*

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Active Measures

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dent, she will confide in the PCs and seek their aid in discovering the source of the Duke's intransigence.

3. The "someone" who's blackmailing the Duke realizes what the Companion's mission must be and reacts by attempting to lure her into a situation where she will appear to violate her ethical code. If they discover that she has confided in the PCs, that will be sufficient (assuming they can get proof of it). They will then attempt to

blackmail her into delivering a favorable report on the rotten apple to the Sector Duke.

4. The PCs discover the identity of the blackmailer... and it's the local patriarch of the Church Of Stellar Divinity, who is hoping to use the future scandalous Duke as an object to be vilified and to lead a traditionalist backlash against. His long range plan (if discovered) is to use his "proven leadership qualities" to be appointed as the new Duke... then use his position to further the influence of his faith in the Subsector. ✪

Doing It My Way

The Consulting Detective

by Timothy Collinson

Editor's Note: In a few cases, most notably The Sign of the Four, the US and UK titles differ slightly. All have been changed to US usage.

My analysis of Sherlock Holmes ("Sherlock Holmes as a Traveller Character", p.27 of this issue) suggests a set of character generation tables can be constructed for a consulting detective and just to round it out we could add to a 'Holmes' speciality, a 'Poirot' and a 'Marple' to cover two more greats of English literature. Others might wish to substitute a Marlowe, Rockford, Spade, or Wimsey. (I might have added Columbo and Elijah Baley to a list of favourites, but they were with official forces.)

"A connoisseur of crime" (The Valley of Fear)

Consulting Detective

Also known as a Private Investigator, these detectives work outside of official channels, hired by clients for individual cases or happening to be on hand when a crime is committed.

Qualification: Intelligence 10+

DM +1 for previous career as Agent

Choose one of the following:

Holmes: Observation and deductive reasoning are at the forefront of your methods with an energy

and doggedness to follow clues wherever they might lead.

Marple: Observation of human nature combined with long experience make the most of conversation, gossip and 'cosy' settings.

Poirot: Great intelligence and logical reasoning use the "little grey cells" to solve cases by getting to know the individuals concerned psychologically and using order and method.

Career Progress		
	Survival	Advancement
Holmes	DEX 8+	INT 7+
Marple	SOC 7+	INT 6+
Poirot	INT 6+	INT 8+
Mustering Out Benefits (DM +1 if SOC 10+)		
1D	Cash	Benefits
1	Cr1000	Scientific Equipment
2	Cr5000	Blade
3	Cr10,000	Contact
4	Cr10,000	Gun
5	Cr20,000	INT +1
6	Cr50,000	SOC +2
7	Cr100,000	Memento

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Skills & Training						
1D	Personal Dev	Service Skills	Adv Edu (Min Edu 8)	Holmes	Marple	Poirot
1	STR +1	Investigate	Science	Investigate	Investigate	Investigate
2	DEX +1	Recon	Language	Advocate	Recon	INT +1
3	END +1	Streetwise	Art (writing)	Jack of all Trades	Art	Admin
4	INT +1	Deception	Navigation	Science	Steward	Tactics
5	EDU +1	Stealth	Persuade	Athletics (dexterity)	Profession	Language
6	SOC +1	Drive	Leadership	Art (instrument)	Diplomat	Diplomat

Ranks & Bonuses						
Rank	Holmes	Skill or Bonus	Marple	Skill or Bonus	Poirot	Skill or Bonus
0				Steward 1		
1		Deception 1				INT +1
2						
3		Art 1		Art 1		
4						Recon
5				EDU +1		
6		SOC +1				Persuade 1

Mishaps Table	
1D	Mishap
1	Someone you are investigating leaves you for dead. You are severely injured (this is the same as a result of 2 on the Injury Table).
2	An illness allows a competitor to solve a case before you do. Reduce any physical characteristic by one and lose one point of SOC.
3	You choose to let a miscreant go due to special circumstances. Roll Advocate 8+. If you succeed you may keep the Benefit from this term. If you roll 2, you must take the Prisoner career in your next term.
4	A client is killed before you complete your investigation. Lose a Benefit roll and two points of SOC.
5	Your investigations amongst low life expose you to a wasting disease. Roll on the Injury Table and lose one point of INT.
6	Injured. Roll on the Injury Table.

Events Table	
1D	Events
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	An investigation takes a dangerous turn. Roll Investigate 8+. If you fail, roll on the Mishap Table. If you succeed, increase one of these skills by one level: Deception, Persuade, Tactics or Language.
4	Your investigations uncover a vast conspiracy. Roll INT 8+ to increase any one skill you already have and gain two Enemies.
5	You experience a long drought of cases, roll INT 8+ to avoid losing one point of INT and gaining an addiction.
6	You are attacked by enemies. Gain an Enemy and roll Melee 8+ or Gun Combat 8+ to avoid a roll on the Injury Table.
7	Life Event. Roll on the Life Events Table.
8	You discipline yourself to learn new skills. Roll EDU 8+ to take a new skill.
9	You establish a network of contacts in your locale. Gain 1D Contacts.
10	A client asks for help with a risky case. If you accept, roll 1D: On a 1-2 you are injured, roll on the Injury Table. On a 3-4 you solve the case – barely! On a 5-6, you succeed. Gain DM+4 to one Benefit roll.
11	You gain the respect of a regular police officer. Gain an Ally.
12	You successfully solve a case for a high noble. You are automatically promoted and gain SOC +1.

Bringing Sherlock Holmes into the 57th Century

“facts are facts” (“Dying Detective”)

There is a school of thought that allows direct references to contemporary events, people or culture

in Third Imperium based *Traveller* games. After all, we need points of reference in order to have a game people can understand and we already take, for ex-

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Doing It My Way

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ample, our own language and knowledge into the future. On the other hand, there are those who point to the gulf of time – not to mention the shift in space and government to the Third Imperium. We don't regularly trot out culture from even a few hundred years ago here on Earth, why would be remembering details from thousands of years back?

I have sympathy with both views and can both argue both sides and am happy to play in either type of game – although the first option above would tend to work better for one shots or convention games but might work to a limited extent in a more serious ongoing campaign.

If any culture of the here and now (and I realize I use that term advisedly with Sherlock Holmes who hails from the 19th Century) was to survive far into the future it might be something or someone such as the detective who seems to cross culture and time even now. For more than a hundred years he seems to have captured the imagination of people groups around the world and he seems to be as popular now as he ever was – just look at the success of the BBC's *Sherlock* series and *Elementary* over on CBS.

Arguably stories from today have rather more chance of surviving into the future than word of mouth fireside tales of millennia ago. We can have exact records of them in digital formats that should theoretically be able to go on for ever, although digital rights, file format changes and a lack of systematic storage and upkeep of data are all problems we haven't really begun to solve yet for the really long term. In addition, simply the sheer quantity of material across all that time is going to mean only the very best stories and characters survive. Consider the number of other detective stories written in the late 1800s and early 1900s. Virtually none are remembered now. Even Edgar Allen Poe's C. Auguste Dupin and Émile Gaboriau's Monsieur Lecoq are largely only known now because of their mentions in Doyle's writing. Holmes is dismissive of them.

The former he calls "an inferior fellow" and the latter a "bungler" (although he has energy) – see *A Study in Scarlet*. Professional jealousy, perhaps?¹

If you don't want Sherlock Holmes, or those of his ilk, in your *Traveller* games then fine. But if you're interested in exploring such characters within a far future setting then the following might be helpful. I'm sure imaginative referees will have other suggestions.

How far such usage or technology has spread into the nearby Third Imperium or beyond, is left to the Referee although it should be noted that the concepts and cultural references would presumably have existed throughout the Second Imperium or Ramshackle Empire and could conceivably have travelled even as far as the Vargr or Zhodani borders. It is interesting to note the Aslan tradition of the *Huiha Rukt'hao* – said to right wrongs with the brilliance of her mind, the Zhodani *Shanzapl* or "knowing one", and the K'kree *Rakrix Gengrraak Gh'ee* or "well-born explorer of small, unnoticed details".

It's perhaps also worth noting here that Holmes himself was interested in thinking about the future. He believes that one day "our children" will be "some-day citizens of the same world-wide country under a flag which shall be a quartering of the Union Jack with the Stars and Stripes." ("Noble Bachelor") So perhaps we might argue he was considering the very Far Future! He could speak about warships of the future as if he'd made a special study of them² (*The Sign of the Four*) and he foreshadows Asimov's psychohistory in his quotes from Winwood Reade: "you can never foretell what any one man will do,

1. For those that would like to explore further, try *The Rivals of Sherlock Holmes* edited by Nick Rennison (Harpden: No Exit Press, 2008). But they're a pretty unmemorable lot.

2. He also speaks about miracle plays, medieval pottery, Stradivarius violins and Buddhism in Ceylon in the same way. In "Devil's Foot" he "discoursed upon Celts, arrowheads and shards for two hours".

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Doing It My Way

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but you can say with precision what an average number will be up to. Individuals vary, but percentages remain constant.”³ (also *The Sign of the Four*). In addition, there is his speech about the east wind coming just before World War I (“His Last Bow”):

“There’s an east wind coming... such a wind as never blew on England yet. It will be cold and bitter, Watson, and a good many of us may wither before its blast. But it’s God’s own wind none the less, and a cleaner better, stronger land will lie in the sunshine when the storm has cleared.” ☪

3. In fact, towards the start of the adventure, Holmes recommends that Watson read Winwood Reade’s *Martyrdom of Man* as “one of the most remarkable [books] ever penned”. The second mention – the quote given which he gives Watson towards the end of the adventure – suggests that Doyle had recently read this, quite real, 1872 book and had been impressed with it.

