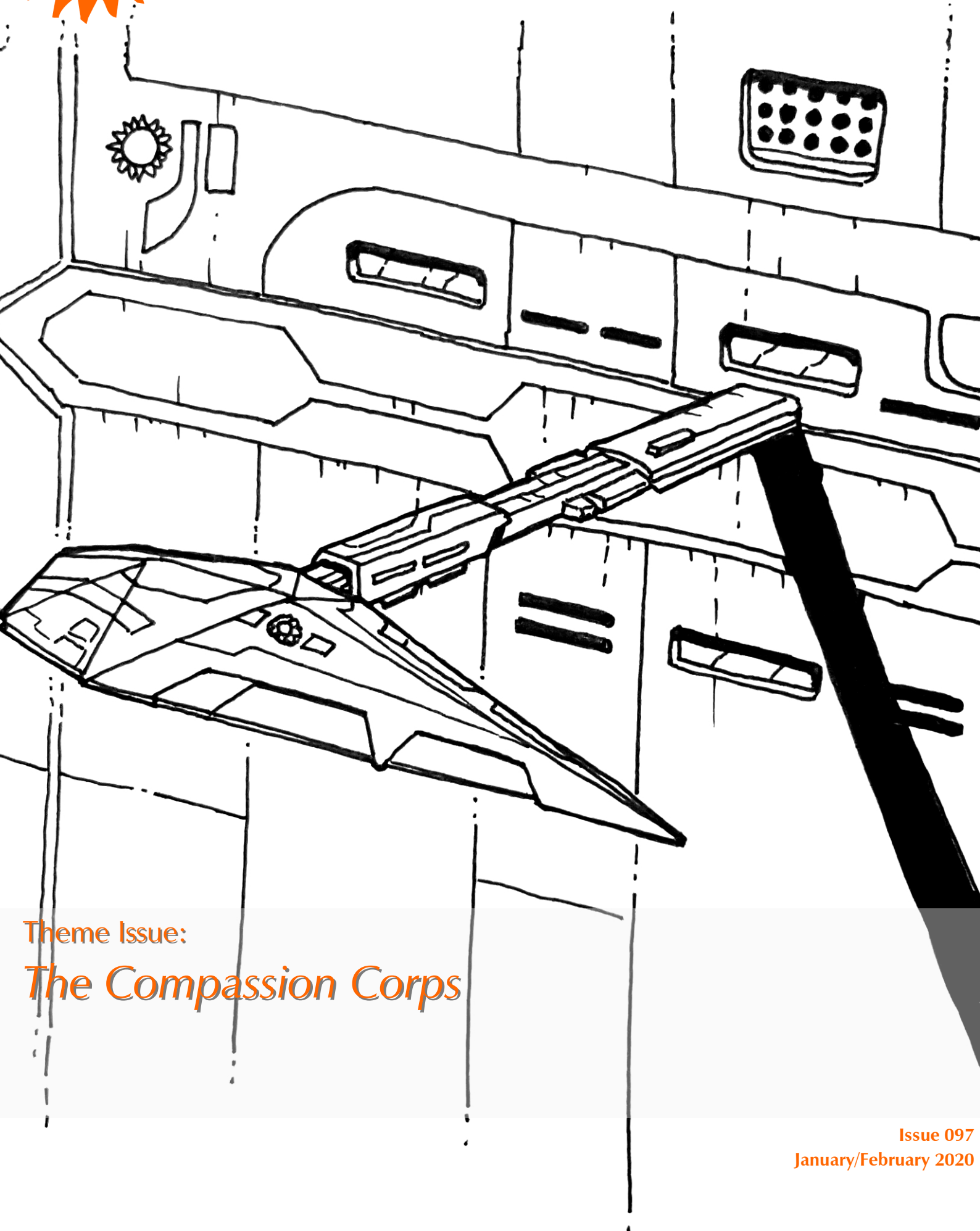




# FREELANCE TRAVELLER

The Electronic Fan-Supported Traveller® Magazine and Resource



Theme Issue:

*The Compassion Corps*

Issue 097  
January/February 2020

## 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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# Contents

Freelance Traveller #097: Jan/Feb 2020

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Critics' Corner: *Jeff Zeitlin; Gypsy Knights Games, from the product, from the publisher's website, or from DriveThruRPG.*

Fascinating Flora: *Benedikt Schwarz*

In A Store Near You: *Timothy Collinson*

The Prep Room: *Benedikt Schwarz*

Multimedia Gallery: *Mike Cross*

*Freelance Traveller* is published bimonthly in PDF form by the editor. The current issue (and all back issues) can be found on *Freelance Traveller's* website, <http://www.freelancetraveller.com>.

## From the Editor

*Jeff Zeitlin* ..... 1

## Critics' Corner

CD-ROM: Apocrypha III—The Lost Supplements *reviewed by Jeff Zeitlin* ..... 2

Cascadia Adventures 2: The Lost Girl *reviewed by Megan Robertson* ..... 17

Career Track 1: Medic *reviewed by Jeff Zeitlin* ..... 29

Off the Table: Misjump *reviewed by Jeff Zeitlin* ..... 49

## Kurishdam

Lecture Hall and Library: The Compassion Corps *by Jeff Zeitlin* ..... 6

Lecture Hall and Library: Real Power is Local Power *by Andrew Bernstein* ..... 51

## The Prep Room

Finding Your Way Around The Starport *by Benedikt Schwarz* ..... 9

Jottings #10: Addresses *by Jeff Zeitlin* ..... 15

## The Shipyard

I/S Nasirnak Book Ship and Pasteur-class Hospital Ship *by Timothy Collinson* ..... 18

Medical Transport/Evacuation Shuttles *by Edward Anderson* ..... 30

## Raconteurs' Rest

Smoke Test: Once in a Blue Moon *by Michael Capriola and C.A.Pella* ..... 25

Confessions of a Newbie Referee *A Column by Timothy Collinson*

#42: Write What You Know ..... 32

## Multimedia Gallery

Twilight Stories #1: Port of Transit *by Mike Cross* ..... 33

## Fascinating Flora

Skivashi *by Benedikt Schwarz* ..... 39

## In A Store Near You

Sketch Board *by Timothy Collinson* ..... 41

## Up Close and Personal

Brno Kinsmor *profiled by Timothy Collinson* ..... 41

Gunnar Stuki *profiled by Timothy Collinson* ..... 50

## Active Measures

The Asklepios Recovery *by Michael Brown* ..... 43

Coup *by Jeff Zeitlin* ..... 58

## Doing It My Way

Character Generation Rules: Scientists: An Elaborated Career  
for Classic Traveller *by Neal Oldham* ..... 53

# From the Editor



Spending most of a week sick at the most critical time is not conducive to getting the magazine out, but that's what happened, and why this issue is late. I apologise for that.

The solicitation for this issue's theme generated a lot of discussion, but fewer articles than I had

hoped, so I had to step in and write a bit more than I'd hoped. But Timothy Collinson did at least as much writing, and for that, a special "thank you".

I would like to do other "theme issues" in the future, but I think I need better "audience participation"—so *please* continue to send articles, but *also* send ideas for future theme issues! ☼

### CD-ROM: Apocrypha III—The Lost Supplements

reviewed by Jeff Zeitlin

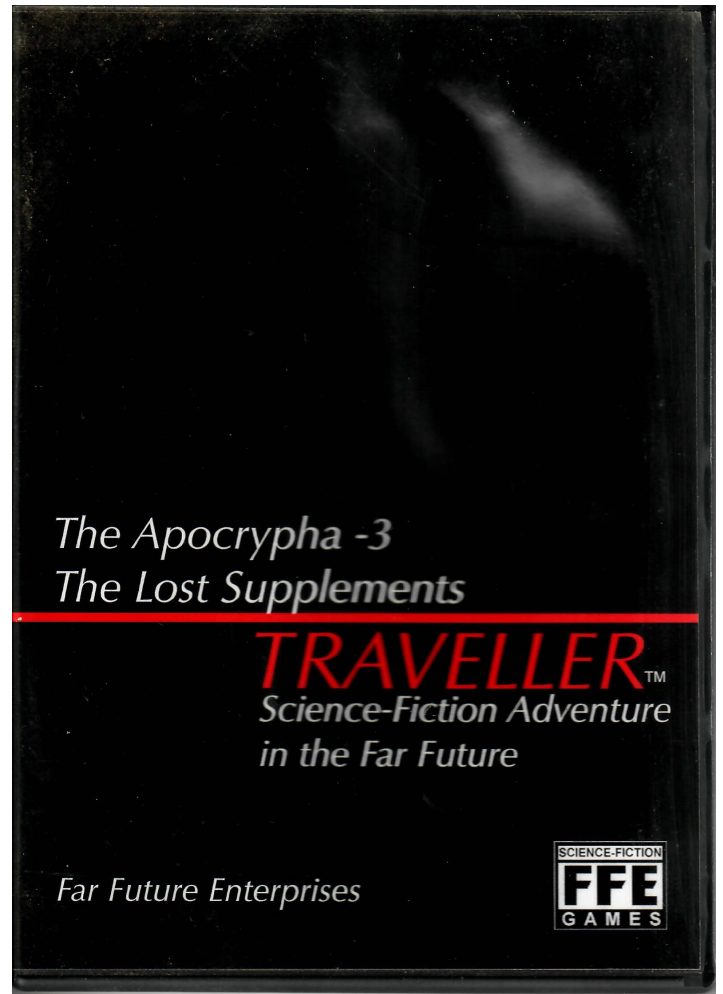
CD-ROM: *Apocrypha III—The Lost Supplements*. Various authors.  
Far Future Enterprises <http://farfuture.net>  
PDF and other files on CD-ROM, ~331MB  
US\$35.00.

As part of their efforts to make electronic versions of all historical *Traveller* material available, FarFuture Enterprises has released this collection of licensed third-party material for Classic *Traveller* and *MegaTraveller*, from Cargonaut Press and Marischal Adventures, and the *Traveller Chronicle*, an early commercial fanzine from Sword of the Knight Publications. Two other disc of Apocrypha, from other historical licensees, are available separately, and were reviewed in the March/April 2016 and November/December 2019 issues.

This disc is called “The Lost Supplements” because the original release of the various items found here saw limited or no distribution, and in some cases distribution may have failed, although the product may have been announced. Some of the titles here are recognized, but may be unavailable on the second-hand market. A few were created specifically with the intent of releasing material that had been created, but never fully organized into a commercial product.

One name that appears in these items repeatedly is “Keith”, as in the Keith brothers, William H. and J. Andrew. One or both of the Keith brothers appears to have been influential in the creation of every item on this disc, and most of them carry a Keith byline. That sets up a promise of quality, and it is this reviewer’s opinion that the promise is delivered on.

Most of this material was originally written for what we now call Classic *Traveller*, and each supplement states that some version of those rules is required, but it shouldn’t be too difficult to adapt the material to other 2D6-based versions of *Traveller*



(*MegaTraveller*, Marc Miller’s *Traveller* (T4), *Traveller*<sup>5</sup>, either edition of *Mongoose Traveller*, or even *Cepheus Engine*), and there’s no reason that one couldn’t adapt the material to other systems entirely.

A “capsule summary”: The Cargonaut titles alone would be worth two or three times the price of the CD; the additional material is icing on the cake. Get this disc, even if you don’t find three others that you want (FFE sells four CDs for the price of three).

#### The Cargonaut Titles

Cargonaut Press was a one-person operation whose mission was to bring some of these items back into print, or even into print for the first time. There are a round dozen items on this disc under their imprint; two of them (the *Pilot’s Guides to Caledon* and *Drexithar Subsectors*) are making their second appearance on a *Traveller* Apocrypha disc; they also appeared on the first Apocrypha disc, covering *Gamelords* (the original imprint for these two prod-

(Continued on page 3)



(Continued from page 2)

ucts) and FASA releases. Many of these items appear to have been scanned from autographed originals, and the autographs are shown in the scans. The scans are sufficiently high-resolution that one can easily read the text even on a small screen. (I'm reading on a Surface Pro 3, landscape orientation for the screen, portrait orientation in Foxit PDF Reader for the document, which is formatted for 8.5×11.)

The scans appear to be text-behind-image, and have been a bit more thoroughly proof-read than some of the other Apocrypha – but there are still some minor errors (for example, apostrophes that indicate a possessive of a plural are often set following an extraneous space). Nevertheless, copy-and-paste will get useful excerpts that won't require heavy editing to be useful. Tables of contents refer to the page numbers printed on the page, rather than the calculated page numbers from the PDF, and there are no internal links, so you'll have to calculate the difference between the calculated page number and the printed page number when jumping around in the documents.

### **Faldor: World of Adventure**

The credits for Faldor: World of Adventure places an early version of the material at Origins '82; there is no indication of previous publication otherwise, suggesting that this should be considered a 'Cargonaut Original' publication. What you get is an information-dense document, essentially a worldbook and adventure folio in one. The worldbook covers the history and cultures of Faldor in sufficient detail to make interesting reading in its own right; it also provides necessary background for the adventure in this volume. The Table of Contents lists three adventures, but it appears that a chunk of material (numbered pages 41-46) have been omitted, leaving none of the adventures in playable form, though there may be enough of the first one for a creative referee to work with. A sad error, but even if one ignores the adventures entirely and just focus-

ses on the worldbook and the appendices, there's good material here. (Note: a corrected version of this item can be downloaded from Scribd, uploaded by the person behind Cargonaut Press. Since the corrected version is not on the CD, nor ever formally announced as available to purchasers of the CD-ROM, it is not reviewed here, merely noted to exist.)

### **Starport Planetfall**

This should be considered another 'Cargonaut Original'. The material is compiled from several sources, some of which is credited with previous publication and used with permission, but additional unpublished material is included, and the compilation brought together into a coherent whole. Taken together, this material provides the creative referee with good information for including a starport in an adventure, from procedures for arrival and departure to random (and not-so-random) encounters in the starport to character creation for Starport Authority characters. It should be noted that this item makes reference to a previously published *Startown Liberty*, which was part of the Gamelords set of *Traveler* supplements, and may be found on the Apocrypha 1 CD-ROM.

### **The Arctic Environment**

This is a previously-unpublished supplement that was originally written to be part of the Gamelords series of environment supplements (the Apocrypha 1 CD-ROM contained *The Undersea*, *Desert*, and *Mountain Environments* supplements). The structure of this item parallels those earlier supplements, though the 'look-and-feel' is that of Cargonaut, rather than Gamelords. As with the Gamelords *Environments* supplements, you get a set of in-depth rules for dealing with the environment, from travel to dangers, and a selection of equipment to make dealing with the environment safer and less difficult (though never to the point that it's a 'walk in the park'...). Potential encounters include environmental hazards (weather, terrain features, avalanches,

(Continued on page 4)

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etc.) as well as arctic animal encounters, and the environment is inherently hostile enough, even 'passively', to make simply surviving to get from point A to point B into an adventure.

### Hellion's Hoard

This is one of the few items that doesn't carry a Keith byline (the author is Hans Rancke), although the illustrations all carry William H. Keith's signature. It's a Cargonaut Original adventure taking place in Reavers' Deep sector on a world that doesn't much like outsiders. Both the PCs' group and their opposition are from off-planet, and the locals don't figure into the adventure, except as a potential hazard if the offworlders try to shortcut the adventure. It's suitable as a 'one-shot', perhaps filling a slot at a gaming convention, but by adopting some of the suggested modifications, it can also be one episode in a continuing campaign. It is definitely well-written, and worth adding to your library. Watch out for the structural error in the PDF file, though – somehow, pages 7 and 8 got swapped. (Again, Cargonaut's principal has uploaded a corrected version to Scribd.)

### Rogues In Space

*Rogues In Space* was a two-volume 'Cargonaut Original' set focusing on adventuring with characters that might be described as having alternative views of ethical conduct. Volume I, *Letter of Marque*, incorporated (with permission) the Pirate character generation procedure from *Supplement 4: Citizens of the Imperium*, and focused on commerce raiding – that is, pirates, privateers, and trade wars. Volume II, *Scam*, presented extensive rules for generating character traits (such as charm, gullibility, will, etc.) and focused on the confidence game.

#### *Letter of Marque*

Trade wars, privateering, and piracy all involve commerce raiding, and it is quite easy for any of them to shade over into a less respectable form. This

item contains extensive explanations of each, including the 'in-universe' rules that define each, and the game rules for running them. You also get rules for character generation and star system generation, the latter a 'cut down' version of the process from *Book 6: Scouts*. Some overviews and deckplans for ships suitable to be used as commerce raiders are also included. You don't get any ready-to-run adventures, but for each ship included, there are one or more commerce raiding scenarios in which the ship features.

#### *Scam*

The key to a successful scam is to deceive the victim, whether the scammer is a streetcorner 'skell' running a three-card monte, or an 'operator' running a 'long con' that makes the Nigerian 4-1-9 look amateurish and obvious. A successful deception depends not only on the scammer's ability to present the deception, but also on the victim's ability to resist the scammer's blandishments. Representing either of these as a single skill is arguably oversimplifying, and this module instead presents us with the Universal Behavior Profile, analogous to the Universal Character Profile, but oriented toward psychological traits, rather than the physical and mental traits of the UCP. Rules for using the UBP are presented, with an emphasis on using it in connection with all aspects of deception – presenting it, recognizing it, and resisting it. It's not difficult to see uses for it where deception *per se* isn't involved, as well. Additionally, alternative character generation rules are presented, focusing on converting 'generic' skills from core *Traveller* to the more finely tuned skills and attributes presented here. There are also two new careers for character generation, the Con Artist and the Prisoner. There is also a section discussing how to play a con artist character, with specific notes that the style of play for such a character is likely to be at significant variance from 'normal' play styles –

(Continued on page 5)

(Continued from page 4)

con artists, with good reason, will tend to avoid violence.

Four adventures are presented, each of a different scam. The player-characters can be on either side (working with the con artist, or target) of any of them, and the conditions required for any of them are sufficiently flexible that they can easily be incorporated into an ongoing campaign.

### **Pilot's Guides to Caledon, Drexilthar, and Marischal Subsectors**

All three of these "Pilot's Guides" serve as Library Data for their respective subsectors, presenting a map, a subsector world listing, and descriptive information about the worlds of the subsector. The creative referee can start from what's given and find ideas for adventures, but no explicit seeds are given.

The Caledon and Drexilthar guides, both originally from Gamelords, are making their second appearance in a FFE CD-ROM; they also appeared on the first Apocrypha disc, covering FASA and Gamelords products. They can be considered adjuncts to the Gamelords adventures, providing an overview of the Reaver's Deep sector and their respective subsectors.

The Marischal guide lacks a publisher's imprint or date, and shows signs of being a fan 'labor of love', rather than a commercial product. There are formatting infelicities throughout, including excessive top and bottom margins, and two extraneous blank pages. Each world in the subsector gets from half a page to a page of description.

### **Reaver's Deep Sector Sourcebook**

This is another Cargonaut Original, providing subsector maps, world data, and Library Data for the entire Reaver's Deep sector. The world data is in *MegaTraveller* format, and only a few significant worlds are singled out for writeup, with the rest of the Library Data being general information giving an overview of the history of the sector and tying

together the other Reaver's Deep-oriented material on this CD. There is a sector map as the centerfold, but it was reproduced across two pages of the PDF, and it appears that a strip through the center of the sector was lost. As a supplement, however, you do get an extract of Reaver's Deep from the *Atlas of the Imperium: Second Survey* (reviewed in the November/December 2019 issue).

### **Valentine Gambit**

This adventure is designed for solo play, and is in fact the documentation that came with a text adventure for the Apple II series of computers (you can still get the software from the Interactive Fiction Archive; there is a link in *Freelance Traveller's* Computer Connection section, and *Freelance Traveller* even has an Apple II emulator to use them with!). There is enough information presented to run this as a "normal" adventure (that is, "face to face" with a referee and dice at a table), possibly with more than a single player-character, and one of the appendices to the document even says so. It appears that this was intended to be the first of a series of connected adventures or a campaign, but no evidence of any sequels has turned up.

### **The Marischal Folio Adventures**

These are a collection of short scenarios rather than complete adventures. The background and situation for the scenario are set, along with any scenario-specific rules, but in general, the details are left to the referee to develop, and play is wide open. *Fleetwatch*, *Flight of the Stag*, and *Salvage Mission* together form a mini-campaign centering on the Close Escort *Stag* during the Fifth Frontier War. *Trading Team*, *Flare Star*, *Storm*, *The Newcomers*, and *Periastron* form a mini-campaign centered on the Far Trader *Scotian Huntress* in Reaver's Deep. These adventures are all pure image scans, with no OCR behind them, so one can't cut/paste from them. They show their age (and low-cost production) in that the text is largely

(Continued on page 6)

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“typewriter style”, with fixed-pitch font and the use of underlining instead of italics, but given sufficiently high resolution and large size, they’re readable enough.

### The Traveller Chronicle

*The Traveller Chronicle* was a quarterly (initially; it eventually went to three times per year) magazine published in the early 1990s by Sword of the Knight Publications. It lasted thirteen issues.

The scans of this originally-printed magazine are of indifferent quality at best, and don’t reflect the original production values, which (to an experienced eye, even with the scan quality issues) were near the high end of what could be expected in personal-computer-based “desktop publishing” of the era. There is no text behind the page images; the only way you’re going to get text out of these magazine issues is to sit and retype it yourself (or feed the images through some good OCR software).

While the magazine didn’t appear to have a fixed writing staff, certain names did recur (much like *Freelance Traveller*, today), among them Charles E. Gannon and Mark “Geo” Gelinis. There were several regular artists as well, and the art esthetic seemed to match that of contemporary *Traveller*.

Although there weren’t specific ‘departments’ (like *Freelance Traveller* has), the maga-

zine did present a similar variety of article types (omitting only product reviews), and also presented advertising (both real, e.g., for Planet III’s *Traveller Navigator*, and fake, e.g., for products, services, or establishments that could be used ‘in-game’).

Over the course of its ‘run’, it underwent a format change, from the initial 5½×8½ to the 8½×11 of later issues, and also took on a more professional appearance (e.g., better and more consistent use of fonts and use of color).

It is apparent that publication was to continue beyond issue 13, but that was a seemingly unlucky number for them; Sword of the Knight closed in 1997, and apparently never found a home for *The Traveller Chronicle*.

*(If someone who remembers the first run of The Traveller Chronicle were to tell me that Freelance Traveller reminds them of it, I’d thank them for the compliment.)*

### Summary

There is no question that this CD-ROM is worth what FFE is asking for it – or more. The Cargonaut Press items are enough to “make” the disc; the *Traveller Chronicle* are also almost worth it – but the complete set of items that you get make the disc a definite bargain, even if you can’t take advantage of FFE’s 4-for-3 deal. 🎮

### The Compassion Corps

by Jeff Zeitlin

#### Introduction

Most people know of the Travellers’ Aid Society by the publicised benefits accruing to members, and perhaps by their selectivity for membership – the million-credit application (not admission – they can reject an applicant, and they keep the million) fee,

the access to high-class accommodations, the free passages, the tourism services, and so on.

The TAS does not publicise their involvement with the well-known charitable medical and educational services organization Compassion Corps.

(Continued on page 7)



(Continued from page 6)

The Compassion Corps acts principally to provide medical services to worlds whose infrastructure is unable to support a complex medical establishment. This is primarily through their two main arms, the Interstellar Free Healers Society, and Starships of Succor.

## Starships of Succor

Starships of Succor operate a number of specially-equipped hospital starships (some may be decommissioned from stellar naval forces) which travel to various low-population and poor worlds (especially those that are also low-technology), where they stay for a period of time to provide high-grade hospital treatments – especially surgeries – that the world is not equipped for. Before a visit by a hospital ship, an evaluation mission is sent, to determine the level of need, and get a good view of what services will be most required. When the hospital ship visits, it will stay for up to a year, depending on need. Ships generally stay within a half-sector or so of a ‘base world’ where the ships can get overhauls and resupply; there are generally no more than two or three Starships of Succor hospital ships in a sector-sized area. Services are free to the patients, though voluntary payments are not refused, and are used to defray operational costs.

A world that normally wouldn’t meet the criteria for a visit may request one; an evaluation team will be sent out, but the evaluation and negotiation for the visit will also include an explicit requirement of payment by the world’s government to the organization. Such payments are set on the basis of ability to pay, and must be remitted upon commitment to visit. The evaluation team cannot commit a ship to visit; they can only submit their findings and agreements for final approval. A world that requests a visit but is evaluated as not a viable candidate for such a visit may instead be approved for visits by non-hospital ships operated by the IFHS (*q.v. below*).

Starships of Succor also operates some non-hospital ships; these ships are often activated in response to planetary-scale disasters requiring off-world response. While they can provide medical services, their primary purpose is to provide support for reconstruction of medical infrastructure, ranging from providing prefabricated and prefueled power plants for extant hospitals to ‘building’ hospitals from preconfigured 40-ton cutter-compatible modules. They are also available to be used as ‘test beds’ for Ministry of Colonization designs for other infrastructure prefabrication; as such, these ships often provide infrastructure support and reconstruction beyond medical needs (but availability of such support should not be assumed). They also, incidentally, produce a fairly large number of well-trained people who end up working for the Travellers’ Aid Society, effectively making Starships of Succor something of a *sub rosa* recruiting organization for TAS.

## Interstellar Free Healers’ Society

IFHS is an organization of medical personnel who go where doctors are needed. IFHS doctors are part of the Starships of Succor evaluation teams, and when a Starship of Succor visits a world, there are usually several teams of IFHS medical personnel who will go out to various parts of the world, and take care of medical procedures and treatments that don’t require hospitalization. They’ll also do what they can to teach locals how to treat what they can with what’s available, and IFHS teams will often include infrastructure experts to teach the locals how they can bootstrap their medical infrastructure, while staying within possible cultural strictures. If there is an indigenous response organization, IFHS will work with that organization and let it lead in any response, while providing personnel and expertise where it is lacking in such response, and in general making an effort to ‘build up’ the indigenous organization, both in terms of capability and in terms of public perception in the response area.

(Continued on page 8)



(Continued from page 7)

IFHS operates a number of starships that are not hospital ships; these ships and their medical teams can provide medical services to an otherwise eligible world where the evaluation suggests that a visit from a Starship of Succor hospital ship is not required. When one of these smaller ships visits a world, the medical teams aboard may operate on the world as “circuit riders”, visiting various locations on the world to provide medical services; they will also work with planetary authorities to set up an “indigenous” medical establishment, or to help improve the effectiveness of an extant one. As with Starships of Succor, the service is free to the patients, but payment offered is not declined, and is used to offset operational costs.

## Extra-Imperial Response

Over the protests of the board of trustees, Starships of Succor is barred from responding to extra-Imperial requests that do not come from worlds on a Ministry of Extra-Imperial Affairs preapproval list. Most worlds on this preapproval list have signaled their intent to accede to the Imperium, but have not as yet completed negotiations for cession of the extraterritoriality zone and acknowledgement of the primacy of Imperial law.

IFHS does not limit its response to Imperial worlds in need, though missions to non-Imperial worlds are limited to non-hospital ships. Missions to Imperial client states and neutrals are common, and generally pass without comment from Imperial authorities; more problematical are responses into areas which are actively hostile to the Imperium, or considered so. In such cases, IFHS will, as a concession to Imperial concerns, limit the technological capability of such missions to the higher of TL9 or the indigenous tech level, and will exclude personnel with experience or other significant connections in the Imperial military, high-level research, or intel-

ligence establishments. It is not unusual for extra-Imperial medical personnel to ask to be attached to IFHS response teams operating outside Imperial territory, as “observers” or explicitly for training purposes; such requests are generally honored with the expectation that medical knowledge will be exchanged, especially where non-human minor races and minor-race extreme variants of humaniti are involved. IFHS does not directly respond to other major polities, but is generally involved in planning and executing medical exchange programs when such are deemed possible.

## The Educational Mission

In addition to the medical missions outlined above, the Compassion Corps operates (or contributes via TAS subsidizing funds to the operation of) non-medical ships which provide educational materials and assist with the development of indigenous infrastructure for basic education (defined as roughly the first ten standard years of formal education). Such ships tend to focus on bringing books (print or other media suitable to indigenous tech) to multiple worlds, visiting perhaps a dozen worlds between calls at “home” ports. Educational ships may be operated by organizations other than the Compassion Corps proper; those organizations’ relationships with the TAS and the Compassion Corps may be tighter or looser, depending on how the respective organization perceives its mission. Volunteers for the educational arm of the Corps and for the affiliated organizations may be voluntarily “traded” from ship to ship; it is neither unknown nor frowned on for such volunteers to treat their sojourn aboard as a “working passage” to one of the worlds on a “tour”, and young people who volunteer often do so as a *wanderjahr* (which may last longer). Paid staff, however, generally stay with a single ship. ☼

### Finding Your Way Around the Starport

By Benedikt Schwarz

This series will, over the next few installments, cover the various parts of a starport and how they interact with each other, and what travellers can expect here. Each section will be given a short description and be furnished with a few adventure hooks and possibly typical specimens of the kind of people you could meet there. This is the second installment of the series, the first, in *Freelance Traveller*, November/December 2019, covered the general layout, the Civikian Dock, and the Bulk Cargo Dock.

#### Shuttle Berth

Here is where the in-system shuttles dock. Some ports keep a permanent fleet of shuttles, cutters, and gigs on a regular pay roster, but usually, shuttle runs are made by freelancing enterprises. Fees are a matter of negotiation, except where the port master dictates fixed prices. From here, goods and passengers can be dispatched from highport to downport and vice versa, to other cities on the planet, and to other destinations in-system. Flights are scheduled either with Traffic Control, or the shuttle berth may have its own flight administration. This is usually handled by a Port Authority official, but in some smaller ports, the freelancing enterprises have banded together and regulate their own schedules.

At the highport, this area may also house several tug craft for the convenience of heavier or damaged ships. Most ports require any ship larger than 1,000 tons to be towed into place by commercial tugs; an accident on manual control could be disastrous for the port. Tug pilots are usually well-paid professionals selected for their mental stability and resilience, but even so, some crack under the strain. Regular psychological counselling and evaluation are mandatory at many ports.

Scrappers and scavengers operating from the port will usually rent a berth here for their vessel, and the port authority may also have a few official salvage craft.

#### Adventure Seeds

1. A friend or Contact of the travellers, a former free trader crewman, now owns a shuttle and makes a living ferrying cargo and passengers to and from the highport. Whenever the travellers are visiting the port, they are invited to his place to swap a few drinks and stories. This time, when they show up, their friend is missing. Someone chartered xir shuttle for a trip to the asteroid belt, and they just vanished from the radar. They may have had an accident. The travellers may feel compelled to retrace their friend's planned route and render assistance.
2. As 1., but the person who chartered the shuttle is a pirate or smuggler who has stashed illegal goods on an asteroid and wants to retrieve them. The traveller's friend is an inconvenient witness who will have to be eliminated later.
3. As 2., but several factions of pirates arrived at the same time and had a firefight on the asteroid. The shuttle, with several large holes in it, is drifting in the vicinity. The person who chartered the shuttle and the travellers' friend are being held captive and tortured for the location of the stash.
4. The travellers have business at the lowport and book cargo or passenger space on a shuttle. The pilot suddenly falls ill in the middle of the descent, and one of the travellers has to override the security and 'take the wheel' before the shuttle spins out of control and burns up in the atmosphere. Was it just something the pilot ate, is this the start of a pandemic, or did someone poison xir to ensure one of the passengers was killed in the crash?
5. A large Imperial warship flotilla visits the system for fleet maneuvers. All available civilian shuttles are requisitioned and work around the clock to provision the ships; civilian trade, passenger and cargo movement grinds to a halt. The shuttle capacity is hardly enough for even the

*(Continued on page 10)*

## The Prep Room

*(Continued from page 9)*

most basic needs of the flotilla, and “extras” are out of the question, so some junior officers discreetly ask the travellers for their ship’s boat’s services. They want to visit certain young ladies or gentlemen planetside whose acquaintance they made on a prior visit to this system. And they brought a crate of expensive liqueur that is a) contrary to regulations and b) considered illegal on the planet. The travellers have to dodge MP patrols and customs officers to deliver their amorous passengers to their destination, and (of course) pick them up again in time before the flotilla leaves.

6. As 5., but one of the young officers, a hothead, is challenged to a duel and needs a second. Duels are, of course, both forbidden to officers by Imperial decree and illegal on the planet. After he defeats the challenger, the lieutenant and his paramour need to get the hell out of Dodge.
7. As 5., but the young gents and ladies have found other suitors while the officers were out guarding the Imperium’s borders – they don’t mind a bit of dalliance with a former lover, mind you, but someone (the travellers) will have to distract the present lovers, who might get violent if they learn they are being cuckolded.
8. As 5., 6., or 7., but suddenly, unknown warships are picked up by the sensors, and the flotilla is being put on alert. Suddenly, the officers’ absence is no longer a negligible breach of duty but a capital offense. The travellers need to pick up their patrons (who may have sought out quiet places to be alone and undisturbed with their lady/boy friends and may be difficult to find), sober them up and smuggle them aboard their warship so they can pretend they had been in their staterooms all along.
9. An accident at the shuttle dock killed several sophonts. The travellers are hired by starport security to investigate. The pilot who made the crash

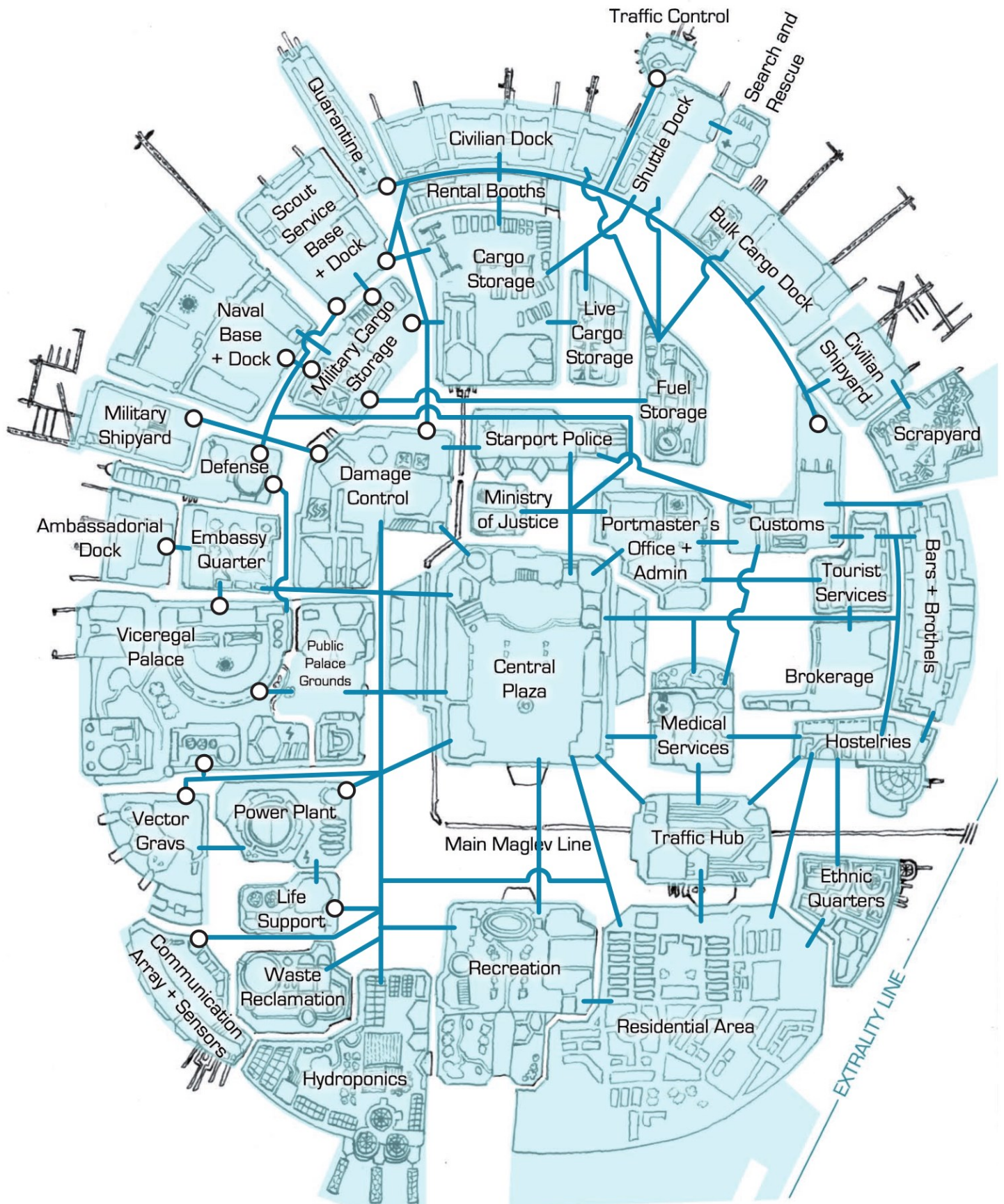
landing wasn’t exactly popular. He stole another pilot’s girlfriend (who works as a dispatcher at the shuttle bay), abused her until she broke up with him, insulted the head of the repair crew maintaining the shuttles, picked a fight with a bunch of Navy engineers in a bar, and was generally a tyrant in the small empire of the shuttle dock. His foul temper was a byword. It seems there is no lack of people with a motive if it was more than just a faulty maneuver that killed the pilot.