Shlock

In Solomani space, any of a class of expert systems, or later, artificial intelligences that are designed to support or engage in crime solving.

TL8 – a simple expert system capable of connecting forensic information provided to it and prompting questions where further data is required; usually capable of holding sufficient detail to be accurate in one city or culture

TL10 – an expert system that can work across a low to mid population world or one culture of a balkanized world

TL14 – an advanced expert system AI which can work on any high population world with multiple cultures and may be able to use some information on a wider Confederation scale; may use a holographic interface or be placed in a robotic body

TL16 – the first AI installed in an android designed to take on the persona of a private investigator or consulting detective and able to work anywhere in the Confederation; self-aware at TL17

By extension, the word shlock may be used of a private investigator working outside the usual police or SolSec channels although they may have connections within.

Critics’ Corner

Other Peoples’ Toys

The Terran Trade Authority RPG and TTA Local Space 2200AD

reviewed by David Schneider

1) *The Terran Trade Authority Roleplaying Game*. Scott Agnew et al.

2) *Local Space 2200ad*. Jeffrey Lilly et al.

Morrigan Press (no website found)

1) 416pp., softcover

2) 168pp., softcover

Price and condition vary; available via Amazon Marketplace.

This review was originally posted to the Traveller Mailing List in 2006

The Terran Trade Authority RPG

This is Morrigan’s second title in their attempt to restore the Terran Trade Authority to our shops and bookshelves. Their first effort, *Spacecraft 2100-2200 AD* was packed with errata and typos, and I am pleased to say that this book is an improvement on that front. Having said that much of the initial history section is simply a cut and paste from the earlier title. Consequently you get the same duplicated paragraph in the text, and the Alphans still feel compelled to declare “was” on Proxima rather than “war”. There are other typos as well that demon-

strate that Morrigan still has not fully grasped the concept of proofreading.

The first thing that struck me on receipt of the book was its size. Its dimensions are only 15cm by 23cm. The original TTA books were all large hard-bound books, and this smallish soft cover doesn’t really inspire. There is a nice CGI piece of artwork on the cover, but that’s pretty much the limit of the high level artwork. Frankly, for a product based on some fairly impressive artwork books, it’s disappointing to see the artwork here. There are a number of black and white ink drawings, which look like they have been badly photocopied prior to inclusion in the book. There are also several instances of CGI artwork that has been shrunk down, to fit on the small pages, and converted to grey. Needless to say such artwork does not adapt well to this format, and you get some pretty grey and indistinct images. There are a number of anatomically correct drawings

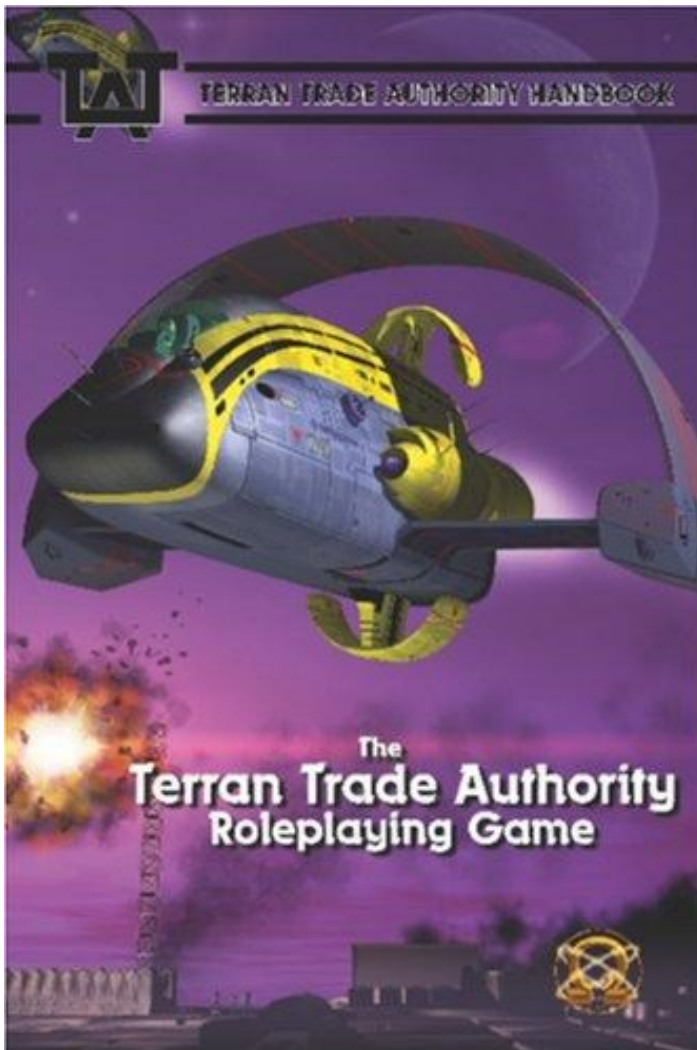
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Critics' Corner

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of the species concerned, and these are pretty good, plus a number of conceptual artwork sketches, which at least help you picture the races concerned.

The new things in the book are detailed descriptions of the three known spacefaring races (Humans, Alphans and Proximans) and their home systems, which are good. However, *Traveller* players may groan a little when they read that apparently all three races come from the same genetic heritage somewhere in the past (hopefully this won't be the Ancients all over again). There is also a new section which gives an overview of some of the biggest corporations in known space, plus a quick mention of some of the smaller ones. Sure enough, Morrigan is mentioned as a large corporation in the TTA future.



A bit of a treat is a foreword by Stewart Cowley, which is nice, and gives a little more insight into the creative process behind the original four books.

The rest of the book largely concerns the Omni RPG system, which I gather is the set of house rules used by Morrigan. It uses a system of skills and character quirks as a part of its game mechanics; however I'll leave a detailed breakdown of the rules to a more gearhead-orientated reviewer. The book contains all the equipment and stats that you'd expect for an RPG, plus several of the classic ships converted into game stats.

Frankly, in many ways this book is the worst of all worlds. It doesn't add a lot to the universe background. It's all either cut and paste from the first book, or taken more or less directly from the original TTA material. Fans of the artwork are going to be seriously disappointed with all the small, badly copied, pieces of artwork. RPG gamers will find that a small soft cover book is awkward and annoying for use in an RPG. Larger hardcover books are far easier to leave open on specific pages for quick reference during a gaming session.

In summary, there is some new material on the Alphans, Proximans, and humans, plus some fleshing out of the solar systems and some of the TTA corporate world. Other than that, the artwork is generally poor, the history is recycled from the originals or the first book, and the book size is inconvenient for use in RPG play. This book should only be purchased by folk who are keen to run a campaign in the TTA universe. All the good artwork will be appearing in the artwork books, and I have a feeling that we'll be seeing all the history and new material about the TTA Universe again and again and again in later books.

Local Space 2200 AD

The TTA Handbook, *Local Space 2200 AD* arrived today, and I thought I'd share some first impressions. Firstly, it's a roughly 15cm by 23cm softcover

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Critics' Corner

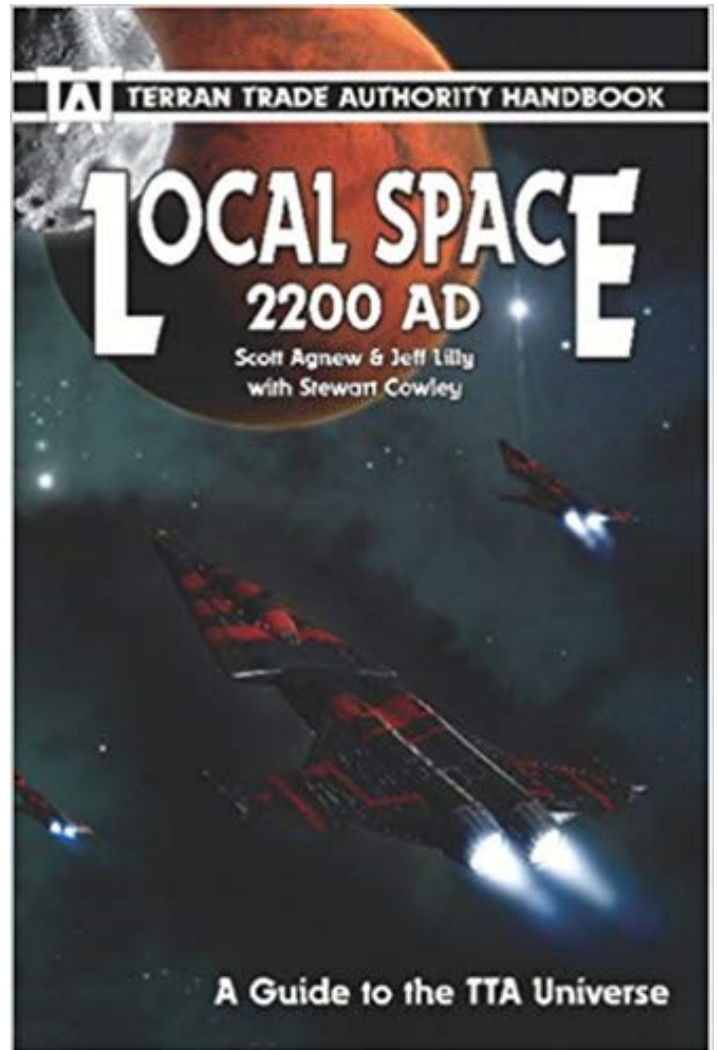
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book, the same dimensions as the TTA RPG. It has a pleasant CGI generated cover, and is about half the thickness of the TTA RPG book.

I had been led to believe that it was just going to contain the new material from the TTA RPG, without all the Rules and game stuff; however, there has been some work done on this title to make it more than just that. For example, rather than give us a cut and paste of the History section from the RPG and Spacecraft books, a more streamlined introduction has made for an easier read. It also omits the intro by Cowley to be found at the front of the TTA RPG. The book reproduces all race and stellar system information on the Proximans, Alphans and Humans, and includes anatomically correct pictures as well. It also reproduces other parts of the RPG's new info such as the descriptions of Corporations and the Mektech robots created by Cowley.

New material appears in this book, which is to say some of the old material which originally appeared in *Spacecraft 2000 - 2100 AD*, and which did not appear in the new *Spacecraft 2100 - 2200 AD*. The Skybase and Nomad entries appear here, as do several of the unknown object entries (though one is reproduced from the TTA RPG). While I was really pleased to see these entries, I was also really disappointed to see them in this book. The reason for this is that it reproduces almost all of the poorly copied artwork from the RPG book.

All of the starship and unknown object illustrations must have been large, colour, CGI artwork. This has been shrunk down to fit the small format of the book, and turned into generally bad black and white pictures. The CGI artwork of the various planets, in particular, does not fare well in this process. With the exception of the skybase, NOMAD and some Unknown Object pictures, all the artwork is reproduced from the TTA RPG. They really should have saved the unknown objects for an artwork



book, because they are not displayed to advantage here at all. It's also a sad fact that the proofreading issues that have plagued this series crop up again. Unknown Wreck: Sol, for example, has a sadly garbled paragraph that detracts from the writeup significantly.

This book is not a game supplement, and it's definitely not an artwork book. Instead it is more of an expansion to the TTA universe background for people who don't want to buy the TTA RPG for the same information. If you want the fantastic pictures that Cowley's original books contained, this book is not for you. If you want a supplement for the Roleplaying Game, this book is not for you. If you want more detail on the TTA Universe, and don't

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want to buy the RPG, then this might be for you. Perhaps.

Essentially a repackaging of the new information from the TTA RPG, potential buyers would do well

to click on the Amazon link to that product, and read the reviews submitted there. Once you've done that you should be in a position to decide if you want to purchase this product. 🌐

Active Measures

Getting Off The Ground

The Game Is Afoot: Consulting Detective Adventure Seeds

by Timothy Collinson

So, after seeing what Sherlock Holmes looks like as a *Traveller* character ("Sherlock Holmes as a *Traveller* Character", p.XX, this issue) and generating a Consulting Detective of your own ("The Consulting Detective", p.XX, this issue), you naturally want to use your detective in an adventure.

For a solo (or perhaps two player and referee) game, it would be possible to have the PC as the Holmes figure, in these seeds inspired by Sir Arthur Conan Doyle's actual writings: (*Editor's Note: The titles are slight changes from Doyle's original titles; substitute the word in parentheses for the word immediately preceding it to get the original.*)

A Scandal on (in) Bohemia

The local ranking noble of Bohemia (Ilelish 0318 B879987-9) needs help retrieving some compromising holographic imagery from a spurned paramour. The latter's intelligence is high and deviousness even higher.

The Adventure of the Six Strephons (Napoleons)

A priceless jewel has been hidden in a bust of the Emperor when the thief was escaping capture by the police in a manufactory. The now-finished busts have been sold and the thief is trying to track them down one by one.

The Adventure of the Sussex Vampire

On Sussex (Glimmerdrift Reaches 2416 B120400-A) in the Mandanin Confederation, a client who has married a partner from the Krax Confederation (or

the Ginlenchy Concordance) across the border, is troubled because his foreign wife is being accused of being a vampire and biting their son.

The Asteroid (Valley) of Fear

A former organized crime syndicate member is hiding out in an asteroid belt convinced his former gang members are out to kill him for informing to the system's police. A regular force detective inspector who knows the PC well invites the character to join him in checking up on the mob member. They arrive to find a body...

"If the law can do nothing we must take the risk ourselves" (Reminiscence of Sherlock Holmes)

Or, for a more conventional merchant ship set up:

The Voyage of Rossum's Heir

The PCs are asked to transport an android shlock to a world several Jumps away.

1. Humaniform androids are illegal in Solomani/Imperial space and the PCs are not privy to the true nature of the android. Delivery may be straightforward and consequences only apparent once the authorities find out what (who) they've 'smuggled'. The nature of the android

Ship Names for potential encounters:

<i>Alicia</i>	<i>May Day</i>
<i>Aurora</i>	<i>Norah Creina</i>
<i>Bass Rock</i>	<i>Palmyra</i>
<i>Conquror</i>	<i>Rock of Gibraltar</i>
<i>Friesland</i>	<i>Ruritania</i>
<i>Gloria Scott</i>	

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Active Measures

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- may be revealed on the journey either to just the PCs or the PCs and other passengers and the PCs will be required to knowingly smuggle the android to its destination if they want to be paid. The shlock's ability to notice detail and reason out the responses of locals should assist in getting the unusual passenger to the destination.
2. As #1, but there is an Imperial Agent hunting for the shlock. The Agent books passage on the PCs' ship believing the shlock is at the next world. The Agent may or may not realize the nature of a fellow passenger during the voyage. The shlock may request 'asylum' or assistance from the PCs if required.
 3. Humaniform androids are not illegal but they're certainly unusual and the shlock will garner a lot of interest on the voyage and at any intervening stopovers. 'Ownership' of the shlock may be a question that is up for debate while it is transit. Does it belong to the seller, the buyer, itself or the ship carrying it as a passenger? The PCs may find that they're called on by local authorities or local patrons to allow or assist the shlock in solving a crime.
 4. Shlocks are neither illegal or unusual but one has booked passage on the PCs ship and may involve them in adventures or investigations on worlds they stop on; or, may assist the PCs in negotiating tricky situations with regard to their cargo deliveries, encounters on the world, and so on.
 5. An entertainment company hires the PC's vessel for one Jump promising a full passenger load. They will want to convert/decorate the passenger lounges and any other shipboard spaces they can negotiate with the PCs into a theatre set for a murder mystery they will set on board for the duration of the voyage. The shlock will take one cabin, three more will be taken by the organizers and their 'cast', with the remaining cabins sold

to mystery loving punters watching the master/mistress at work. They may also be competing with the shlock to solve the mystery first. The PCs can participate if desired.

6. As #4 or #5 and a real murder takes place in Jump space. An ideal moment for the shlock to be a 'marple' in the cosy setting of a ship in Jump.

Alternatively:

The Problem of the Maiden's Escort


The PCs are Solomani agents tasked with transporting an experimental shlock from a lab ship to a world several Jumps away; perhaps Terra. The shlock is a humaniform robot that has not been designed to be 'switched off' and there are doubts about how the biotechnology would survive low-berth travel. The shlock has been designed to look like a very attractive and fit woman of perhaps 30. Her name is Eurus and her UPP is AAAC5?. She is intelligent but naïve; to date her education has only covered basic living and social interaction functions. Her social standing will depend on how she's presented to the world at large (or how she presents herself if allowed). To complicate matters one of the PCs (choose at random) has fallen in love with her; either as an unrequited crush or as reciprocated romantic entanglement.

1. One of the PCs is a SolSec agent from the Technical Directorate tasked with ensuring that Eurus is delivered without interference from any other sources; the PC has information indicating that another in the team may be working against this goal.
2. One of the PCs is a SolSec agent from the Monitor Program interested in seeing how the shlock and/or its training might be used to further monitors' watching briefs on those around them.

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Active Measures

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3. One of the PCs is an agent of a megacorporation – such as Transstar – intent on stealing the biotech for themselves as potentially hugely useful in industrial espionage or trade negotiations and the like.
4. One of the PCs is a member of an organization (whether political, religious, quasi-scientific or something else) who want to destroy the technology – but may attempt to use the shock to track down and destroy the original research as well.
5. One of the PCs is an Imperial agent determined to retrieve this advanced biotechnology for the Third Imperium. If that's not possible, Plan B is to destroy it.
6. All of the above are true.
"It may well be that several explanations remain..." (Blanched Soldier) 

Doing It My Way

Decorations in Marc Miller's Traveller

by Scott M. Galliard

This article was originally posted to the pre-magazine Freelance Traveller website in 1996.

The young officer approached the reviewing stand with a bit of hesitation. Rewards processions were occurrences that were a part of every young officer in the Imperial fleet. But this one was different. Before, he was in the honor guard. Now... His name was called, and a CPO was waiving him to go up on stage. He came to attention and marched onto the stage.

Once on stage he approached the central podium, careful not to display his astonishment. The planet's Marquis was there, no less. A bead of sweat started to form on his brow as he came to where the Marquis was. The Marquis smiled, then spoke, reading from an artificially weathered parchment.