10. A band of pilgrims has duly visited their faith’s local shrines and are on their way back to the highport and the liner their hierophant chartered for the use of the faithful. Unfortunately, they cannot entrust their trip to the highport to just any pilot, and the fellow believer who was supposed to ferry them up the gravity well has fallen ill/had an accident/got beaten up by locals/was discovered with a prostitute in the red-light area and is no longer “suitable”. The enraged pilgrims raise hell and obstruct the shuttle area with their loud protests. After the travellers or the shuttle dock supervisor have calmed them down a bit, they need to find a suitably pure pilot – strictly vegetarian, virgin (the travellers may need to forge a certificate), non-swearing, in good bodily health (protracted illness is a sign of divine disfavour), and able to cheerfully stand a bunch of snotty bigots for the duration of the trip. And the liner is leaving in five hours, so there isn’t much time to make all the necessary arrangements. By this time, the supervisor is ready to pay the pilot triple the normal fee just to be able to get the pilgrims out of his dock and return to something like normal schedule.
11. A tug pilot is having a bad day. His pension tab, which he had diligently paid for twelve years, was cancelled, his wife just left him for his (former) best friend, and the doctor diagnosed

*(Continued on page 12)*



# The Prep Room



(Continued from page 10)

him with a tumour that he can't afford to get treated. While towing a liner with a hundred souls aboard, he snaps and threatens to crash the liner into the port. His demands are erratic – he wants to talk to his wife (who left the port to live planetside, no current address given), he wants to see a doctor but is deathly afraid the doctor will sedate him, he wants to talk to his mother (who died last year). A Marine boarding is out of the question because the pilot could accelerate the liner into the port at the sight of an assault boat, and even if the Marines secured the controls immediately, there wouldn't be enough time to bring the ship around before it crashes. The travellers are hired either as negotiators, or their ship is requisitioned to get a doctor aboard.

12. A tug pilots' strike has created a situation where larger ships cannot dock – they have to be parked in orbits outside the highport, and their cargo shuttled back and forth by the available free traders. There is good money to be made for a group of travellers with their own ship. On one of the shuttle runs, the bulk freighter's supercargo behaves oddly and is unnecessarily insistent that the crates not be opened. (Xe is doing a bit of private smuggling on the side, and the crates contain contraband).
13. A shuttle pilot approaches the travellers: xe is being blackmailed by an organised crime ring into delivering packages of contraband with xir regular shuttle runs. Xe is deathly afraid of being caught, but if xe doesn't comply, the mobsters have threatened to hurt xir kid sister. The travellers are asked to get the girl to safety so the pilot can go to the police without fear of retribution.
14. At a small port, the freelance shuttle pilots have joined together as a guild and hired a dispatcher to manage their docking and flight schedules. Recently, though, they have come to suspect xir of embezzlement/leaking information to pirates/

aiding smugglers/..., and they want xir to leave xir post quietly. Unfortunately, xe has the computer codes and all the traffic files, and could cause a lot of disruption if xe decided to make things difficult for the shuttle pilots. The travellers are asked to step on xir toes... politely... and induce xir by any means to get her to surrender the codes and leave without making trouble.

### Typical Denizens of the Shuttle Dock

#### **Brenna Diana Rasnick 9A9555, freelance shuttle pilot**

Boat-3, Engineer-1, Drive (grav)-1, Carouse-1, Admin-0, Broker-0, Communications-0, Zero-gee-1, Melee(brawling)-1, Melee(blade)-0

Brenna is a typical freelancing shuttle pilot, a good-natured athletic woman in her thirties with deeply tanned skin, dark brown hair and slight almond eyes. The gene-coded IISS security clearance pin is in evidence on her lapel, marking her as someone entrusted with the handling of data containers from the X-Boat net. She owns two 95-dton shuttles and a 30-dton thrust-5 ship's boat for fast courier services. One of the shuttles is operated by her husband Galen, a large portly man with a blonde beard, and she'll hire K'Claat (see next entry) to drive the other one if someone requests the courier boat (which will always be piloted by her). She splits her time between X-boat tender runs retrieving data and regular cargo runs to and from the planet, but can be persuaded to get freight or passengers elsewhere in the system if the money is right.

Since Imperial regulations mandate a co-pilot, Brenna and her associates hire young pilots just out of training to sit with them in the shuttle's cockpit. In that way, she saves a regular co-pilot's fee, and the flyboys get to book their mandatory flight hours before progressing to full pilot status. Since she's flown with so many of them during their pilot-in-training days and treated them fairly, she's got a sol-

(Continued on page 13)



## The Prep Room

(Continued from page 12)

id network of contacts among the shuttle, rescue and tug pilots.

### **K'Claat Corrin D87754, freelance shuttle pilot**

Boat-4, Engineer-2, Carouse-0, Communications-0, Zero-gee-2, Melee(brawling)-1, Streetwise-2, Jack-of-all-trades-2

Hailing from a high-gravity world, K'Claat is a very short, slightly pudgy woman coming up only to lower chest height on an average-sized spacer. Most of her body mass is ultradense-fibre muscle, and she can bend iron bars with her hands. She wears her ash-gray hair short, and her bright blue eyes look out of a face creased with the premature onset of aging typical of high-gee world residents.

K'Claat has seen it all. She's easily the most experienced pilot at the port, a passable mechanic, and the boat hasn't been built yet that she can't size up with a glance. A good judge of character, it's near impossible to intimidate, con or smart-talk her. The port officials have a hard time with her because the only authority she acknowledges is that born of experience and proficiency. If she takes a liking to one of the travellers, she'll be her best motherly self; otherwise, she cultivates a gruff and brusque persona.

K'Claat has no shuttle of her own. She does freelance service for various small enterprises who own shuttles and couriers, stepping in for sick pilots or taking specialty jobs that need an experienced hand at the controls. She's never done illegal smuggling, though, adamantly refusing to have anything to do with the "small package trade". Everyone who is anyone at the port will vouch for K'Claat's honesty and trustworthiness.

### **Ratray Vert 384464, freelance shuttle pilot**

Boat-2, Engineer-1, Broker-0, Smuggling-1, Persuade-2, Carouse-0, Gun combat (slug)-1, Jack of all trades-1, Streetwise-2, Gambling-0, Forgery-1

Another shuttle pilot, Ratray owns an aging 95-dton shuttle near the end of its operational life. Ra-

ther than effecting repairs, Ratray has put great effort in making the ship look good. To an untrained eye, the slick paintwork and newly installed panels suggest a modern boat in her prime. Underneath the panels, there is frayed insulation, tangled wires and rusty strutwork, the locker's regulation-mandated spacesuits are leaky, and several of the emergency kits have been cannibalised. Ratray himself is a short, slight man with a too-ready smile and a tendency to get too familiar, especially with female clients. Regular visitors of the port avoid him; his clientele are those who visit the port for the first time. To get those customers' attention, he routinely underbids the other shuttle services' fees, citing a (nonexistent) starport authority subsidy for his enterprise—supposedly because of his trustworthiness and long service.

Plagued by financial mishaps, Ratray has had to take less-than-honest shortcuts to make ends meet. Over the years, this has become a habit. He is likely to bend the truth a bit even where there is no necessity. If the travellers book his shuttle for a run, there is an 8+ chance that it is also carrying small packets of contraband – and he'll be quick to try and pin the blame on the travellers if a custom search finds the stuff. His favourite trick is to pin the packets to the underside of his clients' cargo pallets.

When cornered, Ratray will likely try to weasel his way out of trouble with fake promises and false accusations of other people. Only if he has no other recourse, he'll employ his concealed snub pistol. He is a surprisingly good shot.

### **Allin Etlolay 465787, company shuttle pilot**

Boat-2, Drive (grav)-1, Carouse-0, Admin-1, Communications-0, Zero-gee-0

Etlolay is not a freelancer but the pilot of a starport-subsidised shuttle service. As such, he considers himself a cut above the freelancers who work from the same berths. He has a regular salary, a pension plan, and mid-level security clearance which he

(Continued on page 14)

## The Prep Room

(Continued from page 13)

takes a misplaced pride in (since it came with the job automatically). Somewhat taller than average, fair-haired and somewhat lanky, he looks dashing in the service's uniform and bland in any other clothes.

Eltolay flies the company's shuttle on a regular schedule. It is somewhat cheaper to use the subsidised service to get the goods or passengers delivered from the downport to the high side or vice-versa, and the insurance companies will be much more relaxed. The company's schedule cannot be altered, though, which may mean a wait of two or three days for a free slot, and the shuttle will go only to the port and nowhere else. There's also more red tape to be managed than with the freelancers.

### **Flight Lieutenant (ret.) Lasky Radrom 653589, company shuttle pilot**

Boat-4, Gunnery-1, Zero-gee-2, Cutlass-1, Leadership-0, Carouse-0

Young Lasky distinguished himself as a fighter pilot in several fleet actions against a minor pirate empire. He had to leave the Navy due to a stress fracture in his thigh which cut his career short. No longer able to fly high-gee maneuvers (at least that was what the doctors said at the medical evaluation, although his own opinion differs), he found work in one of the shuttle companies operating from the starport. It is a good job, he supposes, but he misses the excitement of military life terribly. Should the travellers come to him with a heroic plan to foil dastardly Zhodani agents or rescue a lady in distress, he'll ditch his job in an instant without a second thought, steal his own shuttle and violate every known traffic regulation to help them.

Lasky is a young man with a handsome face, his fair hair cut short save for a single lock that falls across his face at a rakish angle. He cannot deny his military upbringing, which shows in his straight posture and clipped speech. He is an incurable optimist, altruistic and always cheerful. Out of his cockpit, he

walks with a slight limp, but eschews the prescribed walking stick the doctors gave him.

### **Mubander Ling 466677, tug pilot**


Boat-3, Drive (ground)-0, Engineer-0, Carouse-2, Computer-1

A middle-aged man with a black beard and a receding hairline, Mubander is good-natured and somewhat phlegmatic. Luckily, he is blessed with an energetic wife who keeps him from getting too torpid. He is a family-minded man and likes chatting about his wife (Linda) and kids (two little daughters and a boy) over the comm with the pilots of the ships he drags to their berth. It is his way of concentrating, and the pilots aren't expected to contribute much to the conversation except to make noncommittal noises at the appropriate intervals.

Mubander's tug is employed on semi-retainer by the starport, and he looks forward to another ten years of service and, finally, retirement.

### **Rog Anders 555654, scrapper**

Boat-1, Engineer-3, Comm-0, Carouse-1, Gambling-1, Melee(blade)-1, Streetwise-1, Jack-of-all-trades-1

Clad in a threadbare orange jumpsuit or a battered but well-kept vacc suit, Rog looks as if he has led a rough life and aged before his time. His face is has deep wrinkles, and his prominent nose juts out of a spiky grey moustache. He owns a cutter with a salvage workshop module and two extra cargo outriggers (which slow the boat down but can be used to transport more salvage). A loner by nature, Rog will undertake forays into the belt (where there are a lot of abandoned stations and near-derelict ships that were parked there during the Long Night) and return with replacement parts that he sells to the port's tinker community. He gets talkative only when he has had a few drinks too many at the starport bar. 

### Jottings #10: Addresses

by Jeff Zeitlin

Not “forms of address”, e.g., ‘My Lord’, ‘Your Most Excellent Scholarship’, et cetera, but “My office is at ...”.

Most of us are used to addresses of the form “123 Any Street”, with a fairly common variation of “Jedestraße 123”. However, there are other ways of defining where your office—or house, or store, or whatever—is. If, in your worldbuilding, you use one of those other ways, you have another hook to hang some potential trouble for your PCs... .

All of the systems below are used in the real world. I even tell you where I found it to be used.

- In Nicaragua, addresses aren’t numbered. Streets don’t even have to be named. Instead, the address is given by reference from a well-known landmark location: “Iglesia Nuestra Señora de la Noche, 3 cuadras al Sud, 1 cuadra 10 varas al Este” (In English: “Church of Our Lady of the Evening, three blocks south, one block ten *varas* east” [one *vara* is about 83cm]).

Pretty much anything can be the starting landmark—churches, parks, important municipal buildings, gas stations... even a mile (well, kilometer) mark along a highway. Sometimes, a landmark building gets torn down. The addresses relative to that landmark only change with the addition of “Donde Fue” at the beginning, meaning “Where was”, or where the landmark used to be: “Donde fue Igl. N.S.de la Noche, 3 c. Sud, 1 c. 10 v. Este”.

Sometimes, it’s not possible to provide this sort of direction all the way to the actual location; in such cases, one provides direction to get as close as possible, and then adds “Direccion Conocida” (“Address is known”), meaning ask around and the locals will point you to where you need to go.

(<https://vianica.com/nicaragua/practical-info/14-addresses.html>)

- If you are standing at the southeast corner of the block where the Temple is located in Salt Lake City, Utah, USA, you are standing at the zero/zero point for the entire county. Addresses in the county are all pure coordinates measured from that point: “1355 N 700 W” is seven blocks west of that corner, and between thirteen and fourteen blocks north. The unit of measurement is both unspecified and irrelevant; one block is an increment of 100.

([http://www.exploreutah.com/GettingAround/Navigating\\_Utah\\_Streets.shtml](http://www.exploreutah.com/GettingAround/Navigating_Utah_Streets.shtml))

- In India, buildings aren’t generally numbered, just named, or are within a named development. Sometimes, this form of address is seen in the UK and Ireland, as well: “Cholmondeley House, Whimmeshire High Street”. The address also may be on a ‘dependent street’, where the actual street of location isn’t unique, and you need to specify the main street that it’s dependent from: “Cholmondeley House, Thamesford Lane, Whimmeshire High Street”. Developments considered notable in the United States may also mimic this model; examples in New York City include Penn Plaza, World Trade Center (prior to 11 Sep 2001, the ‘twin towers’ were 1 World Trade Center and 2 World Trade Center), World Financial Center, and United Nations Plaza—but New York is hardly unique in doing this.
- There are examples in England of opposite sides of the same street having different names, with independent numbering on each side. Also in England (and in some areas of the USA), if two buildings have adjacent numbers, but additional buildings are later constructed between them, the new buildings may have letters appended to their numbers (e.g., 75A, 75B), or fractional numbers (e.g., 75½) may be issued. There are a few

(Continued on page 16)

## The Prep Room

(Continued from page 15)

examples in England where the number is 0, and negative numbers –1 and –2 have been issued.

- At one time, large residential buildings in major cities in the USA might have been issued multiple address numbers, and the address you gave your correspondents depended on where in the building your apartment was located.
- In some areas of Queens County, New York City, building numbers have hyphens in them (e.g., 34-15). In these addresses, the portion before the hyphen indicates the previous street or avenue (these areas tend to repeat numbers on the thoroughfares, e.g., 93 Ave, 93 Rd, 93 Pl; “Streets” and “Avenues” tend to be ‘through’ routes, with all others being relatively short, and possibly discontinuous), and the portion after restarts after each such street/avenue.
- In Carmel-by-the-Sea, California, USA, there are no numbered addresses; the only purpose for numbering would have been postal or package delivery, both of which are handled via a central post office. Within the village, “addresses” are given as “Third house on the east side of Torres St., green trim, driftwood fence”, or perhaps by the name on a signboard in front of the house (and it’s considered bad luck to change the names on such signs): “Hansel” or “Sea Urchin”, for example.  
(<https://www.carmelcalifornia.com/fun-facts-about-carmel.htm>)
- In most of the “Western” world, when you are looking for an address, the street is important and gets named; the blocks are just the spaces between the streets. In Japan, the block is important, and gets a designation; streets are the gaps between blocks, and don’t generally get names (some important ones do). An address in Japan would be by municipality, then neighborhood, then a subarea name and number, block number, and building number; building numbers within a block are assigned in the order that the building were constructed. “Tokyo-to, Chuo-ku, Yaesu 1-5-3”. When giving directions, landmarks and (named) cross streets might be given.  
(<https://sivers.org/jadr>); ([https://en.wikipedia.org/wiki/Japanese\\_addressing\\_system](https://en.wikipedia.org/wiki/Japanese_addressing_system))
- In central Mannheim, Germany (inside the Luisenring), there are no street names; an address in this area is a block identifier consisting of a letter and a number (e.g., Q3), followed by a building number. Building numbers within a block are assigned from the southern corner nearest the central street (Breitestraße), counterclockwise in blocks with letters A-K or clockwise in blocks with letters L-U.  
([https://en.wikipedia.org/wiki/Mannheim#Block\\_Numbering\\_and\\_Computer\\_Mapping](https://en.wikipedia.org/wiki/Mannheim#Block_Numbering_and_Computer_Mapping))
- On the German island of Baltrum, buildings have numbers, but streets do not have names.  
(<https://en.wikipedia.org/wiki/Baltrum>)
- Postal codes in the Netherlands are sufficiently fine-grained that one may provide the recipient name, the postcode, and the building number, and expect correct delivery. This won’t help your average player-character to find the location, however.  
([https://en.wikipedia.org/wiki/Postal\\_codes\\_in\\_the\\_Netherlands](https://en.wikipedia.org/wiki/Postal_codes_in_the_Netherlands))  
(<https://en.wikipedia.org/wiki/Address#Netherlands>)
- When addressing international mail, one may use either English or the local language (and writing system), but if the local language is used, the name of the destination country *must* appear in the address in English, not just the Latin alphabet—that is, KOREA, not CHOSUN; CHINA, not ZHONGGUO, RUSSIA, not ROSSIYA, GREECE, not HELLAS. The English restriction holds even if the destination country also uses the Latin alphabet: FINLAND, not SUOMI, IRELAND, not EIRE. 🌐



### Cascadia Adventures 2: The Lost Girl

reviewed by Megan Robertson

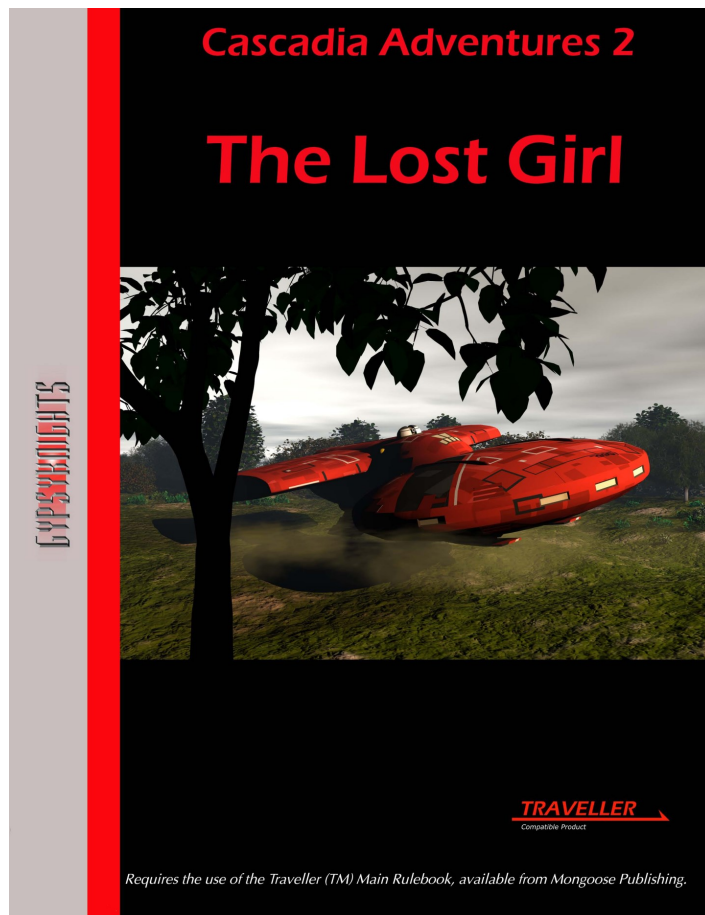
*Cascadia Adventures 2: The Lost Girl*. Colin Dunn.  
Gypsy Knights Games <https://www.gypsyknightsgames.com>  
41pp., PDF  
No longer available as a separate product.