"On this, the 281st day of the One Thousand One Hundred and Third year of the Imperium, and in the name of the Emperor, Strephon, First of that name, I award Lieutenant Commander James Stovall of His Majesty's Imperial Navy with the Medal for Conspicuous Gallantry for his efforts at Eneri in defending his ship against overwhelming odds."

The Marquis hung the medal around the young officer's neck and shook his hand. The Marquis then spoke again. "I also hereby promote this young man to the rank

of Commander in His Majesty's Naval Forces on behalf of a grateful Imperium. Congratulations, Commander."

Awards for meritorious conduct in the face of the enemy on behalf of a grateful nation have always been an important part of every nation's heritage. Children are regaled with stories of how Grandpa won the Congressional Medal of Honor for saving that entire regiment in World War II, for example. Decorations serve multiple purposes, one of which is to give the country a new hero to help bolster morale and support. The Third Imperium is no exception in this regard.

In *Book 4: Mercenary*, players and referees were introduced to the concept of decorations in the Classic Traveller universe. A decoration served to represent the service of a character in a particular event. How one received a decoration depended on what type of mission he served and if that mission allowed the character to be eligible for the medal. There were five primary decorations mentioned in *Mercenary*, which were also later used in *Book 5: High Guard* and the *MegaTraveller Player's Manual*:

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Doing It My Way

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Combat Ribbon: This award was received by a character that participated in a mission that was considered hazardous to the character's health. For Marine/Army characters, the missions that were considered were Battle, Counter Insurgency, and Raid. For Navy characters, they were Battle, Siege, and Strike. No roll was necessary, just participation in one of the above missions.

Purple Heart: A character received a purple heart if he received an injury on a combat-oriented mission. In games terms, this translated to rolling the exact roll needed to survive the mission. (*In some editions of Traveller, this was called "Wound Badge".*)

Meritorious Conduct Under Fire (MCUF): This medal was received when a character displayed courage above and beyond the call of duty. Gamewise, the character would receive this when he rolls the number needed for receiving a decoration. For that year, the character receives a +1 for a promotion roll (if he hasn't already received a promotion that term if he is an officer.).

Medal for Conspicuous Gallantry (MCG): This medal was one step above the MCUF. Gamewise, the character received an MCG if he passed the roll for decoration by a total of three or more needed. For that year, the character receives a +2 for a promotion roll (if he hasn't already received a promotion that term if he is an officer.).

Starburst for Extreme Heroism (SEH): This medal was given for the providing the greatest service for the Imperium or local sector. Gamewise, the character could receive an SEH for passing the decoration roll needed by six or more. For that year, the character receives a +3 for a promotion roll (if he hasn't already received a promotion that term if he is an officer.) as well as a +1 to social standing.

In the case of the MCUF, MCG, and SEH, the player could "buck" for a decoration. That is, the player could gain a bonus of +1 for the decoration roll if he accepted a -1 on the survival roll. For ex-

ample, a Marine is required to roll a 6+ to survive a mission and 8+ to get a decoration. The player decides that he wants to add +2 to his chance to get a decoration. This changes the required roll for survival for that mission to 8+. This decision must be made before the survival roll is made.

When *Marc Miller's Traveller* came out in 1996, there were several changes to the character system. One of them was the absence of a system to determine decorations for a character in the system. This article provides a proposed option for the implementation of awards/medals in the T4 character process. This article expands on the original idea, providing possible awards and decorations for all the careers presented in the T4 core rulebook, save the Psionicists (who are a group that does not advertise its existence) and the Rogues (who try to keep out of the public eye for obvious reasons.).

Army, Marines, and Navy

The Army, Marines, and Navy receive the same awards as presented in *Mercenary*, *High Guard* and the *MegaTraveller Player's Handbook*. To bring these awards into line with the *Marc Miller's Traveller* character generation system, consider the following:

Combat Ribbon: Roll 6- on 2D6, no modifiers. This signifies the character participated in a combat situation. No real benefits for the term are derived. This roll should be made before the injury roll.

Wound Badge: Roll exactly the number needed to avoid an injury. This signifies that the character received an injury, but it was not debilitating enough to remove him from service.

MCUF, MCG, and SEH: Make *one* roll of 6- on 2D6, no modifiers. The referee may as an option allow a player to "buck" for a decoration by giving the player a +1 bonus for every -1 the player voluntarily takes to make the injury roll. Note that the referee should make sure that the player should take this option *before* he makes his injury roll. The result of the roll gives the medal received:

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On 6–, the character receives a MCFU, and a +1 for commission/promotion for that current term.

On 4–, the character receives a MCG, and a +2 for commission/promotion for that current term.

On 2–, the character receives a SEH, and a +3 for commission/promotion for that term. At the referee's discretion, the character might also receive a +1 to social standing permanently.

The roll for decoration should be made before the roll for commission/promotion

Scholars

The rewards of a scholar should be quite different from those of a military-oriented career. A scholar would receive an honor for insightful work in a particular field of endeavor or discovery of a new idea/process. There are no combat ribbons or purple hearts in the scholarly fields.

For an honor, the scholar rolls a 4– on 2D6, no modifiers. This is in recognition that it is much more difficult in the scholarly field to gain recognition for work than in the military.

Publication: On 4–, the scholar has had his work published in one of the major peer-reviewed scholarly journals of the day. The character receives a bonus of Cr500 for his work as a small stipend. This may be received multiple times.

Tenured Professor: On 3–, the scholar receives a permanent teaching/research position at a major university in recognition. The scholar receives an additional Cr500/year upon retirement from the career. This may only be received once in a career; subsequent awards should be recorded as Publications. Optionally, the incremental Cr500 to retirement may be awarded multiple times.

Named Chair: On 2–, the scholar's work has had so profound an impact on the nature of the field he is in that he will be recognized for as long as that university department remains in existence. The character receives a +1 to social standing, an addi-

tional Cr1000/year upon retirement, and a +1 to the material benefits table upon mustering out. This may only be received once in a career; subsequent awards should be recorded as Publications. Optionally, the incremental Cr1000 to retirement and the +1 SOC may be awarded multiple times.

Merchants

Merchants do not receive decorations. Rather, a merchant receives a bonus for opening new trade territory, establishing major trade deals, etc. The type of bonus depends on the merchant's rank within the corporate entity. Needless to say, the captain of a free trader would receive a higher bonus than the crew members. A bonus is received when a merchant rolls 4– on 2D6, no modifiers. This reflects the involvement of the company in the affairs of its employees. The employees are working to ensure that the company makes a profit, correct? The type of bonus depends on the roll made.

Speculative Success: On 4–, the merchant has discovered a new way to breathe new life into a current trading enterprise. As a reward, the merchant rolls on the Cash Benefits (Mustering-out) table, then receives a percentage of the results based on rank. If of enlisted rank or O2–, receive 10% of the roll generated. If O3–O5, receive 15% of the roll generated. If O6+, receive 25% of the roll generated. This may be received multiple times.

Exploratory Success: On 3–, the corporation has ordered the merchant and/or his vessel to a new world to check on the possibility of new markets for goods, and to "test the waters". Roll once on the Cash Benefits table, then receive a benefit based on rank. If enlisted, no bonus is given; officers only would be involved in the negotiations. Rank O1–O3 receive 15% of the roll generated, O4+ receive 25%.

Route Opening: On 2–, the merchant has opened a brand-spanking new trade route. Only an officer-in-command (rank O5+) can receive this; enlisted ranks receive a Speculative Success instead; ranks

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O1–O4 receive an Exploratory Success instead. Roll once on the Cash Benefits table and receive 50% of the roll generated (the corporation was *very* generous in this case. The merchant also receives +1 to social standing. This should be received only once in a character's career; subsequent awards should be treated as Exploratory Successes.

Scouts

The life of a scout is quite lonely, dangerous, and can sometimes be underappreciated. As such, the IISS has made an effort to develop a system to recognize outstanding members of their service. Recognition is given in lieu of rank in the IISS

To be recognized, roll 4– on 2D6, no modifiers.

Discovery: On 4–, the scout has made a Discovery, such as a new life form or Ancient site. The scout receives one additional roll on the skills table and a one-time cash award (roll once on the Cash Benefits table) in recognition.

Successful Recontact: On 3–, the scout has reopened with a world that was once part of one of the Imperiums and has been rediscovered. The scout should receive one additional roll on the skills table, +1 social standing, and an increment of Cr500/year to retirement pay in recognition.

Successful First Contact: If the player rolls 2–, the character has Discovered/Rediscovered a "Lost" World, or a previously-unknown Alien Sophont. This should be received only once in a scout's career if that. The scout that achieves this recognition receives 2 additional skill rolls, +1 social standing, a Cr1000 increment to retirement pay, and should receive the option to name the system. If this choice is rolled after being received once, reroll; if the reroll is also a Successful First Contact, award a Successful Recontact, otherwise, award a Discovery.

Entertainers

Entertainers can receive additional recognition beyond the adulation/disdain of the masses in front

of whom they perform. The result of this recognition is principally monetary.

To be recognize, roll 6– on 2D6, no modifiers.

Organizational Award: On 6–, the entertainer has received an Award for Outstanding Performance. This performance can be akin to the Oscars, Emmys, Grammys, etc. The character receives Cr25,000 with the award, as well as at least subsector-wide recognition.

Society Induction: On 4–, the entertainer Inducted into the Imperial Grand Society of the Arts (IGSA). The entertainer has received sector or possibly domain-level recognition. The inductee receives Cr50,000 and +1 to social standing. Note that this recognition should be received only once in an entertainer's career; subsequent awards should be Noble Command Performances instead.

Noble Command Performance: If the character has previously been Inducted into the IGSA, and rolls 4– for recognition, the entertainer has been summoned to a regional capital (cluster or client state, subsector, or sector) for a command performance before the ruling noble of the region. No additional increase to SOC is received, but the character receives Cr75,000.

Imperial Command Performance: On 2–, the entertainer has been ordered to make an Imperial Command Performance on Capitol/Sylea. This is a once-in-a-lifetime opportunity, and should be the crowning achievement of the entertainer's career. The entertainer receives +2 to social standing (hey, it's not every day you play for the Emperor) as well as Cr100,000. After this, the entertainer cannot go anywhere in the Third Imperium or its client states without being recognized and mobbed.

Agents

The agent is one of the unsung heroes of Imperial society. It is up to him to keep the wheels of Imperial society humming along. As such, when an agent

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achieves an honor, it is well known both in “official” and “unofficial” society.

To be honored, the agent should roll 6– on 2D6, no modifiers. Rolls should be made before commission/promotion rolls, with one per term possible.

Bronze Star: On 6–, the agent has performed a service that goes beyond the call of duty, and should receive a +1 on the roll for commission/promotion for that term only.

Silver Star: On 4–, the agent has performed an important act of gallantry that needs to be rewarded, and should receive +2 on the roll for commission/promotion for that term only.

Medal of Honor: On 2–, the agent has performed a service that cannot go ignored by the members of the state. The agent should receive a +3 on the promotion/commission roll for that term only, as well as a +1 to social standing and an additional Cr1000/year retirement pay.

Nobles

The noble is already highly visible in Imperial society. Additional recognitions are in acknowledgment to the service and expansion of the Third Imperium to achieve its ultimate goal as the inheritors of the First and Second Imperia. Recognition brings the eyes of the upper strata of Imperial society

down upon the noble, eyes he might not want looking sometimes.

To be recognized, the noble should roll 4– on 2D6, no modifiers.

Domain Order: On 4–, the noble is Inducted into a Domain Order by the Archduke of the Domain. The noble receives a +3 on the promotion roll for that term only.

Imperial Order: On 3–, the noble is Inducted into an Imperial Order by order of the Emperor. The noble receives +1 to social standing, plus an additional noble title. This honor should be received only once in the character generation process.

Summons to the Presence: On 2–, the noble receives a Summons into the Imperial Presence. The noble has performed a duty that has gotten even the notice of the Emperor/Empress and wishes to reward the noble for this action. The character should receive +2 to social standing, as well as any other benefits the current Emperor/Empress might like to bestow upon the noble.

The individual gamemaster has the option to develop his own ideas on decorations/awards for the *Traveller* services, of course. Those above are provided as a possible starting point. As always, it is the *Traveller* gamemaster that has the ultimate as to what goes in his game or what doesn't. 🌟

From the Editor

(Continued from page 1)

past few TravellerCONs, pledge with us and come this year, to the new site, and help us revitalize TravellerCON!

It's also time for the usual reminder that *Freelance Traveller* depends on fan support. We have a lot of good material already “printed”; it's all come from fans like you—many of whom probably thought the same thing many of you are thinking—

“I can't possibly write that well!”. Wrong, wrong wrong! You *can*—and we'll help, if you send us something to start with! The trick to being a good writer is to *write*, and keep on writing. I've heard it said that a professional writer's first million words are utterly unpublishable—but I've also seen evidence that with help, from other writers, from editors, and from readers, that first million words can be cut down by quite a lot. So... start writing! 🌟

Missing Links: Filling In The Gaps In Slug-Thrower Evolution

by Ken Pick

This article was originally posted to the pre-magazine Freelance Traveller site in 2004.

Author's Note: The rules presented here are also compatible with Striker and MegaTraveller, and may be compatible with Marc Miller's Traveller (T4). An edited-down version of this article originally appeared in Challenge 64 and 66.

The firearms lists in *MegaTraveller* and *Striker* show a distinct evolution of the basic service rifle by Tech Level, from the TL5 bolt-action rifle through the TL6 semi-auto rifle to the TL7 assault rifle to the TL10 ACR and TL12 gauss rifle. Pistols also show a clear evolutionary path from the TL4 revolver through the TL6 autopistol and the TL10 snub pistols to the TL13 gauss pistol; so do grenade launchers, from the original TL7 "blooper" through the various tech levels of RAM grenades.

However, the evolution of other types of small-arms is spotty at best. For example, autofire support weapons are represented by the TL6 automatic rifle and various machineguns and the TL10 VRF Gauss gun (which is more akin to a high-rate-of-fire autocannon than a machinegun). Other types of weapons are known only from single examples, with no data about any precursors or descendants, such as the TL6 submachinegun, shotgun, and heavy machinegun and the TL8 Light Assault Gun.

Also, the introduction of Battle Dress at TL13 allows individuals to carry heavier loads, including weapons able to penetrate other suits of Battle Dress. Under the existing firearms lists, only expensive High Energy Weapons (PGMP- and FGMP-series) are available for issue to such troops.

Another under-represented type is that of civilian firearms with no exact military or paramilitary equivalent. Inexpensive light firearms (equivalent to the .22) are widely used for general recreational shooting ("plinking") or small-game "pot hunting"; light "camp carbines" using common pistol ammu-

munition serve as general-purpose firearms for backpackers, "ranch rifles" for rural homesteads, or for small-game hunting. These civilian-only weapons are often found on higher law-level worlds which creatively interpret Law Level 3 (banning "weapons of a strictly military nature") to include civilian firearms which are based on, converted from, or resemble military designs.

The following weapons provide the "missing links" in the evolution of slugthrowers up through TL13, allowing a natural upgrade of military small arms from TLs 6 through 13 and an additional selection of civilian firearms to "beat the Law Level". Each firearm is described and quantified for *Classic Traveller*, *MegaTraveller*, *D20 Traveller*, and *Striker*.

Note: These weapons were originally designed and 'statted up' under *Striker*; the conversions to *MegaTraveller* are very solid, to *D20 Traveller* pretty solid, and to *Classic Traveller* somewhat iffy.

Individual Weapons

5mm Light Autopistol

A very light civilian autopistol chambered for a minimal-power practice round; primarily for recreational shooting ("plinking") and hunting very small game. Based on a typical .22 autopistol, such as the Browning Buckmark.

9mm Magnum Autopistol

A heavy autopistol chambered for the more powerful 9mm round used in the Magnum Revolver. Also known as an "AutoMag", it is primarily a police sidearm intended to penetrate ballistic cloth armor. Based on the IMI "Desert Eagle" pistol.

10mm Snubmachinegun

A submachinegun companion to the combat snub pistol, combining automatic fire with the versatility and non-lethal (tranq) capability of the snub

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pistol. Replaces the SMG at TL10; often used as a “heavy weapon” by ship’s security and a “bailout” personal defense weapon by vehicle crews.

A pistol-styled SMG, the SnMG may mount a silencer and can “tank up” from twenty-round snub pistol magazines as well as its own forty-round magazines; both the ammunition and magazines are interchangeable with those of the combat snub pistol. In all other ways, the SnMG is functionally identical with the TL6 SMG.

5mm “Plinker” Light Rifle

Very light civilian rifle for recreational shooting and very small game. The basic version is TL6, and is based on a typical .22 rifle such as the Ruger 10-22.

5mm Light Automatic Rifle

A higher-tech (TL8) version of the “Plinker”, incorporating a special high-capacity, helical-feed magazine fitted into the top of the weapon. This rifle is based on the Calico M-100 .22 carbine.

Where law level allows light assault weapons, a selective-fire model can be obtained which fires a ten-round burst for each pull of the trigger; these are often used by TL8 and 9 urban police and shipboard security forces in place of the later Snubmachinegun.

9mm Camp Carbine

Light civilian carbine chambered for the 9mm autopistol round; intended as a backpacker’s camp gun. Uses standard autopistol magazines. Based on the Marlin Camp Carbine.

9mm Magnum Carbine

Slightly heavier version of the Camp Carbine using Magnum ammunition in Magnum autopistol magazines.

10mm Snub Carbine

Higher-tech version of the Camp Carbine; uses the auto snub pistol (or Snubmachinegun) magazines. A common civilian rifle at TL10 and above.

13mm Antitank Rifle

The TL6 predecessor of the TL8 Light Assault Gun, the antitank rifle fires the same ammunition as the TL6 heavy machinegun. Its primary use was as a support weapon (fired from its integral bipod) against lightly-armored vehicles or as a heavy sniper rifle; in civilian hands, made a good (if heavy) big-game rifle.

Light Assault Gun-10

Progressive improvement of the TL8 Light Assault Gun, incorporating the electronic sights and stabilization systems of the ACR and gauss rifle. Replaces the LAG at TLs 10; also a good big-game rifle in civilian hands.