*This review originally appeared on [rpg-resource.org.uk](http://rpg-resource.org.uk) in July 2016.  
This product and the other two Cascadia Adventure products are now available as a single product called "The Cascadia Adventures".*

The second in a series of loosely-connected adventures set in the Cascadia Sub-Sector of Gypsy Knights Games' *Traveller* setting, there is some duplicated material from the first adventure (*Save Our Ship*) as a convenience especially for those who do not have a copy of that adventure. This includes the ship and pre-generated characters provided—they are worth considering as everything is neatly linked in to the setting and plot. However, if you have your own characters and ship the story will work equally well with a little thought, and it can be translated into your own preferred location without much difficulty.

The adventure starts at the Razz Casino on the planet Chance in the Cascadia Sub-Sector. The casino's owner has been asked by a former employee for help in finding his daughter, who has gone missing and hasn't been heard from for the better part of a year... and so the party has been called in to render assistance. If you are using the pre-generated characters, there's ample reason for them to be asked to help, you will have to come up with your own reasons for why the casino owner should turn to the party otherwise, though some suggestions are given.

In a scene at the Razz Casino, the party gets its briefing: to find Frida Moskalawicz. A neat trick is the use of different types of scene within the adventure: there are 'essential scenes' which need to take place for the adventure to progress, 'optional scenes' which provide added colour and role-playing opportunities but can be safely ignored without risk to the story, and 'contact scenes' specifically set up to



allow the party to gather necessary information. The default is to use the extensive network of contacts each of the pre-generated characters has, but each of these is provided in sufficient detail to run as an NPC and you can find your own ways to work them in relatively easily if your party doesn't already know them. Those who wish to may engage in optional scenes of drinking, gambling and watching shows whilst they are at the casino as well as talking to those who have useful information.

It is likely that the party will proceed to Gagnon, the planet where Frida Moskalawicz had been a university student. They will need to refuel along the way, the most efficient route takes them to a planet called Slaren—oh, and they've been given a voucher for fuel to redeem there. While there, they have the opportunity to get a bite to eat (with several restaurants being available) and hear that there's a lot of pirate activity at the moment.

Then on to Gagnon and the core of the investigation. Various avenues are provided to aid you in

(Continued on page 18)



(Continued from page 17)

running this, and the party ought to be able to figure out what has happened reasonably easily. Location and NPC descriptions are excellent giving a good feel of the places and people involved.

The climax of the adventure involves a raid on a well-guarded establishment... and there's a good chance of having to use violence, although stealth

may also work, depending on what your party prefers. The conclusion of the adventure covers several alternatives, depending on what the party manages to do... and they might end up with an extremely powerful enemy!

A well-presented and resourced adventure, if a bit linear and straightforward. Good fun to run... 🎲

## The Shipyard

### The I/S *Nasirnak* Book Ship and Pasteur-class Hospital Ship

By Timothy Collinson

#### I/S *Nasirnak*

The Imperial Starship *Nasirnak* was laid down in 870 as the *Asuum*, a 5000-ton freighter plying the spacelanes in Daibei sector carrying foodstuffs and other light cargo. In 998 she was converted to be used as a pilgrim ship, for the centenary celebrations of the Third Imperium carrying travellers to Core Sector for the festivities. At this time she was known as the *Capital Conveyor*. Subsequently, after being laid up for several decades in the corner of an orbital repair yard and used as cheap housing, she was bought up by Kidana, a minor corporation specialising in liners, and given a complete overhaul to become the *Imimikak K*, what was then a luxury cruise ship taking nobles and their scions on grand-tour-style journeys. It was at this time she lost something of her boxy shape and gained the distinctive 'clipper stern' that gives the graceful curves now seen in her hull. By 1070 her fitting out was considered old-fashioned and her staterooms cramped, so Kidana put her on the market. She was bought by Operation Good Word and converted to her current role as a compassion corps ship. Now, renamed as the *Nasirnak*, instead of food, she carries books, electronic readers and literacy projects to border regions and beyond where she makes a difference to those she

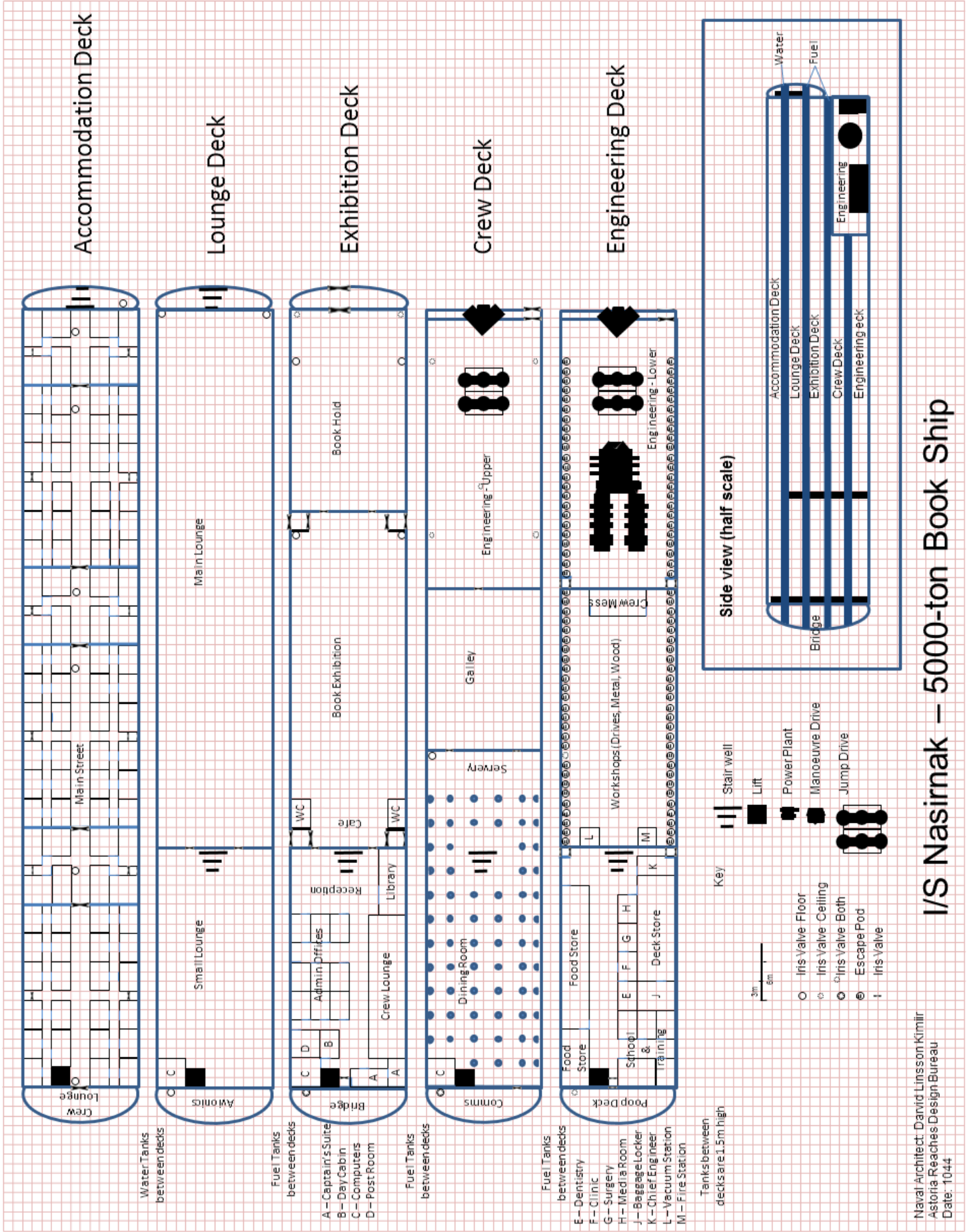
serves, particularly on low tech worlds. Currently she is believed to be the oldest continuous use passenger ship in the Third Imperium.

The central deck of the I/S *Nasirnak* (*which means 'word' or 'written word' in Vilani*), has been converted into a 'book exhibition' which can display a wide variety of printed material from children's books, through 'how to' manuals to novels and non-fiction. Depending on demand, culture and region, religious literature might be on offer as well. If appropriate to culture and tech level, electronic book readers may be available. These can be loaded with large libraries before the ship's departure. The books are sold at local prices making it possible for even the poorest of communities to benefit from a visit of the vessel. The ship has two large airlocks on the port side and two on the starboard side which act as entry and exit points for visitors whether the ship berths 'port-side to' or 'starboard side to' at orbital stations. If landing on a planet, gangways are set up to service these airlocks from the ground. Also on that deck is a large book hold to supply the ship across long expeditions away from regions where they can easily restock.

Her crew is all-volunteer, from the 75-year-old captain to the newest 'recruit', a four month-old daughter born to one of the handful of families on board. For the most part, the crew are one-term vol-

(Continued on page 20)

# The Shipyard



## I/S Nasirnak – 5000-ton Book Ship

Naval Architect: David Linsson Kimir  
 Astoria Reaches Design Bureau  
 Date: 1044

# The Shipyard

*(Continued from page 18)*

unteers, often young people from 18 to 30 but possibly older, along with long-termers who spend many years on the ship and act in leadership roles. Officer roles are filled with professionally-qualified crew who are usually ex-navy, ex-merchant navy or former scouts; they are still volunteers, however, committed to the ethos and mission of the ship. Funds to operate the ship come from donations made to the Operation Good Word organisation and every crew member is expected to be supported by either a charity from their homeworld or subsector, or perhaps friends and families making contributions, or both. As well as the core mission of visiting low tech or impoverished worlds, the ship will spend time in regions of the Imperium and ports which act as 'sending' agents as they raise the profile of their work, raise charitable giving – sometimes in the form of Credits, sometimes in the form of fuel, food and other supplies – and raise the interest of volunteers who might join the ship for a term or more. Another feature of the 350 or so crew currently aboard is that they come from forty different cultural groups from around the Third Imperium and Charted Space. Some are represented by larger contingents, for example the 40 Imperials, or 20 Vilani; some are represented by small groups such as the half dozen Luriani, or three citizens of the Julian Protectorate and some just by a single individual such as the Sword Worlder boatswain, a former belt-er with years of experience in space. This variety of language, culture and race gives the ship a cosmopolitan feel that is exceptionally unusual and often leaves former crew members with a much wider appreciation of the variety of sophonts in Charted Space. Galanglic is the working language aboard but it is not uncommon to hear a wide variety of other tongues, particularly at meal times when linguistic groups may gather together to relax in their native languages. On the other hand, it can be quite instructive to overhear a conversation between a Ve-

gan engineer and a Solomani electrician discussing a piece of Vilani equipment, in Galanglic, for the benefit of an Aslan fitter. Lessons in patience aplenty.

Typically a short-termer will be assigned to two or three departments on the ship during their stint aboard and they will gain experience in a variety of roles. The largest departments are the engineers, the deck crew, book exhibition staff, the galley, and accommodation. The latter do much of the cleaning and light maintenance. However, there are other roles to fill as well such as helping in the school, staffing the reception desk or acting as Dental Assistant. In addition to these day-to-day roles, everyone aboard is expected to contribute at least one day a fortnight outside their department to be involved in literacy projects or trips into the local hinterland away from the immediate environs of the ship. In addition, usually twice a year, teams of up to a dozen will be sent off the ship for a week or ten days to get involved in language learning, or taking a small selection of literature to harder-to-reach areas on some worlds, or to do school visits, or to provide entertainment to the locals as well as promoting the ship; often an 'away team' might be involved in several or all of those activities.

## Walkthrough

This ship is divided into five decks which are 3m tall with four interleaved tankage decks of 1.5m. She is 131m long stem to stern, 18m wide and 21m high.

**Deck 1**, the uppermost is the **Accommodation deck**. This is divided into six 'sections', three slightly smaller for families or long-termers; three larger sections for the single volunteers. Standard staterooms are usually laid out for four berths but some have been divided into two two-berth cabins, generally a little more sought after by crew who enjoy a little more privacy. The alleyway running the length of this deck is called Main Street. There is a slightly

*(Continued on page 21)*

# The Shipyard

(Continued from page 20)

larger cabin right forward that is usually assigned to the boatswain – the senior non-officer position who is generally a long termer and a very experienced crewsophont responsible for the day-to-day assignments and training of deckhands. As per SoLiS (Safety of Life in Space) regulations, each section has emergency airlocks to port and starboard and there are sufficient rescue balls for all the crew stowed in the bulkheads. Each section also has an emergency iris valve to the deck below – and a ladder which can be slid down into the lounges below, although these are never used outside of drills. Right forward is a crew lounge with viewports to space or the outside world if grounded. It's a popular place for crew to relax. Just aft of the bulkhead is a lift which serves all decks although it's primarily used for moving ship stores rather than run of the mill crew movements. At the rear of the deck in the classic 'clipper stern' is a stairwell down to the Lounge Deck. [Editor's note: The deckplans on p.19 omit symbols for the iris valves in the ceiling of the Lounge deck that match the iris valves in the floor of "Main Street" on the Accommodations deck. This is because they are emergency valves, and never used to go from the Lounge Deck to the Accommodations Deck.]

Between Decks 1 and 2 are several potable water tanks. Between the remaining decks there are fuel tanks of various sizes and types. For very occasional maintenance, cleaning or re-lining, these can be accessed via removable deck plates above. The stairwells and liftshaft can be sealed at each deck level in case of a loss of pressure or atmosphere; this however, makes them unusable.

**Deck 2, the Lounge Deck,** is the most open space on ship. Forward is an avionics bay usually accessed from the Bridge below when necessary but there is an iris valve at the forward end of the Small Lounge which is used occasionally. The small lounge itself seats around 200 in an auditorium style layout and about half that in a cabaret style layout.

On the starboard side at the forward end is part of the ship's computer systems. It shows something of the age of the ship that there is dedicated space and that they're not entirely distributed throughout the vessel. Centrally on the starboard side is a small stage which includes a speaker's podium, piano, drums and room for a small band. To the right of the audience and aft in the space is a stairwell leading down to the Exhibition Deck. Further aft is the much larger Main Lounge which can seat nearly 400, not uncoincidentally, the maximum rated crew numbers for the ship of 388. The Main Lounge has a more substantial stage at the after end with wings and a stage curtain, as well as again a grand piano, full drum kit and larger space for a band. Repeater screens at various points on the side bulkheads give close up views even to those sitting towards the back of the lounge. One leftover from the ship's days as a cruise liner is a small polished wooden dance floor still situated centrally in what is an otherwise carpeted space. Aft of the Main Lounge is a stairwell leading up to the Accommodation Deck and various bits of gear and stowage for the stage and presentation or show paraphernalia.

**Deck 3 is the Exhibition Deck,** sometimes called the Main Deck. As noted above this is made up largely of the Book Exhibition with airlocks for visitor entry and exit on both sides of the ship, public 'freshers both port and starboard and a café at the forward end. Aft there is a Book Hold full of warehouse style shelving racks for boxes of printed material, and aft of that a large pair of iris valves for loading and unloading. This aft space can be used as a large airlock if need be and is full of storage for ship operation gear such as grav pallets, gangways, an air raft and so on. The forward section of this deck is taken up with the Bridge, which can access avionics above and communications below, and behind that the Captain's suite and a Day Cabin for the use of those on bridge watch. More of the ship's computers

(Continued on page 22)



# The Shipyard

(Continued from page 21)

are found on the starboard side. Aft of this section are administrative offices including a post room where incoming or outgoing messages and mail are distributed to or collected from the crew. Arrival in a new system or at a new world can result in quite a crush here with excited recipients hoping for news from home. On the port side is a crew lounge which can also be used as a meeting room. Around the stairwell leading to the deck above and the deck below, is a ship reception area including a small desk staffed for sixteen hours of the day, visitors can be received and crew paged if required. Unsurprisingly, perhaps, for a ship's crew with the heart that they have for literature, there is a ship's Library located here for use in downtime.

**Deck 4, the Crew Deck**, houses one of the liveliest spaces on the ship in the Dining Room. Used both for meals and as a social space between times it can't quite seat all the crew simultaneously but is often a focal point of the day, particularly in the evening. Mainly filled with circular tables seating six, there are also some side tables of two or four for families or couples or those wishing a slightly more private conversation. One corner is lost to more of the ship's computers. At the after end of the space is a servery which allows buffet style dining. Aft is the galley which is a crowded space full of ovens, fridges, work spaces, storage units, cleaning facilities and so on. Ship morale is often directly dependent on the skills of the Head Chef and their ability to train those assigned as cooks. There is an iris valve leading aft to the upper engineering space although this is little used except by engineers on repair jobs and the like. The engineering deck at this level is mostly gantry walkways and open space. There is very little actual deck. The Jump drive and Manoeuvre drive rise into this space and the power plant nearly does so; all can be accessed from above as well as the ends and sides of the machinery. There are control panels at this level as well as monitors for a wide range of ship systems from tank levels to hull stress.