Gauss Light Assault Gun-13

An enlarged Gauss rifle intended to be carried by troops in Battle Dress, with twice the muzzle velocity and four times the weight. Primarily used at TL13-14 as an inexpensive rifle for Battle Dress; also used by non-powered troops as a replacement for the LAG-10.

Crew-served Weapons

15mm Heavy Machinegun/Advanced Heavy Machinegun (AHMG)

A TL9, 15mm improvement of the TL6, 13mm heavy machinegun. The AHMG is a lower-priced, shorter-range alternative to light autocannon for ground and pintle mounts. The weapon fires in ten-shot bursts, like other machineguns. A dual-feed system allows the weapon to switch between belts of slug and discarding-sabot ammunition; the switch-over takes one *MegaTraveller* combat round.

The AHMG replaces the TL6 HMG at TL9-10 and is often used as an individual weapon (assault rifle-style) by mercenaries who have acquired Battle Dress but not the accompanying (and expensive) high-energy weapons.

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7mm or 9mm Light Machinegun-10/Advanced Light Machinegun (ALMG)

An improved, TL10 light machinegun intended as a squad-level support weapon for ACR-armed troops; it is chambered for ACR ammunition, and incorporates the ACR's sighting and stabilization systems. Though primarily used from its bipod, the ALMG may also be tripod or pintle-mounted. Replaces previous light machineguns at TL10.

The ALMG may "tank up" from the equivalent-caliber ACR magazine; in this case it fires as the equivalent ACR.

7mm or 9mm Gatling-10/Advanced Gatling (AGAT)

TL10, six-barreled heavy machineguns with the same improvements over the original TL6/TL7 Gatlings as the ALMG and AMMG; again, primarily a vehicle-mounted weapon. Replaces earlier Gatlings at TL10; sometimes used by Battle Dress-wearing mercenaries in much the same way as the 15mm AHMG.

4mm Gauss Light Machinegun:

A squad-level support weapon replacing earlier light machineguns for gauss rifle-equipped troops; also used as a vehicle-mounted gauss gun where the VRF Gauss gun proves too heavy. Based on a "heavied-up" gauss rifle, the Gauss LMG incorporates a bipod and pintle socket, and mounts a 200-round drum magazine with high-powered integral batteries for slightly-increased range and penetration. Like other machineguns, the weapon fires in ten-shot bursts.

Similar to the ALMG, the Gauss LMG may "tank up" from a gauss rifle magazine; in this case, it fires as a gauss rifle.


Light Rapid Fire (LRF) Gauss Gun:

A much lighter TL13 version of the VRF Gauss gun, the LRF Gauss gun replaces earlier heavy machineguns, complementing the heavier VRF Gauss gun. The LRF Gauss gun fires the same ammunition with the same range and penetration as the VRF, but has a much lower rate of fire (equivalent to a Gauss LMG) and feeds from 200-round drum magazines instead of from a hopper. The weapon is intended to be used in a tripod, pintle, or light remote mount instead of the turret required for a VRF Gauss gun. Up to five magazines can be stacked together end-to-end, feeding from one to the next as if they were a single oversized magazine. The weapon fires in ten-shot bursts, like a Gauss LMG.

Grav-assist Harness (as used with LRF Gauss Gun)

At TL14, an LRF Gauss gun can be fitted with a grav-assist harness similar to those used by the PGMP-14 and FGMP-15 and carried by Battle Dress as a "light" support weapon. The grav-assist harness incorporates a minimum-sized Low power L-Grav module (100kg maximum thrust) and enough batteries for 24 hours duration. When activated, the grav module cuts the apparent weight of the weapon and its magazine by 90%, to approximately 8 kilograms.

Tables

The following pages provide tables for using these weapons with *Classic Traveller*, *MegaTraveller*, *D20 Traveller*, and *Striker*. Where similar weapons are combined, e.g. "Light Autopistol (L. Revolver)", values given in parentheses or brackets indicate where the parenthesized/bracketed weapon differs from the unmarked weapon; if no parenthesized/bracketed value is given, the values for all weapons are the same. 

Doing It My Way

Classic Traveller Armor Matrix							
Weapon	Nothing	Jack	Mesh	Cloth	Reflec	Ablat	Combat/Battle
Lt Revolver/Autopistol	0	0	-2	-4	0	-2	-8
Magnum Revolver/Autopistol	+1	+1	+1	-3	+1	+1	-4
Snubmachinegun/HE	+6	+6	0	-3	+6	+3	-7
Snubmachinegun/HEAP	+6	+6	+2	-1	+6	+5	-2
Snubmachinegun/Tranq	+5	+5	-3	-6	+3	-1	no
Light Rifle	0	0	-2	-4	0	-2	-8
Light Auto Rifle	+3	+3	0	-2	+3	0	-6
Camp Carbine	as carbine						
Magnum Carbine	+2	+2	0	-3	+2	0	-4
Snub Carbine/HE	+2	+2	0	-3	+2	0	-8
Snub Carbine/HEAP	+2	+2	+2	-1	+2	+1	-3
Snub Carbine/Tranq	+1	+1	-3	-6	+1	-4	no
Antitank Rifle	as LAG/DS						
LAG-10/DS	+3	+3	+3	+2	+3	+3	+1
LAG-10/HE	+3	+3	+1	-1	+3	+1	-4
LAG-10/Flechette	as LAG/flechette						
Gauss LAG	+4/+7	+4/+7	+3/+6	+2/+4	+4/+7	+3/+7	+1/+3
Heavy Machinegun	+5	+5	+5	+3	+5	+4	+1
AHMG/Slug	as heavy machinegun						
AHMG/DS	+5	+5	+5	+4	+5	+5	+3
ALMG/DS	+7	+7	+3	0	+7	+6	0
ALMG/HE	+6	+6	+2	-1	+6	+5	-2
AGAT/DS	+7	+7	+5	+2	+7	+7	+1
AGAT/HE	+7	+7	+4	+1	+7	+6	-1
Gauss LMG	+7	+7	+6	+4	+7	+7	+1
LRF Gauss Gun	+7	+7	+7	+6	+7	+7	+4

Classic Traveller Range Matrix						
Weapon	Close	Short	Medium	Long	Very Long	Wound Inflicted
Light Autopistol (Light Revolver)	+2	+2 (+1)	-5 (-6)	no	no	2D
(Magnum Revolver)	as revolver					3D
Magnum Autopistol	as auto pistol					
Snubmachinegun/HE (/HEAP [/Tranq])	No (-4)	+3	-1	-7	no	5D ([variable])
Light Rifle (Light Autorifle)	-3	+2 (+1)	-1 (+1)	-4 (-2)	no	2D
Camp Carbine	as carbine					
Magnum Carbine	-4	+1	-2	-3	-4	3D
Snub Carbine/HE (/HEAP [/Tranq])	No (-4)	+1	-4	-6	no	4D ([variable])
Antitank Rifle	as LAG/DS					4D
LAG-10/DS (/HE [/Flechette])	-8 (-4)	0 (+1)	+2 (+1 [+3])	+2 (0 [+3])	-1 ([0])	5D (4D [2D])
Gauss LAG	-8/-8	0/0	+1/+3	+2/+4	0/+1	6D
Heavy Machinegun	no	no	+3	+3	+1	4D
AHMG/Slug (/DS)	no	no	+4	+3 (+4)	+1 (+2)	5D (6D)
ALMG/DS (/HE)	no	-6	+4 (+3)	+3 (+2)	+2 (+1)	3D (4D)
AGAT/DS (/HE)	no	no	+8 (+7)	+5 (+4)	+2 (+1)	3D (4D)
Gauss LMG	no	-5	+4	+3	+2	4D
LRF Gauss Gun	no	no	+4	+4	+2	8D

Doing It My Way

MegaTraveller Table I: Personal Slug Throwers

Weapon	Ammo Notes	Rds	Pen/Atten	Dmg	Max Range	Autofire Targets	Signature	Recoil
Light Autopistol	-	12	0/-	3	Medium	-	Low	Low
Magnum Autopistol	-	8	3/2	3	Long	-	Med	Med/R
Snubmachinegun (10mm)	HE	40	1/-	4	Long	2	Hi	Med/R
	HEAP		6/-	4				
	tranq		1/-	1				
	gas		-	1				
Light "Plinker" Rifle	-	10	1/2	3	Long	-	Low	Low/R
Light Automatic Rifle	-	100	1/2	3	Long	3	Med	Low/R
Camp Carbine	-	15	2/2	3	VLong	-	Med	Low/R
Magnum Camp Carbine	-	8	3/2	3	VLong	-	Med	Med/R
Snub Carbine (10mm)	HE	20	1/-	4	Long	-	Med	Low/R
	HEAP		6/-	4				
	tranq		1/-	1				
	gas		-	1				
Antitank Rifle	-	5	6/3	3	VLong	-	Hi	Hi
Light Assault Gun-10	HE	10	4/-	4	VLong	-	Med	Hi
	KEAP		10/3	4	VLong			
	flech		3/3	2	Long			
Gauss Light Assault Gun-13	-	40	14/4	6	Dist	3	Low	Med

The Light Autopistol, Magnum Autopistol, and Snubmachinegun all use Handgun skill and difficulty. The Light Rifles, Camp Carbines, Snub Carbine, and Antitank Rifle use Rifle skill and difficulty; the Light Assault Guns use Rifle skill and difficulty and are gyro-stabilized.