**Deck 5** is the formal **Engineering Deck** with the lower engineering space housing Jump drive, manoeuvre drive and power plant as well as many lesser systems and control surfaces. Forward is a large space divided into various workshops associated with the drives, metalwork and woodwork (although the latter includes the modern composites that adorn many ship surfaces). In addition to the workshops are bays and storage for relevant materials. Forward in this space are also the main stations for fire-fighting and dealing with vacuum breaches although there are smaller 'stations' in bulkheads at suitable locations around the ship. Crew train diligently for a multitude of eventualities. Also in this space is a crew mess used by engineers and deck crew when on shift and dressed in working gear. There is a small pantry and limited cooking facilities here. Along both outer hulls in this space and in the engine room are 99 ½-ton *Reprieve*-class Escape Pods. Forward of the workshops on the starboard side is a large food store and smaller refrigerated food store. Provisions and other stores are usually loaded by a chain of crew stretching from the after end of the Exhibition Deck, to the main stair well and down to Deck 5. This is often an enjoyable time of team building with its all-hands-on-deck atmosphere and the knowledge of fresh provisions arriving from sandwich spreads to toilet rolls. The main stairwell down from the Lounge Deck ends here. On the port side there is the Chief Engineer's stateroom and a large deck store for anything from crew overalls to paint; cleaning gear to pneumatic needle guns for stripping rust (On such an old ship there is plenty of the latter). At the rear of the store is a baggage locker for empty crew luggage and so on. Running alongside this store is a media room for preparing holographic, photographic and video footage to promote the ship as well as provide entertainment for the crew. There are then a series of staterooms converted to a small surgery and a dental clinic with

(Continued on page 23)



# The Shipyard

(Continued from page 22)

a reception/clinic between. The facilities are fairly limited and for the use of the crew, but in extremis may be used for local planetary inhabitants although there is little capacity for this. Other compassion corps vessels concentrate more on the mercy ships possibilities offered by taking much more extensive medical facilities to out of the way, low tech worlds. Forward on this deck is a small school which includes a nursery and kindergarten as well as space for the one or two older children of crew to continue their education whilst aboard. This suite can be used as training spaces for crew when not otherwise in use. There are one or two musical instruments here which can be used for practice if the space isn't already occupied. Right forward on this deck is the Poop Deck used as a children's play area with storage for toys. The deck is named for that part of old fashioned sailing ships traditionally at the aft end not, as crew jocularly remark, for any actions of the children that use the space.

## Pasteur-class 5000-ton Hospital Ship

The same hull, with largely the same internal arrangement, has also been seen in a hospital ship configuration. The Lounge Deck becomes the Ward Deck, with the Main Lounge being given over to accommodation for up to thirty long-term patients, although any of the rooms can be easily fitted for Intensive Care/Critical Care if needed. The Small Lounge remains a lounge, but doubles as a Day Room for ambulatory patients.

The Exhibition Deck becomes the Medical Deck; the Book Hold is divided up to give 28 consulting rooms, split as needed between doctors' offices and examination rooms, plus four larger procedure rooms suitable to be fitted for dentistry, X-Ray, Cardio (treadmill stress test), *et cetera*. The Book Exhibition is divided into ten large operating rooms, which may also be fitted out if needed for procedures requiring large equipment, e.g., resonance imaging. A deck plan for the *Pasteur* appears on the next page. 🌟

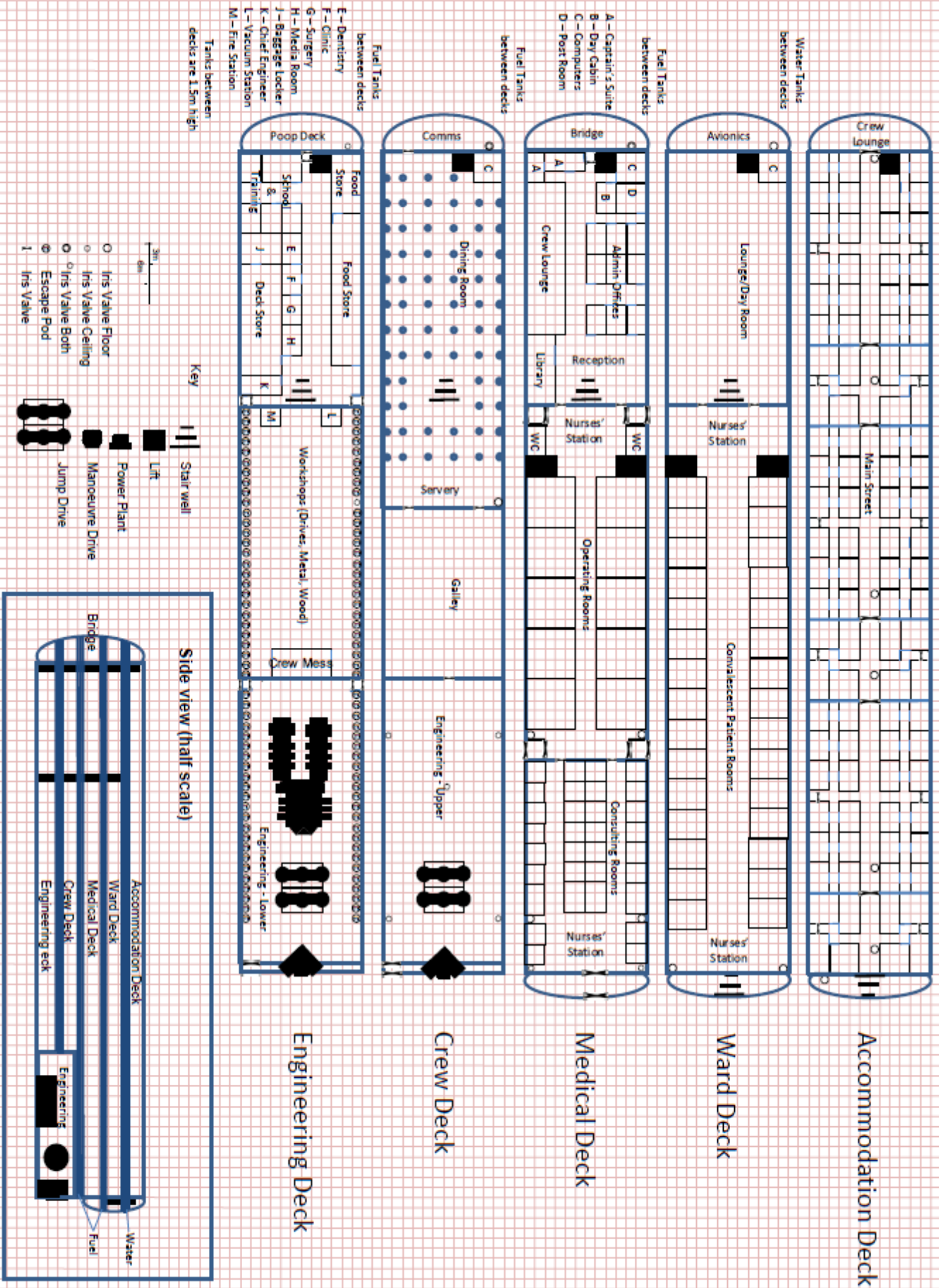
5000-ton Book Ship, TL13 ( <i>Mongoose Traveller 2nd Edition</i> )			
System	Description	Tons	MCr
Hull (2000 Points)	5000-tons, Partial streamlining		250.0
Armour	Armour 0		
M-Drive	Thrust 1G	50	100.0
J-Drive	Jump 4	505	757.5
Power Plant	Fusion, Power 3510	234	234.0
Fuel Tanks	4 weeks operation	2000	
	1 Jump 4	24	
Bridge		60	0.5
Computer	Computer/20		5.0
Sensors	Civilian Grade (DM-2)	1	3.0
Weapons			
Systems	Briefing Room	4	0.5
	Escape Pods×99	25	9.9
	Library	8	8.0
	Workshop×3	54	54.0
Staterooms	Standard×100	400	200.0
Common Areas		100	10.0
Cargo		1536	
<b>TOTAL</b>		<b>5001</b>	<b>1632.4</b>
<b>Other Requirements</b>			
Crew	<i>Captain×1, Pilot×1, Astrogator×1, Engineer×16, Mechanic×5, Medic×4 (Excludes mission medical personnel), Steward×4, Administrator×3, Officer×2, Mission Support Personnel×366 in all roles (including mission medical)</i>		
Running Cost	Maintenance (KCr per month)		136
Power Requirements	M-Drive	500	
	J-Drive	2000	
	Basic Ship's Systems	1000	
	Sensors	1	

## Your Input Helps

*Freelance Traveller* is always looking for new material to include. Please email us with submissions and ideas at [editor@freelancetraveller.com](mailto:editor@freelancetraveller.com), the main editorial address.

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! 🌟

# The Shipyard



Naval Architect David Linsson Kimlin  
Astoria Reaches Design Bureau  
Date: 1044

## Pasteur-class 5000-ton Hospital Ship

### Smoke Test: Once In A Blue Moon

by Michael Capriola and C. A. Pella

#### Chapter Five

Vishnu Lubbock never got a chance to assign crew to stand guard over the probe bay. Chief Technician Hayao Farb needed one of Grendelsbane's engineers to fill in for the injured tech team member twelve hours or more each day. Lubbock assigned him the two Assistant Engineers to work 6-hour shifts, but told his engineers to keep their eyes open while they were working on the probe.

First Engineer Pepper Sprey wanted to use Arghaz as a part-time assistant, before Farb vetoed the idea. Aside from the fact that a hairy Vargr posed certain problems in a sterile environment, they still had no idea as to who had committed the sabotage.

Mostly, he tried to stay out of everyone's way while looking reasonably intelligent even though most of their work was beyond his understanding. Right now, Farb was going over Pepper's duties. The First Assistant Engineer looked odd in the sterile suit, her pink curls tucked into the special cap. She had a clipboard tucked under her arm.

"Before and after each major test," Farb was saying, "the probe has to undergo a series of reference tests to ensure that the mode's mechanical, electrical and thermal properties remain unchanged."

"Yessir." She indicated the clipboard. "That's on the checklist."

"The reference tests ensure that the probe's subsystems have not undergone degradation at either equipment or sub-equipment level."

"Yessir."

"Functional tests check quickly that the probe is operating as it should. Electrical compatibility tests involve checking at the probe level that the equipment and subsystems operate correctly and efficiently when used simultaneously."

"Yessir."

"The electromagnetic compatibility test measures interference levels and checks whether the equipment and subsystems are operating nominally and efficiently when they are subjected to slightly higher levels of interference. The RF compatibility test checks that RF transmitters equipment and subsystems are operating nominally and efficiently."

"Roger that."

"The sign tests check actuators operation in response to changing sensor input sign—"

"I know about sign tests, sir. We have to analyze consistency in the direction of attitude adjustments made by the actuators. Roger that."

"Um, yes. We have to use measurement data to check that the probe structure, equipment and subsystems have not changed shape."

"Yessir." Pepper held up the clipboard and read from it. "There are software tests of both central flight software and decentralized software programs. We need to test for correction operation under nominal conditions or in event of anomalies, and in particular to ensure that information flows as it should."

"That is correct."

"And there are technical and operational qualification tests."

"Yes, yes. You seem to have a grasp of what your duties are."

"It's all on the clipboard, sir."

Technician April Rayne walked up and addressed Farb. "We're ready to pull the software packages."

"Good, good. Let's get to it."

"Well, there's a problem, sir. Although most of the instrumentation and equipment can be accessed through surface panels, the main data core can be

*(Continued on page 26)*

(Continued from page 25)

reached only through a maintenance crawlspace. Uh, it's not very big, sir. It's a tight fit for anyone except Engineer Sprey."

Farb frowned. "You want to allow one of the crew access to our main data files?"

"No, sir. I just want her to fetch it for us."

Captain Lubbock cleared his throat. "If you like, Freeman Farb, I can stand by with a handgun, and if my engineer tries to run off with your data core I can shoot her legs out from under her."

Farb seemed to be actually considering the proposal. Out of the corner of his eye, Lubbock saw Sprey and Rayne roll their eyes ceiling-ward.

"I don't think that will be necessary, Captain. As long as we keep a close eye on her while the data are in her hands there shouldn't be any trouble."

"I am *so* relieved to hear you say that," Lubbock said, and beamed an insincere smile.

Farb nodded, pre-occupied, then led Sprey over to the probe. The access panel was off, and the petite engineer peered into the dark interior. Rayne handed a light on a belt to Sprey.

"Tie this around your forehead. Here's your tool kit. You want to pull the data files for the Solid-State Imagine camera, the Photopolarimeter-Radiometer, the Near-Infrared Mapping Spectrometer and the Ultra-Violet Spectrometer to start."

"I want the data on the Attitude and Articulation Control Subsystem first," Farb said.

Lubbock positioned himself where he could watch Pepper boost herself up and into the cubby hole before slithering into the darkness. He had trouble, after that, getting the image of her wiggling butt out of his mind. He sternly reminded himself that dating crewmembers was against the policy he'd laid down for this ship. He also made a mental note to make an appointment at Ishtar's Garden of Earthly Delights when returned to Port Whipsnade.

Instead of gazing longingly at the soles of Pepper's canvas shoes, Lubbock decided to take a walk around the cradle and then wander into the lab. Not that he would really be able to tell if something was out of place, but it at least could look like he was on top of things. After five minutes or so, with everything appearing to be running smoothly, Lubbock decided to go be bored somewhere else.

---

Lubbock ended up in the passenger lounge outside the galley. He often wondered why there was a crew lounge on Deck 2; the only thing it was good for was as a conference room away from the ears of the passengers. Crew usually socialized where they ate their meals, and the only galley on the ship was on the passenger deck. Maybe he could convert the crew lounge into something else...

He spotted Isabelle Nguyen studying one of her cookbooks. "How's your patient today?"

"Awake and eating soup. I still have him on a mild pain killer."

The First Mate came bounding up the ladder from the crew deck. "'Lo, Captain. 'Lo, Izzy."

"'Izzy'?"

"Just came off watch and could eat Siberian Tiger. How about cheese-burger and bowl of beet soup?"

"Anything you want, as long as you don't call me Izzy again."

"Yes, ma'am." Smith dropped into a chair and slapped his thighs. "How are you today, Captain?"

"Fair. You seem to be in a good mood."

"Ah, gave ship-brain run for its money. It took computer long time to beat me this time."

"You still trying to beat the ship-brain at 3-D chess, Mohammed Ivanovitch?" Nguyen called over her shoulder from the galley.

"I will win someday soon, have no fear."

(Continued on page 27)



## Raconteurs' Rest

*(Continued from page 26)*

"Keep dreaming."

Smith grinned. He leaned back in his chair and linked his fingers behind his head. "What's new, Captain?"

"Pepper's crawled into the probe on a data retrieval mission. Listening to the engineering babble-talk gives me a headache if I try to understand what they're saying. Usually, I just nod my head in the right places and try to look like I'm following what's going on."

Smith laughed. "What I do sometimes is to ask, 'Are you sure about that?' Most times they look surprised and vehemently insist that their statement is unquestionable. Other times, they aren't so sure and start spouting out their reasoning and the alternatives they've dismissed as unlikely. I still don't know what they're talking about, but they think I do. In fact, after I eat, I'm going down to lab and look over their shoulders with frown while they work."

Lubbock turned up one corner of his mouth in a sardonic smile. "You're an evil man, Mohammed Ivanovitch."

"True, Captain. But God is merciful and forgiving."

Nguyen brought the First Mate's food on a tray and set it down in front of him. "This isn't a game, Moe. One of the techs might be a saboteur, and you should keep a keen eye on them all the time."

The hatch to the lower decks popped open just then and Stevens and Rayne came up the ladder and into the lounge. The techs gave the three crew members a brief but cold stare as they entered the galley.

"April? Jack?" Nguyen called out. "Can I fix you something to eat?"

"No, we're fine," Rayne replied. The two techs selected microwavable dinners from the freezer.

"You want anything, Captain?"

"Some tea, Isabelle. Thanks."

"Any special kind?"

"Surprise me."

Nguyen returned to the galley. When Rayne and Stevens had their meals in hand, they strode down the length of the lounge to the table at the far end. They ate quietly, casting hostile glances at the crew every so often.

"What do you make of that?" Lubbock asked softly.

Smith ran a finger over his trim mustache. "They must think one of us is responsible for the sabotage. But we don't get paid if we thwart the mission."

"True. But the possibility exists that one of us might be getting paid a lot more to see this mission fail."

Nguyen brought two cups of tea to the table. She set one down in front of the Captain and sat down between the two men. She raised her own cup to her lips, but eyed the techs over the rim. "Who do you suspect is the saboteur? Neither of those two look the type."

"No one on board looks the type, Isabelle." Lubbock sampled his own tea. It had a hint of cinnamon. "The only shifty-eyed person among us is Fenton, and he's out for the count, poor sod."

Grurrdzarg came up the ladder and over to their table. "Salutations, Captain. Salutations, First Mate Smith and Freelady Nguyen."

"Pull up a seat, Arghaz."

"Thank you, Captain. But I merely wanted to inquire if Freelady Nguyen had any chores for me."

"Have you cleaned the passenger rooms yet?"

Grurrdzarg barred her teeth briefly. "The technicians no longer want me in their rooms."

"Why of all the—!"

"Calm down, Isabelle."

"Calm down? Captain, I—"

*(Continued on page 28)*

## Raconteurs' Rest

(Continued from page 27)

"I said to shut it." Nguyen clenched her fists, but fell silent. "The techs can make their own beds and do their own laundry if they don't trust us."

"And cook their own bloody meals," Nguyen muttered.

"Just so." Lubbock sampled his tea again. *Definitely cinnamon*. He glanced at his chronometer. "I've got better than three hours before my watch. I think I'll catch a nap." *Or lie in my bed and fret.*

---

Lord Krishna was trying to explain something of supreme importance to Vishnu Lubbock, but the mortal had trouble understanding what the avatar was driving at. For a moment he teetered on the brink of enlightenment, but a sharp, double-tone whistle cut off Lord Krishna's words.

Lubbock struggled awake and stared bleary-eyed at his alarm clock. He still had a full hour before his watch.

"Bridge to Captain."

*Another bloody emergency.* "Lubbock here. What's up?"

"Something's wrong in the lab, Captain," said Cheng Hua. "Farb insists on speaking to you."

*Shiva dancing!* "Well, I guess I better run right down there. Tell the old... gentleman I'll be with him in five minutes. Captain out."

Six minutes later, Captain Lubbock strode into the lab module. Farb and technician Davout were

huddled over a nest of monitors, cables and panels full of dials and switches. They did not look happy. Neither did First Engineer Sprey who stood off to one side shifting her weight from one foot to another in agitation.

"You wanted to see me, Farb?"

The chief technician's head shot up. If looks could kill he'd be out on parole in two or three centuries. "Captain Lubbock! The probe's data core has been tampered with! Some of the data storage cubes and chips are missing."

*Did you look behind the sofa?* Lubbock clasped his hands behind his back. "And just who do you think took them?" *If he at all insinuates that it was Pepper I'll punch him right in the nose.*

"Fool! Who else but the crew of that Seeker?"

Lubbock rocked back on his heels, stunned. "My gods, yes. We don't know when they arrived here. They could have—"

"They could have tampered with the probe and stolen important instrumentation and data. And the probe would have used its active sensors to fry their electronics in self-defense. A recording of the event will be in the data core, but the relevant cubes are missing. Captain, we must board and search that ship!"

Lubbock pulled out his personal comms unit. "Captain to crew: General Quarters. Repeat: General Quarters. This is not a drill." 🌟

## Ask Freelance Traveller

"Darrin and Christine" asks:

Good day. I was reading the *Beyond Book 2* article (<https://freelancetraveller.com/features/shipyard/book2plus.html>) for *Traveller* and I have a question: Do missile and laser bays take up one hardpoint each or are they supposed to be similar to High Guard which allows only one bay weapon per 1000 tons?

Ken Pick replies:

Yes on both counts. The missile bays are a direct High Guard retrofit and the laser bays (based on the 10-ton bay in HG's abortive "first printing") follow suit. One bay for 10 hardpoints/1000 dtons. 🌟

### Career Track 1: Medic

reviewed by Jeff Zeitlin

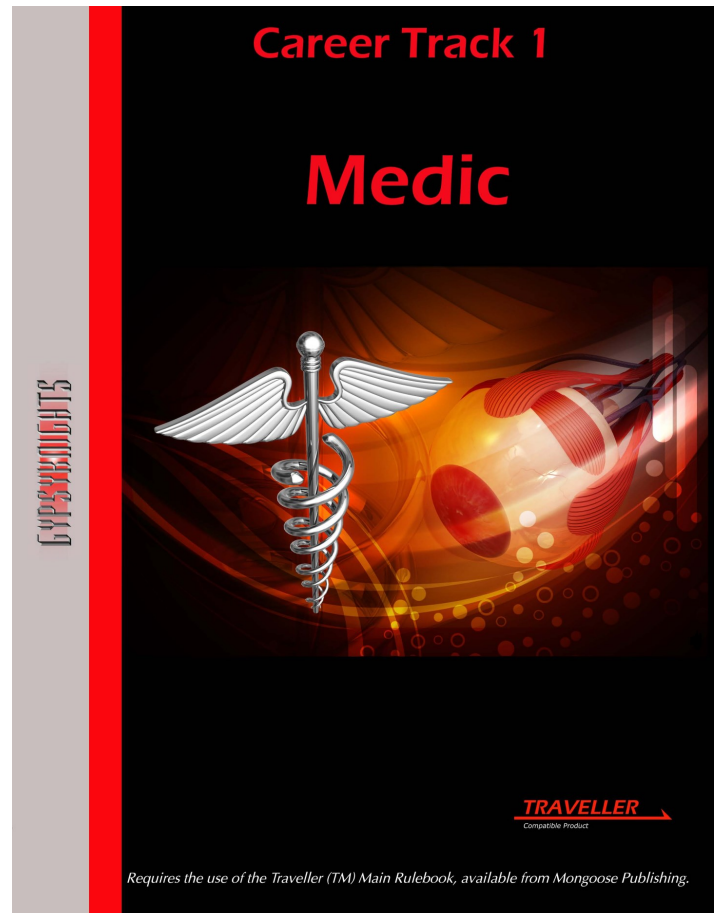
*Career Track 1: Medic.* John Watts and Wendy Watts, LPN  
Gypsy Knights Games <https://www.gypsyknightsgames.com>  
7pp., PDF  
No longer available (*see note*)

*Note: This product has been folded into the current version of the Clement Sector Core Setting book from Independence Games. Independence Games is the new name of Gypsy Knights Games; at present, they are continuing to use the URL given above.*

In *Traveller*, the typical player-character that falls into the role of party medic is simply the one that's managed to accumulate "Medical" skill somewhere along the line – he/she/it is still an Army or Marine soldier, a Navy spacer, a Scout, etc., first, and a doctor just by accident. But is that realistic? Do the various armed forces grab J. Random Enlistee, and teach him/her/it to be a doctor, or do they look for and recruit people who have already trained to become doctors, and then teach them the basic military skills that they will need in the service?

But then, what use, really, is a doctor in an adventure? How often is a doctor going to be the central character in an adventure group of player-characters? Isn't the doctor just someone that needs to be protected, until someone gets injured, and then you use him as a DM for getting the injured character back on his feet?

*How unfair!* There's really no reason that a doctor can't be a central character in an adventure – consider the *Sector General* series of stories by James White. Or consider what sort of things occasionally happen in the real world where Doctors Without Borders and/or Mercy Ships (or similar organizations) has a presence. Piers Anthony even wrote a story where a *dentist* was the central character. Certainly, it takes an exceptional kind of doctor to 'go out adventuring' rather than staying home on a nice safe (mostly) world making good money telling concerned mothers that no, little Johnny doesn't have the latest Virulent High-Mortality Galloping Crud, it's just a normal Mostly Innocuous Apparent Crud, and it'll clear



up on its own. But then, Travellers in general are exceptional kinds of people anyway, so why shouldn't we find doctors among them?

Apparently, John and Wendy Watts agreed with the above, and decided to do something about it. Thus, *Career Track 1: Medic*.

This slim volume contains everything you need for generating medical professionals suitable for use in adventures—and *that's it*. Following the pattern of the first edition of Mongoose *Traveller*, you get a career with three specializations (private physician, ship's doctor, and emergency medical technician), a mishap table, and an events table. There is very little descriptive text—one short paragraph defining each of the three specializations. No adventure seeds, no example characters, no illustrations other than the abstract image on the cover.

It should be noted that this product was created prior to the change in Mongoose licensing for *Traveller* that led to the creation of *Cepheus Engine* and

(Continued on page 30)

## Critics' Corner

(Continued from page 29)

Gypsy Knights Games' shift to that rule set, so there are references to the *Traveller* Main Book (TMB) in this career, and those references should be assumed to be for the [now out of print] first edition (with the red half-arrowhead on the cover, not the large word "Traveller" with a 'swoosh' around it).

Interestingly, while there's an entry for Medic skill in every skill table, it's possible to run through this career, getting promoted all the way to the top, and still end the career with only Medic-1 (obtained from successful entry into the career at rank 0). The mishaps and events are all reasonable for the career, and most readers are probably aware of news stories or gossip where one or more have happened (or the pre-space analogy occurred).

There's nothing here that ties this in any way to the Clement Sector setting; it could be used as-is in almost any *Traveller* setting that admits a sufficient tech level.

If it were still available as a separate product today, I'd rate it as a 'buy' at anything below about \$3; above \$5, I'd say that it needs at the very least some adventure seeds or example characters. As with pretty much everything else for Mongoose first-edition *Traveller*, it would be reasonably easy to adjust to any other version of *Traveller*, or for *Cepheus Engine*; it could also likely serve as a good starting point for building a *MegaTraveller*-style (or *Classic-Traveller-Book-4+*-style) advanced career. 🌟

## The Shipyard

### Medical Transport/Evacuation Shuttles

by Edward Anderson

#### **Florence Nightingale-class Hospital Shuttle**

Using a 30-ton hull, the *Florence Nightingale*-class Hospital Shuttle is capable of 7.3g acceleration. It has a crew of 1, with additional medical personnel using folding jump seats when not actively supporting patients. It can carry 30 bed-ridden patients, as well as 16 ambulatory passengers. Cargo capacity is 5.7 tons. The *Nightingale* costs MCr 15.1 to build.

Originally designed to ferry patients from planetary facilities to a hospital ship, it is finding increased use as a mobile ambulance service, transporting patients from disaster area triage centers to planetary or orbital treatment facilities.

Florence Nightingale-class Hospital Shuttle, TL12 ( <i>Traveller</i> ®)			
Volume	Component	Cost (MCr)	Notes
(30)	A3 pod hull SL	2.0	Streamlined, skids, lifters
2.0	Mod P-plant A	2.0	
0.3	Plant fuel		1 month
1.0	Mod M-drive A	2.0	7.3G acceleration
1.0	Small Cockpit	0.2	Pilot only
0.5	Model/Obis Computer	0.5	
0.0	Adv LR Surf Comm 12	2.0	Mod +3, S=9
0.0	Adv AR Surf Radar 12	2.0	Mod +3, S=7
0.0	Mod LR Surf Scope 12	0.5	Mod +2, S=9
15.0	Hospital Beds	3.0	30 beds
4.0	Passenger seating	0.4	16 seats
0.5	Mini fresher	0.5	No shower
5.7	Cargo/stores		

(Continued on page 31)



# The Shipyard

(Continued from page 30)

## Clara Barton-class Bio-evac Shuttle

Using a 50-ton hull, the *Clara Barton*-class Bio-evac Shuttle is capable of 4.0g acceleration. It has a crew of one, with additional personnel seated in the bio-lab module or stowable jump seats. It can carry 4 patients in the isolation area, and an additional 30 patients in beds. The cargo area generally holds medical supplies. The *Barton* costs MCr 31.9 to build.

Originally designed as a mobile bio/chemical transport, the Bio Lab and Isolation Lab unit is modular, as is the 15-ton bed unit. They can be swapped in and out as needed, allowing customization based on need, in about 10 minutes. Standard load-out is to install one of each module.

Clara Barton-class Bio-Evac Shuttle, TL 12 (Traveller <sup>2</sup> )			
Volume	Component	Cost (MCr)	Notes
(50)	A5 pod hull SL	3.2	Streamlined, skids, lifters
2.0	Mod P-plant A	2.0	
0.5	Plant fuel		1 month
1.0	Mod M-drive A	2.0	4.4G acceleration
1.0	Small Cockpit	0.2	Pilot only
0.5	Model/Obis Computer	0.5	
0.0	Adv LR Surf Comm 12	2.0	Mod +3, S=9
0.0	Adv AR Surf Radar 12	2.0	Mod +3, S=7
0.0	Mod LR Surf Scope 12	0.5	Mod +2, S=9
5.0	Bio Lab	5.0	Sealed environment, 4 stations
10.0	Isolation Lab	10.0	Sealed environment, 4 beds
15.0	Hospital beds	3.0	30 beds
6.0	Mini Surgical Suite	1.0	4 operating tables (emergency OR)
5.0	Triage section	0.5	Surgical prep area
4.0	Cargo/stores		

## Calamity Jane-class Battlefield Evac Shuttle

Using a 50-ton hull, the *Calamity Jane*-class Battlefield Evacuation Shuttle, better known as the CJ, is capable of 4.0g acceleration. It has a crew of 3, consisting of one pilot and two gunners. Medical personnel use stowable jump seats when not assisting patients. If fired upon the ship can and will return fire or defend itself accordingly. The *Calamity Jane* costs MCr 22.6 to build.

Originally designed as a battlefield casualty evacuation shuttle, the CJ has been widely adopted by the mercenary community. Standard contract provisions allow unmolested ingress and egress, with the proviso that evacuated personnel will not be returned to the combat zone within 96 hours. ☸

Calamity Jane-class Battlefield Evac Shuttle, TL12 (Traveller <sup>2</sup> )			
Volume	Component	Cost (MCr)	Notes
(50)	A5 pod hull SL	3.2	Streamlined, skids, lifters
2.0	Mod P-plant A	2.0	
0.5	Plant fuel		1 month
1.0	Mod M-drive A	2.0	4.4G acceleration
1.0	Small Cockpit	0.2	Pilot only
0.5	Model/Obis Computer	0.5	
0.0	Adv LR Surf Comm 12	2.0	Mod +3, S=9
0.0	Adv AR Surf Radar 12	2.0	Mod +3, S=7
0.0	Mod LR Surf Scope 12	0.5	Mod +2, S=9
1.0	2xHybrid S/L/M firmpt	2.0	S6/R6 by usage, very small high-x missiles
2.0	2xGunner console	0.4	Standard consoles
10.0	10xevacuation seatng	1.0	80 cramped jump seats
6.0	Mini Surgical Suite	1.0	4 operating tables (emergency OR)
5.0	Triage section	0.5	Surgical prep area
2.0	Clinic	1.0	
5.0	5xEmergency Low Berths	2.5	20 individuals
8.0	Hospital Beds	1.8	16 beds
6.0	Cargo/stores		

## #42: Write What You Know

One piece of advice often given to new writers is to “write what you know”. That can be easier said than done when it comes to *Traveller*. When was the last time I crossed a heavily volcanic landscape in a vacc suit, traded from planet to planet with psionic crewmates, uncovered ‘blind’ stowaways, or met Emperor Strephon<sup>1</sup>?

So, when our glorious<sup>2</sup> Editor proposed a theme issue for *Freelance Traveller* around the idea of a compassion corps, I just knew I was going to get sucked into contributing something. Having spent a year as a volunteer teacher in Nigeria and then two years on a bookship in South East Asia, New Zealand and Australia, this was right up my alleyway. That Jeff also hit a sweet spot of my having a weekend or two to put pen to paper, stylus to screen and carpal to keyboard (depending on where I was at the time and what I was writing), was a bonus<sup>3</sup>.

I’ve actually long thought that I really ought to turn some of my experiences on Operation Mobilisation’s m/v *Doulos* into something for *Traveller*, but it’s been one of those round tuits that I’ve never quite gotten to.<sup>4</sup> Jeff’s proposal reminded me of all the options there are and started sparking ideas. I’m only sorry I’ve not had time to put together an adventure as I’d have liked to; perhaps I can save that for another day.

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1—If those don’t ring bells, try: Ashfall, See How They Run, Three Blind Mice and Eve of Rebellion. (And yes, I know Stephen Ellis wrote the latter but I’ve been heavily involved with it, love it, and it made a nice contrast with the other three.) I was going to add Into the Unknown until I remembered that the whole thing was inspired by a real life encounter in the African bush.

2—Hardly. I put on my pants one leg at a time, just like the rest of you!—ed.

3—Yes, I know my wrist shouldn’t be on the keyboard, but sometimes I’m tired; or can’t resist some alliteration.

4—It would be remiss of me not to point to this for those who are interested: <https://www.om.org/ships/doulos> (and there are links to her sister ships as well). She was the oldest ocean going passenger liner in the world when I was aboard from Oct ’87 to October ’89 (there’s a link to her port history if you want to see where I went: Bangkok to Cairns, sailing the equivalent of once round the world). She’s now enjoying a well-earned ‘retirement’ as a

My years as a volunteer may have set me back a half decade or so in terms of a career and salary/pension earning potential, (returning from *Doulos* it was a further couple of years before I managed to find more than a part time or temporary job), but I have never regretted any of it for a moment. Even taking into account the giardia, bilharzia/schistosomiasis and malaria<sup>5</sup> I brought back from Africa which almost certainly has left me with long term and debilitating health issues. The people I met, the cultures I learned from, the languages I fell in love with, the places I saw, the friends I made, were not only worth it in themselves, but are so much a part of who I am now that I can’t separate them.

In writing these contributions – thank you, Jeff, for the kick! – I hope they’re interesting to read. Maybe there’s some small fun to be had in working out what’s biographical, what is ‘inspired by’ and what’s simply made up whole cloth. I hope they inspire you to introduce such ideas to your own games: whether as background atmosphere or central feature there’s a lot of fun and interest to be had. Finally I hope, no, I pray that this theme issue might inspire you to seek out the real world examples of volunteering opportunities, compassion organizations, and mercy ships that exist. Find out about them; get involved even. Perhaps giving financially to support their work; perhaps in going and making a difference. Along the way you might even have as near a *Traveller* adventure as you’re likely to find on Terra!

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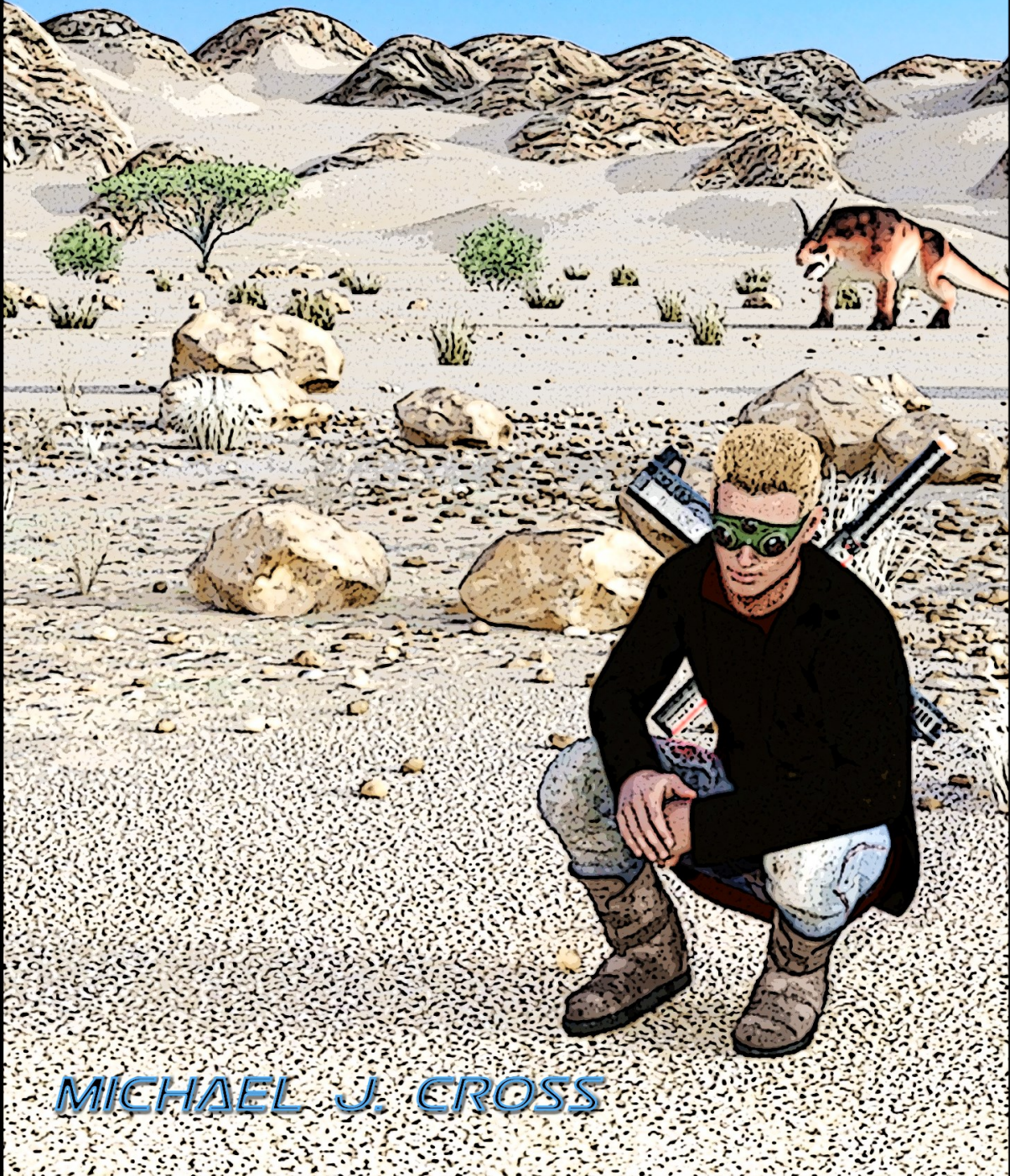
luxury hotel in Singapore: [https://en.wikipedia.org/wiki/MV\\_Doulos\\_Phos](https://en.wikipedia.org/wiki/MV_Doulos_Phos). Ah! What a beauty!