MegaTraveller Table II: Crew-served Slug Throwers

Weapon	Ammo Notes	Rds	Pen/Atten	Dmg	Max Range	Autofire Targets	Signature	Recoil
Heavy Machinegun-9 (15mm)	-	100	9/3	4	VLong	2	Hi	Hi
	DS		12/3	4				
Light Machinegun-10 (7mm)	-	100	3/3	3	VLong	2	Hi	Med
	DS		4/3	3				
	tranq		2/-	1				
Light Machinegun-10 (9mm)	-	100	4/3	3	VLong	2	Hi	Med
	DS		6/3	3				
	HE		3/3	4				
	tranq		2/-	1				
7mm Gatling Gun-10	-	5000	3/3	3	VLong	3	Med/R*	Hi
	DS		4/3	3				
	tranq		2/-	1				
9mm Gatling Gun-10	-	5000	4/3	3	VLong	2	Med/R*	Hi
	DS		6/3	3				
	HE		3/3	4				
	tranq		2/-	1				
Gauss LMG (4mm)	-	200	8/4	3	Distant	3	Low/R*	Low
	tranq		2/-	1				
LRF Gauss Gun (4mm)	-	200	21/4	10	VDist	2	Low	Med

All these crew-served weapons have difficulty as Rifle; all except the Heavy Machinegun-9 are gyro-stabilized.

Doing It My Way

Striker Table III: Individual Weapons - Slug Throwers

TL	Weapon	Magazine	Effective	Long	Extreme	Targets	Mass (Weapon/ Ammo)	Price (Weapon/ Ammo)
6	5mm Light Autopistol	12	C(0)	1(0)	5(0)	1	500/100	150/5
6	5mm Light Rifle	10	5(0)	10(0)	15(0)	1	2500/100	150/5
6	9mm Camp Carbine	15	5(1)	10(0)	20(0)	1	3000/250	350/10
6	13mm Antitank Rifle	5	35(6)	70(5)	100(3)	1	7500/500	1000/15
7	9mm Magnum Autopistol	8	1(3)	4(1)	9(0)	1	1000/400	400/15
7	9mm Magnum Carbine	8	10(3)	20(1)	30(0)	1	3500/400	500/15
8	5mm Light Auto Rifle	100	5(0)+3	10(0)+2	15(0)+1	2	2500/500	300/50
10	10mm Snubmachinegun	40 HE	2(1)+4	4(1)+3	8(1)+1	2	2000/250	350/60
		40 HEAP	2(6)+4	4(6)+3	8(6)+1	2	2000/250	350/60
10	10mm Snub Carbine	20 HE	10(1)	20(1)	30(1)	1	3000/100	400/30
		20 HEAP	10(6)	20(6)	30(6)	1	3000/100	400/30
10	20mm LAG-10	10 HE	20(4)	40(4)	60(4)	1	4500/1000	1200/40
		10 KEAP	25(10)	50(8)	75(6)	1	4500/1000	1200/40
		10 flech	10(3)+2	20(2)+1	-	1	4500/1000	1200/80
13	4mm Gauss LAG	40	60(14)+3	120(14)+2	180(7)+1	1/2	14000/1500	6000/150

The Antitank Rifle and LAG-10 are high-recoil weapons; the LAG's HE round has a burst size of zero and a fragmentation penetration of 1. The Gauss LAG is not a high-recoil weapon.

Striker Table IV: Crew-served Weapons - Slug Throwers

TL	Weapon	Shots	Effective	Long	Extreme	Targets	Setup	Signature	Mass (Weapon/ Ammo)	Price (Weapon/ Ammo)
9	15mm AHMG	100 slugs	50(9)+3	100(6)+2	150(3)+1	4	4	+2	25/15	4000/300
		100 DS	75(12)+3	150(6)+2	-					4000/450
10	7mm ALMG	100 slugs	35(3)+4	70(2)+3	100(1)+2	2	0	+2	5/2	2500/100
		100 DS	50(4)+4	100(3)+3	-					
10	7mm AGAT	5000 slugs	40(3)+8	80(2)+6	120(1)+3	16	4	+5	80/100	30000/100
		5000 DS	60(4)+8	120(3)+6	-					
10	9mm ALMG	100 slugs	35(4)+4	70(3)+3	100(2)+2	2	0	+2	6/2.5	3000/75
		100 DS	50(6)+4	100(3)+3	-					3000/125
		100 HE	35(3)+4	70(3)+3	100(3)+2					3000/100
10	9mm AGAT	5000 slugs	40(4)+8	80(3)+6	120(2)+3	16	0	+5	120/125	35000/3750
		5000 DS	60(6)+8	120(3)+6	-					35000/6250
		5000 HE	40(3)+8	80(3)+6	120(3)+3					35000/5000
12	4mm Gauss LMG	200	75(8)+5	150(4)+4	-	8	0	+1	5/2	4500/200
13	LRF Gauss Gun	200	150(21)+4	300(19)+3	450(17)+1	8	4	+2	50/20	15000/2000
14	Grav Harness for LRF Gauss Gun							-	10	60000

The number of targets is for a weapon fired from a tripod, vehicle, or other fixed mount. A carried weapon can engage only two targets.

Crew: All the above weapons have a crew of 2 if carried or towed, 1 if vehicle-mounted. All may be used as individual weapons by troops in Battle Dress except the LRF Gauss Gun, which requires a grav harness and is used as a light support weapon.

Type: ALMG and Gauss LMG are infantry weapons; ALMG is a high-recoil infantry weapon; AGAT and LRF Gauss Gun are light crew-served weapons.

Grav Harness for LRF Gauss Gun: With the grav harness, a loaded LRF Gauss Gun weighs about 80 kg. When the gravitic field is on, the apparent weight is cut to 8 kg. The harness has a duration of 24 hours continuous use and a maximum load compensation of 100 kg, enough for an LRF Gauss Gun with two magazines.

Doing It My Way

T20 Available Weapons

	Cost	TL	Weight	ROF	Range	DMG (crit)	Size	Recoil	Rnds	Wt	Cost
Handguns											
(Light Revolver)	Cr100	6	300g	1	15m	1d6 (x2)	Sm	No	6	50g	Cr3
Light Autopistol	Cr150	6	500g	1	20m	1d6 (x2)	Sm	No	12	100g	Cr5
(Magnum Revolver)	Cr300	6	1200g	1	30m	1d12 (x2)	Sm	Yes!	6	120g	Cr8
Magnum Autopistol	Cr1000	7	400g	1	45m	1d12 (x2)	Sm	Yes!	8	400g	Cr15
Rifles											
Light "Plinker" Rifle	Cr150	6	2500g	1	45m	1d6 (x2)	Med	No	12	100g	Cr5
Camp Carbine	Cr350	7	3000g	1	45m	1d10 (x2)	Med	Yes	15	250g	Cr10
Magnum Camp Carbine	Cr500	7	3500g	1	50m	1d12 (x2)	Med	Yes	8	400g	Cr15
Light Auto Rifle	Cr300	8	2500g	1/10	45m	1d6 (x2)	Med	No	100	500g	Cr50
Snub Carbine*	Cr400	10	3000g	1	40m	1d10 (x2)	Med	No	20	250g	Cr30
Machine Guns											
(HMG)	Cr3000	6	15kg	0/10	90m	1d12+2 (x2)	VLg	Yes!	100	10kg	Cr250
(Gatling MG)	KCr15.5	7	100kg	0/100	60m	1d12 (x2)	VLg	Yes!	2500	62kg	Cr3000
AHMG	Cr4000	9	25kg	0/10	120m	2d12+2 (x2)	VLg	Yes!	100	15kg	Cr450
SnubMG*	Cr350	10	2000g	1/4	40m	1d10 (x2)	Sm	Yes	40	500g	Cr60
ALMG	Cr3000	10	6000g	0/10	75m	1d12+2 (x2)	Lg	Yes	100	2500g	Cr125
AGAT	KCr35	10	120kg	0/100	75m	1d12+2 (x2)	VLg	Yes!	5000	125kg	Cr6250
Gauss LMG	Cr4500	12	5000g	0/10	90m	2d12 (x2)	Med	Yes	200	2000g	Cr200
LRF Gauss Gun	KCr15	13	50kg	0/10	180m	as VRFGG	VLg	Yes!	200	20kg	Cr2000
Support Weapons											
13mm Anti-tank Rifle	Cr1000	6	7.5kg	1	75m	1d12+2 (x2)	Lg	Yes!	5	500g	Cr15
LAG-10***	Cr1200	10	4500g	1	100m	3d10 (x2)	Lg	Yes	10	1000g	Cr40
Gauss LAG	Cr6000	13	14kg	1	120m	3d12 (x2)	Lg	Yes	20	2000g	Cr200

All weapons in this table are of Type: Piercing
 (): Not covered in article; from Striker & MegaTraveller.

Goekh Engravuenda (Battle Bikes)

an extreme Vargr sport described by James Robinson

This article was originally posted to the pre-magazine Freelance Traveller website in 2003.

Battle Bikes involves a large rough track, with many twists, turns, and obstacles. There are two teams, each with 12 bikes and 13 players.

The “Battle Bike” is a robust, TL6-8, easy-to-maintain (wheeled) ground bike. There is a lot of variety and customization done to the bikes.