5—Or ‘worms, snails, and mosquitoes’ as I like to explain. A week in the London School of Tropical Medicine, including being ‘exhibited’ to student doctors, isn’t a holiday I can particularly recommend. Although thanks to a biologist/chemist friend who came to visit and who explained to me what the eosinophil leucocytes were that gave doctors the clue I was ill, I was able to sit up in bed with a drawing I’d made and brief the students which was entertaining. Well, you take what fun you can get when as a seemingly fit and healthy young man you’re stuck in bed for a week.



# TWILIGHT STORIES #1

## PORT OF TRANSIT



MICHAEL J. CROSS



# TWILIGHT STORIES

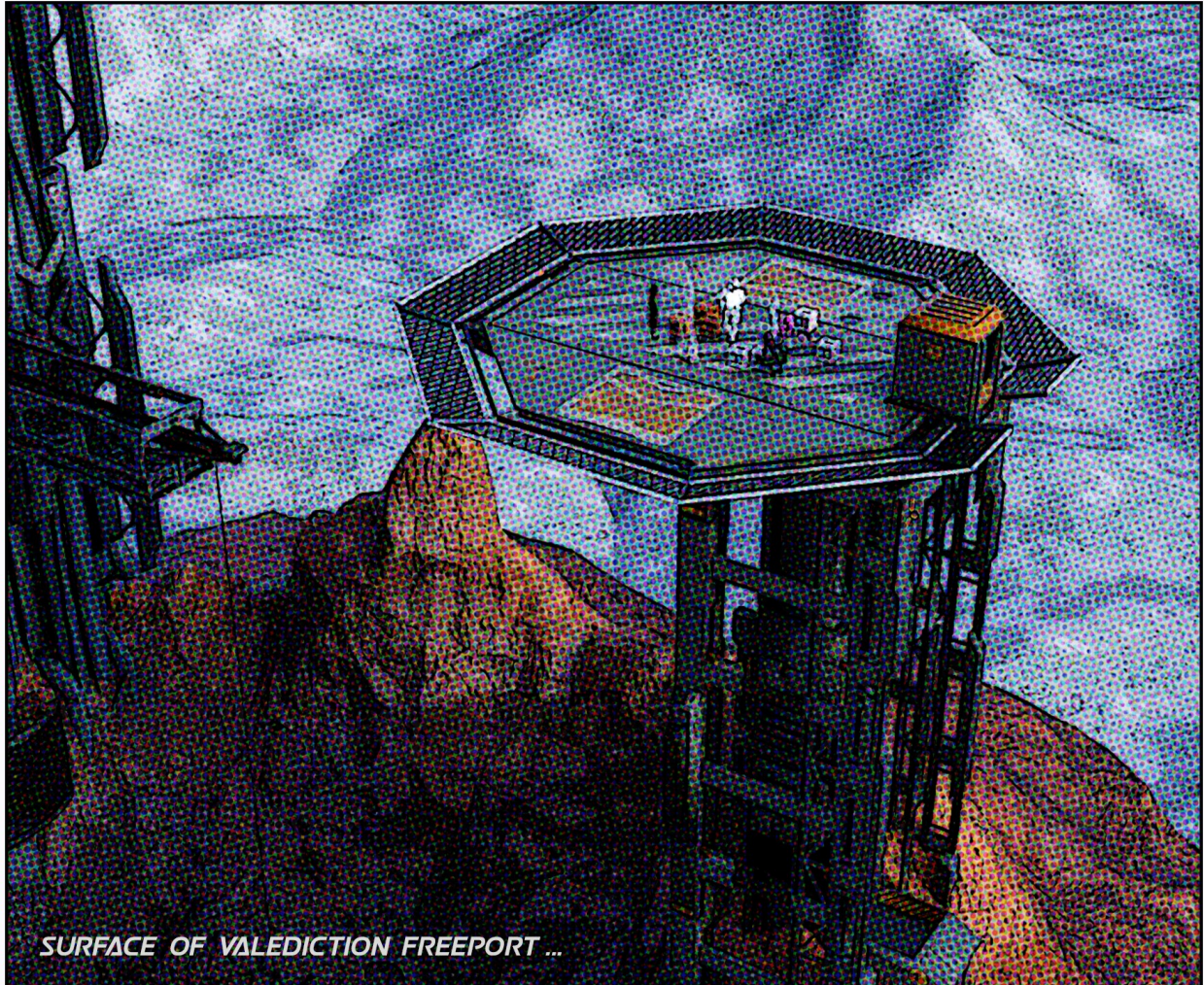
TWILIGHT STORIES IS THE NAME FOR TERRA/SOL GAMES NEW COLLECTION OF COMICS.

THE LINE IS MEANT TO EXPLORE THE TWILIGHT SECTOR IN MORE DETAIL. WE HOPE IT WILL PROVIDE YOU THE READER A WINDOW INTO THE SETTING AND INSPIRATION FOR YOUR OWN STORIES.

IN THE COMING YEARS WE WILL TELL THE STORIES OF A NUMBER OF HEROES AND VILLAINS WITHIN THE TWILIGHT SECTOR. WE HOPE THAT YOU WILL ENJOY READING THEM AS MUCH AS WE HAVE AND WILL, ENJOY CREATING THEM.

I WOULD LIKE TO PERSONALLY THANK FREELANCE TRAVELLER AND JEFF ZEITLIN FOR HOSTING ISSUE #1 OF TWILIGHT STORIES AND HOPEFULLY MANY MORE ISSUES IN THE FUTURE





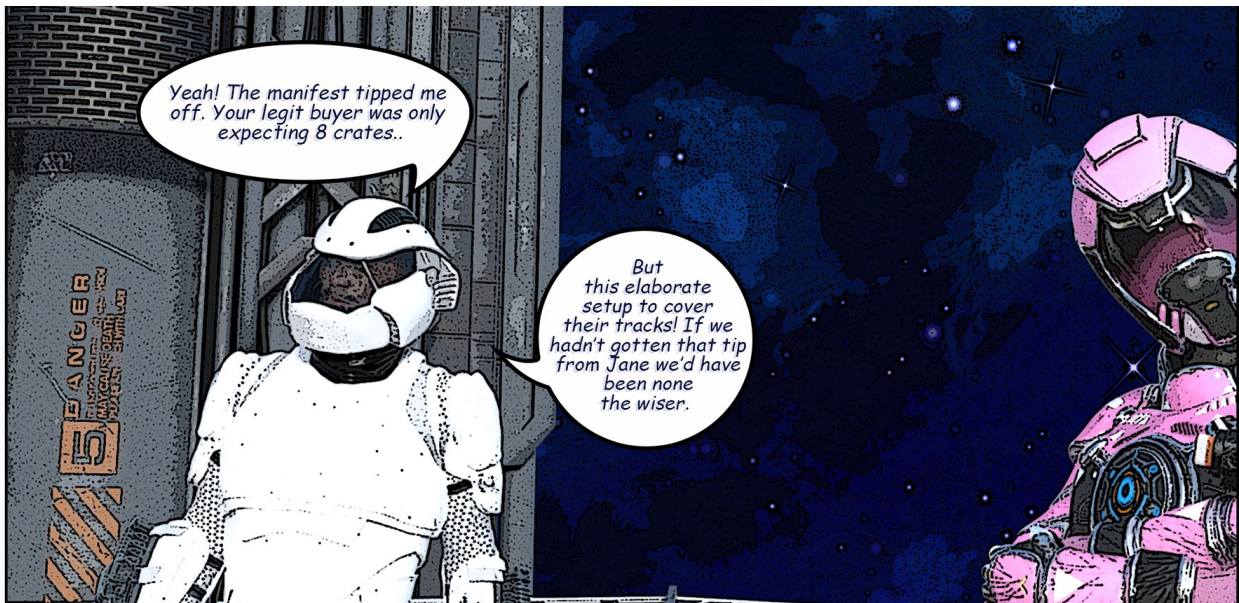
*SURFACE OF VALEDICTION FREEPORT ...*

*OUR STORY BEGINS AT THE END OF THE ADVENTURE, GUNRUNNER. THE CREW OF A FREE TRADER HAD BEEN HIRED FOR A RUSH DELIVERY OF SOME WEAPONS PARTS TO THE SHADY VALEDICTION FREEPORT IN THE DORLASS SYSTEM.*

*THEY WERE SUBSEQUENTLY CONNED OUT OF THEIR CARGO UPON ARRIVAL. WITH THE HELP OF ONI (OFFICE OF NAVAL INTELLIGENCE) OFFICER, COMMANDER JASVINDER TALWAR, THEY HAVE TRACKED THEIR CARGO TO A LANDING PLATFORM ON THE SURFACE OF THE ASTEROID HOUSING FREEPORT.*

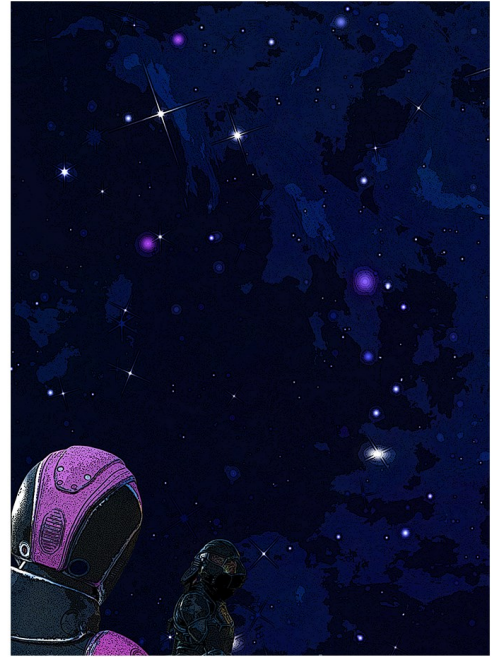


# Multimedia Gallery

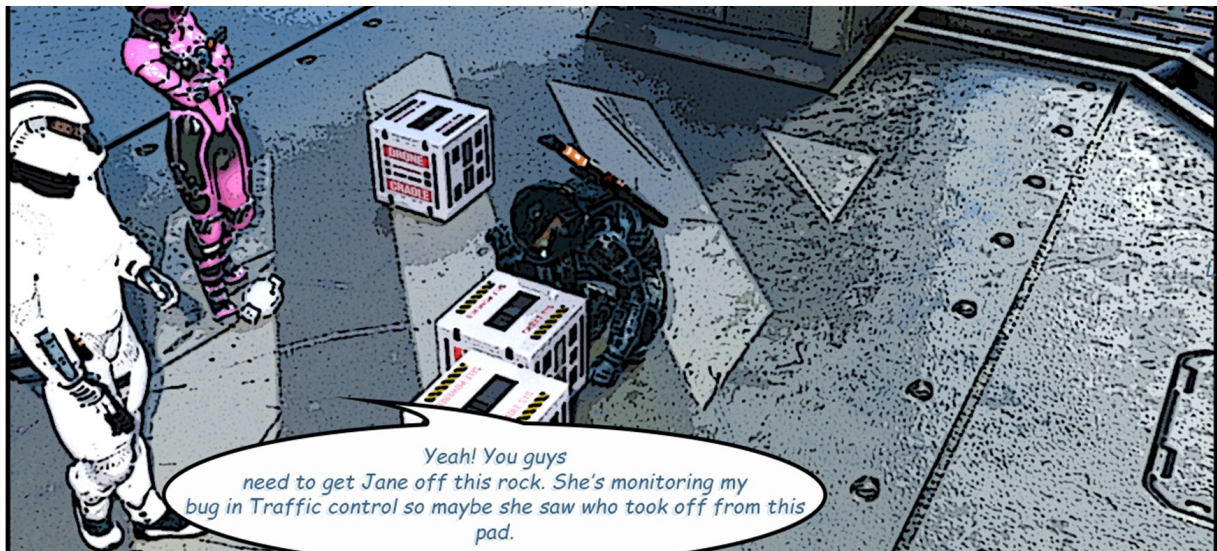
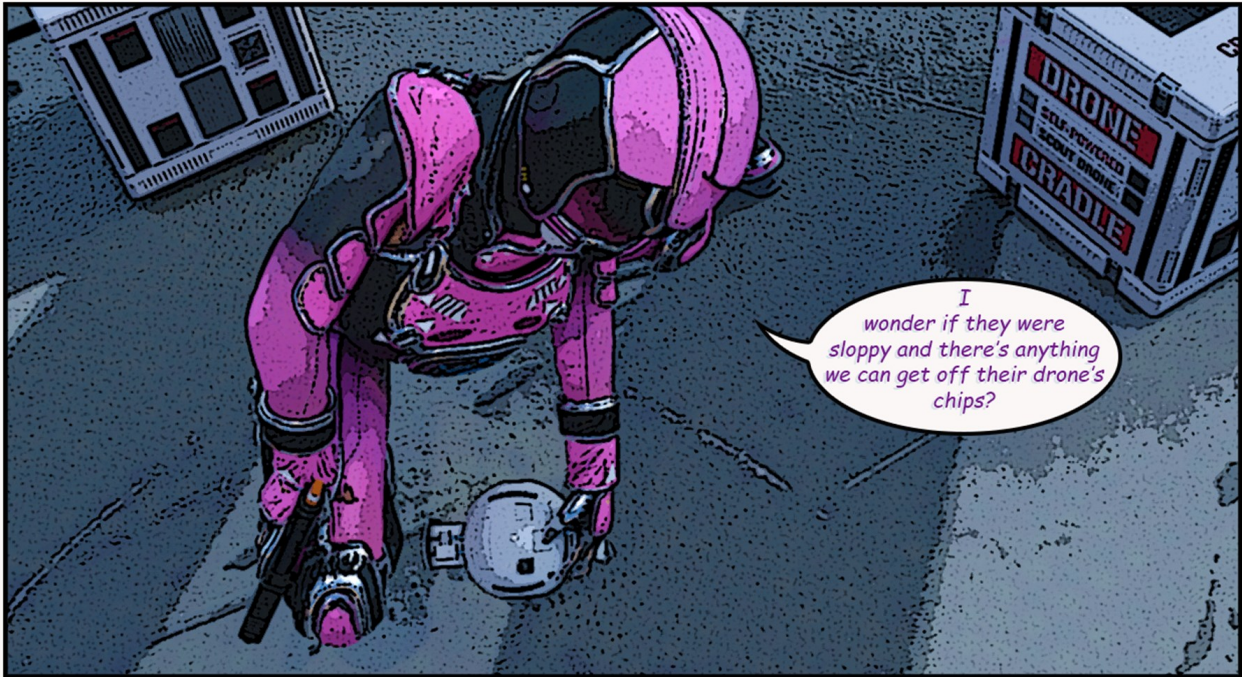




## Multimedia Gallery







Continued next issue...



## Skivashi

by Benedikt Schwarz

The first explorers expanding the borders of the Ziru Sirka were amazed when they found the skivashi plant independently on scores of unsettled planets of widely diverging composition. Its existence was first explained away with such concepts as “coincidental synchronous evolution” (which may also have helped precipitate the initial ridicule and rejection of the Solomani hypothesis). As more and more planets were found and their plant life and fauna gene-analysed, though, it became obvious that the skivashi had no genetic relation to any other flora found on the same world. On the other hand, all skivashi plants found had a common genetic ancestor and could be cross-bred with ease. Although conservative Vilani academics fought tooth and nail to preserve the original theory, it finally collapsed under the weight of genetic evidence.

“Skivashi” is a Solomani rendering of the original Bilanidin name *akugibashu* — “wayfarer plant”. Found in a wide range of climates from -20°C to +50°C, the plant has low nutritional needs and prefers slightly sandy or loess-containing soils. It is unusual in that it has no annual cycle, “blooming” year round. It is surmised by scholars that it is this peculiarity that helped the plant adapt to the different circadian and annual rhythms of so many different planets.

Skivashi grows sparsely, but spreads over all of the hospitable land area on nearly every planet it has been found on. It is encountered in small stands of four to ten plants each. Where it has been introduced to other ecosystems, it only rarely caused trouble with the overall balance, usually blending in swiftly and efficiently with the local flora and fauna.

The plant grows to a maximum of 1m high, with those in arid climates growing taller and more spin-

<b>Morphology</b>	Central stem, several wiry branches at variable height along the stem, narrow needle-shaped leaves, foamy off-white fruit floss with kernels
<b>Biochemistry</b>	C/H/O/N, broadly compatible with human
<b>Respiration</b>	Carbon dioxide inhalant, molecular oxygen exhalant, photosynthetic, tolerant of a wide range of atmospheres
<b>Ecology</b>	Deciduous
<b>Habitat</b>	Open plains, steppes, tundra, deserts, lightly forested areas
<b>Trophics</b>	Demands low-nutrient soil
<b>Reproduction</b>	Self-pollinating, kernels spread by animals.
<b>Lifecycle and ontogeny</b>	Perennial (blooming the year round, existing for several planetary years)

dly than in humid areas, and some planets producing stunted or giant variants. The hard, tough, dark green central stem is surrounded by lighter coloured secondary stems branching outward like the arms of a chandelier. Those branches are covered in upward-pointing, needle-shaped leathery leaves and terminate in a rudimentary blossom at the top, little more than a small four-pointed star.