Spectators prefer the use of wheeled bikes, as they are louder, and kick up more dust. The stunts, and maneuvers also just look more thrilling!

Bikes are usually colorfully painted, and have loud exhaust systems, noise makers, flashing lights, and little team identification flags.

The sport is a popular one for gambling on; however, many worlds ban the sport as well.

Two types of bikes are used.

Zounngoekh (“Battle Bike Side Car”): The team leader rides in the side car. Each team has one.

Goekh (“Battle Bike”): Each team has eleven.

Rules of Play

Bikes may not deliberately leave the course area.

An unseated rider, other than the team leader, may re-mount and resume action. Action is not stopped. Similarly, bikes may not be substituted once the match starts. If either bike or rider is rendered unable to continue the match, the team continues short-handed.

No weapons are permitted to riders; the team leader in the side car may wield a club equivalent. A lost or discarded weapon may not be recovered.

Knocking the team leader out of his side car is an “instant win”. Otherwise, play continues for 45 minutes, and the accumulating the most points at the end of that time wins. Points are scored by either knocking an opposing rider off his bike (1 pt), or the team leader completing one lap of the course (1 pt).

Adventure Seed

“You know that guy you folks are looking for? Yeah! Yeah! The scrawny grey Vargr. Well... Hate to tell ya this, but he’s the top Chaser for the ‘Razor Teeth’ bike team... And after tonight’s match, they’re leaving—they got some big do off system.

“The ‘Teeth’ are supposed to run against the ‘Barbed Spikes’ tonight. Well... the ‘Spikes’ are a couple of riders short....”

Battle Bikes (TL6-8) (Timothy Collinson, design; Mongoose Traveller 2nd Ed.)

	Goekh	Zounngoekh
TL	6-8	6-8
Skill	Drive (wheel)	Drive (wheel)
Agility	1	1
Speed (Cruise)	High	High
Range (Cruise)	400	400
Crew	1	1
Passengers	0	1
Cargo	-	-
Hull	2	4
Shipping	½ ton	1 ton
Cost	Cr1600	Cr3200
Traits	Open Vehicle	Open Vehicle
Armour	Front 2, Rear 2, Sides 2	Front 2, Rear 2, Sides 2

Both the Goekh and the Zounngoekh may be customized; the following customizations are commonly seen:

Customization	Cost
Structural Reinforcement (+10% to Hull)	+50%
Improved Control System (+1 Agility)	Cr5000
TL9 Smart Wheels (DM +1 to Drive (Wheel) checks on rough terrain)	Cr1000 (G) Cr2000 (Z)
Noise Makers (see note)	Cr200 & up
Flashing Lights (see note)	Cr200 & up
Ejection Seat (<i>The only known example of this nearly killed the rider and a rider close behind. Many matches ban this.</i>)	Cr5000
<i>Note: Noisemakers and Flashing Lights if triggered on a successful Dexterity check impose DM -1 on nearest rider's next Drive (Wheel) check</i>	

Some options (e.g. improved control systems) so outclass unimproved bikes they are put in different classes to keep races competitive. Some Vargr racing circuits, however, ignore this and have an ‘anything goes’ attitude. Some ‘improvements’ have proven to be anything but; for example, a Goekh design that used two spaces instead of one to improve its speed is rated as Fast (Cr6400, Hull 4, shipping 1 ton) but it was so fast on the tight courses that together with its weight, it was nearly unmanageable except by those Vargr of unusual size and the highest skill levels.



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 the channel operators (FreeTrav) 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* (and *Traveller*-compatible) Releases

January/February 2019

- **Azukail Games** has released *Girl Gone*.
- **Baggage Books** has released *Empire of Time, Wallwichen: Three Clusters World Book 01*.
- **DungeonPrint** has released the following 3D STL Models: *Space G.E.R.D.L.E.*
- **El Cheapo Products** has released *El Cheapo Portraits—Space Elf Folk, El Cheapo Portraits—Hivers, El Cheapo Miniatures Vol. 12—Zhodani Adventurers, El Cheapo Portraits—Zhodani Adventurers*.
- **Jon Brazer Enterprises** has released *Foreven Worlds Single Ship: Reidian Flyer Blockade Runner (MGT 2e)*.
- **MaggottIISS** has released the following *World Guides* in their *R U Ready 4 WAR?* series: *0614 Querion (Spinward Marches), 1116 Frenzie (Spinward Marches), 2716 Rhylanir (Spinward Marches), 0527 Mire (Spinward Marches), 1223 Gram (Spinward Marches)*, and the following *Spinward Marches Subsector Guides*: *A Cronor, B Jewell, C Regina, D Aramis*.
- **March Harrier Publications** has released *Ashfall II: Under the Dome, Ashfall III: Into the Crust*.
- **Michael Brown** has released *Wherefore the Heroes?, Lifeform Reading: Vermin, Lords of the Hinterlands, Cerebral Cortex, The Bottle, Ice, The Between, Devil's Reach, With Eyes Cast Skyward*.
- **Old School Role Playing** has released *Frontiers of Space: Aliens of the Sonora Sector, Frontiers of Space: Library Data*.
- **Stellagama Publishing** has released *Cepheus: Faster Than Light!, Cepheus: Faster Than Light! (Editable Version)*.
- **Tobias Deißler** has released *Fire Beyond the Border*.
- **Zozer Games** has released *Dirtside*.



Submission Guidelines

Content

Freelance Traveller supports *Traveller* in all of its incarnations, rulesets and settings, both. However, there are some limitations on the combination of ruleset and setting that we will enforce:

We refer to the rules defined in *Classic Traveller*, *Mega-Traveller*, *Marc Miller's Traveller* (T4), *Traveller*⁵, and both editions of *Mongoose Traveller* as “Classic Compatible” or “2D6”. This includes Sceptune Games’ *Hyperlite*, and Samardan Press’ *Cepheus Engine*. For these rulesets, any setting, whether official, commercially-published-but-unofficial, or house setting, will be supported. A partial list of published settings supported under 2D6 *Traveller* includes the Third Imperium setting (including polities other than the Third Imperium proper), Reign of Discordia, Clement Sector, Hyperlite, Twilight Sector, Orbital, 2300AD, Foreven Sector, Mindjammer, and I’m sure I’ve missed others.

Other rulesets, such as *GURPS Traveller*, *Traveller*²⁰/*SF20*, *FATE*, *Hero System*, and so on are different enough from 2D6 *Traveller* to make conversion more difficult, and will only be supported for the Third Imperium setting (including polities other than the Third Imperium proper)—we feel that combining these rulesets with a non-Third Imperium setting makes the game something other than *Traveller*. The Third Imperium setting includes *all* eras and polities of the Third Imperium, however, so mixing (for example) the “Milieu Zero” Third Imperium with *FATE* rules would be fair game, as would be playing out some of the Zhodani core expeditions using *SF20*.

Send us any type of article—house rules and rulemixes; animals you’ve created for encounters; adventures (both long form and short); after-action writeups of conventions or your gaming night; equipment; vehicles; starships; other consumer goods; character profiles (NPC or PC); reviews of *Traveller* products, of products for other games that you feel can be “mined” for use in *Traveller*, of fiction (or non-game non-fiction) that “feels” like *Traveller*, or presents ideas that would be of interest to *Traveller* players or referees; new races or organizations or societies; artwork; or pretty much anything else you can think of. Articles on real-world science are of interest, when accompanied by rules for applying that science to *Traveller*. Tools and techniques you use for preparing for a session or a game are also welcome. We’re also compiling a “*Freelance Traveller Cookbook*”; quick and interesting recipes for snacking before, during, or after sessions go here.

Published *Traveller* has generally been kept to a rating approximating the MPAA “PG-13” rating, or the ESRB “T” rating, and *Freelance Traveller* respects that, but does not draw a hard line. Mature themes may be addressed, but explicit or excessively violent/bloody material will not be accepted for publication.

Where To Send It, and What To Send

Except in very rare cases, all submissions must be through email, sent to either editor@freelancetraveller.com or submissions@freelancetraveller.com. All submissions should include the submission itself and a full name and valid contact information for the submitter. If you wish the material published under a “handle”, please give the preferred handle and explain why publication under your real name is not acceptable—we prefer to publish under the real name, but realize that this can be a problem in some cases.

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Formats

Text material can be submitted in any common textual or word-processing format, but we prefer (in no particular order) Microsoft Office, Open Office or one of its forks (we currently use Libre Office), RTF, minimally-formatted HTML, Markdown (including CommonMark and Github-flavored) or plain text, all with full Unicode support. Our readership is principally English-speaking, however, so foreign languages and scripts should be used sparingly, and if not intended as purely decorative, an English transcription of pronunciation (and possibly a definition in English as well) should be included.

Graphics should be submitted in an appropriate format for the subject matter—in most cases, that will be GIF, JPEG, or PNG at 100dpi or higher. If it’s principally line-drawing material, it may be more appropriate to submit it in a vector format; most common vector formats can be imported by our tool of choice, CorelDRAW! X4 or X6. Please try to leave some space around the edges for cropping, especially for covers. We publish in PDF in US Letter and ISO A4 sizes, and columns in the magazine are roughly 3.5 inches (actually a little more) wide.

Avoid submitting in XPS or PDF format; these are generally seen as “output-only” formats, and trying to extract material in usable form from these formats is problematical.