Growing out of the blossoms are wads of a creamy-white fluffy substance that has been described (by Solomani taxonomists) as “candy floss condensed to the texture of marshmallow”. Vilani explorers have their own analogy with *luk-amgim*, whitish cookies made of partially hardened froth that are a Vilani delicacy, and often called (some say, mis-called) “meringue” by Solomani.

Similarities to confectionary aside, this “wayfarer’s bread” (*akugiilama*, often slurred to *skillam* in spacer slang) is universally described as some of the blandest food imaginable. It is, however, highly nutritious and rich in proteins, and can be easily digested by all major races and their domesticated animals without preparation. Embedded in the



## Fascinating Flora

(Continued from page 39)

fluff are many small black kernels, about a millimeter in length. The self-pollinating plant uses wandering animals to spread its population; the animals swallow the (indigestible) kernels with the skillam and excrete them wherever they happen to be at the time. The leaves are slightly poisonous and do not provide much in the way of nutrition in any case.

Ever since their discovery in the days of the First Imperium, skivashi have been the subject of much academic scrutiny and speculation. They appear tailor-made for new colonies: non-upsetting to the ecosystem, providing a reliable year-round source of nutrition, fertilising the soil for other imported food plants, not reliant on a certain species of pollinators. This has led some scientists to theorise that they may have been engineered and spread by the Ancients to prepare colonies for settlement by their offspring or client races. Whole reams have been published with statistics about the spread of skivashi, with more or less stringent theories about the distribution patterns through space. (One work, by Dr Mashliimga Enda, claims that star systems along a complex fractal spiral path in space were successively settled with skivashi, and that the distribution pattern itself is an as-yet-undeciphered message by the Ancients to their creation.) So far, scholars have not been able to agree on anything definitive, other than a very slight bias in distribution towards worlds originally settled by Droyne—which may be due to nothing more significant than simple statistical uncertainty.

If there ever was an original pattern, the First and Third Imperium have watered it down and obscured it irretrievably by deliberately introducing skivashi to a huge number of worlds. Often, this was a humanitarian measure to provide a reliable food source on worlds with recurring periods of famine; on others, poorer communities were encouraged to grow skivashi in their backyards to supplement their meager fare. Before preservation protocols

were finally established at the height of the Third Imperium, Scout Service first survey teams on newly discovered worlds would also often drop pods of skivashi seeds across a wide area so successive expeditions could live off the land in case they were stranded. The practice was common enough to enter common parlance as “skivashing”. Today, the word means roughly, “smoothing the way for negotiations by greasing a few palms or kissing up to the right people”.

Be that as it may, wherever there is a planet in the Imperium in danger of famine or humanitarian disaster, chances are that free traders and bulk freighters will already be on their way with cargo holds full of skivashi. The Aslan *Ya'soisthea* clans in the *Hlaoiroahaur* (Trojan Reach) sector have also reluctantly adopted skivashi plants to feed their surplus population on densely settled worlds, although the food is considered good only for the poorest of Outcasts. No self-respecting Aslan would shame himself by eating “grass fluff”, and there are quite a few who believe skillam (and, in fact, all vegetarian food) poisonous.

Many worlds that fell into barbarism during the Long Night survived only by foraging for skillam, and to those tribesmen, skivashi has taken a mystical significance—a sign that the Gods still wanted the humans to survive and prosper. As such, the plants are often credited with a merciful and helpful spirit of their own, and there may be severe cultural taboos against harming them. ❁

## TravellerCON/USA 2020

TravellerCON/USA 2020 will be happening the weekend of 11-13 Oct 2020 at the Holiday Inn Morgantown (the same site as last year). The theme has yet to be determined. The kickstarter will go live in April or May; watch this space for further developments.

Come play with us! ❁

## In A Store Near You

### Sketch Board

by Timothy Collinson

This is 1m×750 cm electronic screen made of lightweight and durable material, that together with the tripod easel that accompanies it provides an instant focal point for street or village square presentations, promotion, evangelism or training. It can display illustrations, video and be used in 'paint' mode whereby the user can write or sketch onto the surface. It contains sufficient memory to store many technical or instruction manuals, as well as a wide variety of story-telling material, along with user created material. It allows a DM +1 to education or training tasks. Prototypes are available at TL8; these have rigid screen units that are either connected to a separate computer unit by cable, or have the computer unit incorporated into a thicker



display unit, and either require software with a cumbersome interface or special 'pens' to 'write', 'draw', or 'paint'. At late TL9+, the easel can be folded into a narrow if lengthy case with the screen wrapped around for transport. At TL12 gravitic technology is small and reliable enough to dispense with the easel – although some low tech cultures will find this very disturbing or distracting. 🌀

TL	Accessories*	Processing	Resolution	Cost
8	Software UI	Computer/1	1080x1440	Cr3000
	Special 'Pens'	Computer/2	2880x3840	Cr5000
9		Computer/2	2880x3840	Cr2000
		Computer/3	3840x5120	Cr3500
10		Computer/2	2880x3840	Cr1000
		Computer/3	3840x5120	Cr2000
12	Easel	Computer/3	5760x7680	Cr500
	Grav Support			Cr2000
12	Easel	Computer/3	7680x10240	Cr1000
	Grav Support			Cr3000

\* Below TL12, easel support is only option; At TL8, Computer/1 requires cumbersome software interface, Computer/2 and all TL9+ includes special 'pens'. Higher resolution requires higher processor.

## Up Close and Personal

### Brno Kinsmor

profiled by Timothy Collinson

**Brno Kinsmor** 759CB7 Age 26

Characteristics: STR 6 (+0), DEX 5 (-1), END 9 (+1),

INT 12 (+2), EDU A (+1), SOC 7 (+0)

Skills: Profession (librarian) 2, Admin 1, JoT 1,

Streetwise 1, Art 0, Drive 0, Language 0

Connections: 3 Allies, 1 Contact

Kinsmor was born on Tikav (Gushemege 1426 B563867-A) but grew up on Acadie (Reft 2225 C868563-9). His father was a mid-ranking Imperial Navy officer and away from home on deployment for long stretches. Kinsmor's secondary education was in a small, single-sex boarding school where he led an undistinguished academic existence but formed a friendship with Arape Uza which has en-

dured to this day. It was during that time that the Imperial Starship *Nasirnak* visited a starport close to home and he toured this unusual ship run by Operation Good Word. [See "The I/S *Nasirnak* Book Ship and *Pasteur*-class Hospital Ship" on page 18.] Kinsmor was intrigued enough to think that one day he would be interested in joining *Nasirnak's* crew.

When he was 16, his parents were attending a conference at new year which gathered former navy officers and crew. One of the invited speakers was a former Line officer who had served in the Navy and gone on to spend several years as an astrogation officer on the I/S *Nasirnak*, writing a popular book about his experiences. After listening to the talk,

(Continued on page 42)

## Up Close and Personal

(Continued from page 41)

picking up a copy of the book, and taking the opportunity to speak with the astrogator, Kinsmor was convinced that he would be more than interested in signing up for one of the four year volunteer service opportunities that existed.

Schooling, followed by a year in the Aslan Hierate as a Galanglic and Astrography teacher in an Imperial culture school, came first, however. In addition, Kinsmor spent three further years at University studying library science – although friends have often teased him about shattering any stereotypes of librarians being quiet types. During the summer before his final year he spent a month with an OGW team on St Denis (Reft 2423 D735764-7) as part of their training, promotion and outreach. That experience tempted him to quit university there and then but common sense prevailed and it wasn't until he actually graduated that he applied for a place on the vessel and was accepted.

Kinsmor joined the ship at the starport on Tobia (Trojan Reach 3215 A544A55-F) before it set off on a voyage to the polities and worlds of Foreven Sector. Working as crew for his first couple of years, then rotated to be a receptionist for a year, and finally as an assistant to the on-board dentist for his final year, Kinsmor was fully involved with many aspects of the starship and its service picking up a wide variety of abilities, a smattering of various languages and a love for meeting new cultures and new friends wherever they might come from in Charted Space. Twice a year he would be assigned to a small 'shore' team who would spend a week or two in extremely out of the way places on worlds the ship was visiting to further the reach of the ship's mission and to provide additional training.

It's been a term of travel, new cultures and languages, friendship making and service that Kinsmor will never look back from as he returns home to a more settled life. Or perhaps further adventure?

### Adventure Seeds

1. Kinsmor needs to travel home after his term on the Imperial Starship *Nasirnak*. He'll turn his hand to anything required of him although he doesn't necessarily have a lot of skill. He's full of the last few years and has an endless fund of anecdotes; possibly to the point of irritation of those around him.
2. Kinsmor has managed to miss the starship *Jumping out of port*, "it's a long story" he says, and now needs to catch up with its next known destination which is almost certainly off the beaten track.
3. On his journey home, Kinsmor has paused for a few weeks on one world where he's found employment organizing the papers of a recently deceased noble who was an avid collector/small monastery with a chaotic library/old school with an extensive basement. He's stumbled across some ancient computer file or dusty tome which contains information about a potential Ancient device/Rule of Man equipment cache/vanished navy pay ship. He's looking for a crew who is willing to share with him any profit in exchange for transport and aiding him in exploration.
4. The *Nasirnak* is in port and Kinsmor, along with a team of a dozen or so crew, need to be shipped out to a small rock in a planetoid belt where they'll be working away from the ship for a fortnight. They've got a lot of gear, but are on a really tight budget as it's a charity. Could the PCs squeeze them in as their good deed for the day? On arrival, the PCs and the *Nasirnak* crew are feted as wonders to the people of this out-of-the-way place that doesn't see many visitors.
5. As 4 but the PCs happen to be calling at the rock a few days into the *Nasirnak* team's stay. The team are being led by a first officer from the *Na-*

(Continued on page 43)



## Up Close and Personal

(Continued from page 42)

*sirnak* who is something of a workaholic. Worse yet, the programme that has been arranged for the team for their stay (school visits, charity talks, compassion/aid jobs has been arranged by a former first officer who was also something of a workaholic. Between the two, the team are at their wits' end for stress and tiredness. The PCs may be shipping out 'reserve' crew to help out (a first for this volunteer ship) or they may choose to get involved themselves – either having words with the first officer or simply lending a hand to fellow travellers.

6. The PCs' vessel has run into difficulties and the *Nasirnak* is first on scene to render assistance – perhaps the damage to the ship is so great the PCs need to be evacuated and return with repair/rescue tugs. On this occasion the *Nasirnak* is run by a religious organization with 350 fervent believers who see this as an ideal opportunity to share their beliefs, and the miracle of their rescue! 🌀

### New Skill

#### *Profession (librarian)*

This inter-disciplinary skill gives the ability to get the best out of electronic or printed repositories of knowledge by knowing which resources will give best results, which search terms and techniques will produce the most relevant results, and being able to ferret out obscure references in Library Data that might be difficult or impossible using standard search tools. It also gives aptitude in the arrangement and storage of information for improved retrieval subsequently.

Skill level 3 or above allows the training of others to level 0 in search techniques, Art (writing) 0 and level 0, not in any particular language, but a facility with recognizing and getting to grips with any new language at a very basic level.

#### *Example Tasks*

*To locate an obscure reference in a physical library:*

Difficult (10+) (1D×10 mins, EDU).

*To locate an obscure reference in an electronic library:*

Average (8+) (1D minutes, EDU).

*To locate a hitherto unknown fact:*

Very Difficult (12+) (1D hours, EDU).

*To arrange a collection of papers, books, files for future research use:*

Average (8+) (1D day/50 items).

## Active Measures

### The Asklepios Recovery

by Michael Brown

*This article originally appeared in the December 2014 issue. An expanded version of this adventure was created in March of 2019, and is available for purchase from DriveThruRPG.*

**Synopsis:** The adventurers help a doctor find and salvage a shipment of drugs believed lost in order to stop a viral pandemic.

This version of "The Asklepios Recovery" is designed for 4-6 Classic *Traveller* characters of varied career backgrounds. The group may have worked together before the adventure, or the referee can use the events to bring them together for the first time. Vacc suit skill and access to a spacegoing vessel (their own or someone else's) is necessary for the

adventure; Medical skill is very useful. Characters with former careers of Doctor or Rogue (*Supplement 4: Citizens of the Imperium*) are also useful.

#### Pre-Adventure Preparation

The referee should select or create the following items:

- An Imperial world advanced enough to have both a highport and a downport
- A merchant-class starship (Free Trader, Far Trader, Fat Trader or similar)
- A Kuiper Belt object of at least 100 km diameter (map optional). (The text assumes this. There is

(Continued on page 44)

## Active Measures

*(Continued from page 43)*

no reason the referee can't create an alternative site for the lost drugs, if preferred.)

- A criminal organization, of sufficient power and scope to present a threat to the PCs
- (Optional) A virulent disease, including the chance of contracting it and its effects

### Phase One

A viral outbreak years ago was put down through heroic efforts of the planet's medical community. Working hand-in-hand with local scientists, the illness was stopped in its tracks. With a subsequent vaccination program, a once-deadly disease was rendered nearly harmless.

Recently, however, the virus mutated and returned with a vengeance. Entire communities were quickly infected, and the world's medical resources have been badly strained as unprecedented numbers of patients flood the hospitals. Predictions of a global pandemic dominate local newsfeeds. Worse, the new malady has a much higher mortality rate; if it spreads worldwide, the death toll will be dire.

The Imperium, in an effort to contain the contagion, has declared the world an Amber Zone, and is ready to impose a full interdiction if it looks as though the disease will jump the planet on departing starships. Meanwhile, casual travelers to the world are advised against making planetfall and are directed to the highport. The highport has seen traffic rise exponentially.

With regular traffic to the planet's downport drying up, independent operators – including smugglers – have rushed to fill the void, unmindful of the risk. While nowhere near the world's previous volume, trade is nonetheless taking place. As a champion of commerce, the Imperium hasn't moved to stop the independents, although all ships approaching the planet directly are warned of the risk and that upon departure, they are to submit to an inspection

to ensure they aren't carrying the virus offworld. Refusal to do so means immediate destruction.

The adventurers are in-system conducting whatever business brought them here. If they have their own starship, they have a choice as to whether or not they are high or down. They make the acquaintance of a young doctor, Shafiq Rodriguez (see NPCs, at the end of the article), who is looking for a group for what could be an errand of mercy.

When the mutated virus made its appearance, the world's medical and scientific communities were caught flatfooted, but nonetheless went to work on the problem. They quickly learned of this version of the disease's deadliness, and its ability to shrug off most antiviral medicines.

Several months ago, a research team discovered that a quirk in the bug's mutation rendered it vulnerable to an older drug, metaparaxevirin-A. Unfortunately, Mepaxevir (its main trade name) is no longer manufactured; it made an excellent chemical precursor for a powerful street drug that is the scourge of several neighboring systems. To stop its spread, the Imperium quietly put pressure on Mepaxevir's manufacturers to stop making the drug, destroyed all offworld shipments that they could find, and declared it a controlled substance.

Rodriguez heard through several patients who lived on the seamier side of society that perhaps not all of the Mepaxevir shipments were destroyed. If one could be located, he has contacts that he is certain could synthesize more of the drug and head off a catastrophe. He needs the PCs to help him navigate the rough company he must come into contact with in the course of locating some Mepaxevir. He is willing to pay them Cr40,000 (all he has) for their help. If they object to the figure, he can call in some favors and get an additional Cr40,000, but this costs extra time: one extra week and its consequences per "Phase Two" (following).

*(Continued on page 45)*

## Active Measures

(Continued from page 44)

### Phase Two

In their search for the Mepaxevir, the adventurers may pick up information that points them to their goal, leads them astray or gets them into trouble. Each week, they throw on the task below. If successful, they hear a rumor concerning their quest; a throw of 1D+1D on the Rumor table below determines what they learn. Not all the data is true; some are outright lies, and others are highly subjective. Each rumor should only be used once, except for the General rumors, which may be used multiple times, changed slightly with each use.

To hear rumors of possible Mepaxevir sources:

DIFFICULT; Streetwise, Carousing; 1 hour

REFEREE: Former Intelligence operatives DM +1

Rumor Table						
2nd Die	1st Die					
	1	2	3	4	5	6
1	A	B	C	D	E	F
2	G	U	U	W	W	H
3	I	U	Y	Y	W	J
4	K	X	Z	Z	V	L
5	M	X	X	V	V	N
6	O	P	Q	R	S	T

DM for Streetwise skill:  
DM -1 on 1st Die if ex-Rogue or ex-Pirate.  
DM+1 on each Die if off-world

*Rumors in italics are partly or wholly false.*

### Specific Rumors

- A. The last time the planet had to deal with an infection of this scope was 150 years ago.
- B. The virus is similar to Terra's Spanish Flu, which decimated the planet during its First World War.
- C. The virus spreads fast and hits its victims hard. Some have died within hours of infection. Children and the elderly are particularly at risk.
- D. *A starship getting lost in a Kuiper Belt can forget about rescue anytime soon. Even IISS sensors can't pick out a ship from the debris nearby.*
- E. A restaurant server is overheard humming a popular tune; a ballad of a ship lost in a system several parsecs away, and the enduring love the captain had for his wife.\*
- F. *A well-dressed young woman says that she and some friends stumbled onto a warehouse full of Mepaxevir and is willing to show the group where it is. But when they arrive, the girl's "friends" try to rob the adventurers to get money for food and medicine.\**
- G. Several cargo ships made runs to the world through a certain system not far away during the Fifth Frontier War; ship captains got used to running cargoes through that system and kept it up even after the war.\* (see Rumor X)
- H. Although hardy and immune to many anti-viral drugs, the virus isn't invincible. In fact, it was quite manageable until it mutated.
- I. Unlike many anti-viral drugs, Mepaxevir works not by *interfering* with viral protein synthesis, but by *enhancing* it, causing a virus to synthesize protein in runaway fashion until it burns itself out.\*
- J. *The virus is nothing of the sort; it's a nanotech plague engineered by the planetary government to render the population docile and compliant. It only looks like a viral outbreak.*
- K. Anti-virals are drugs used to treat viral infections. Different drugs do so in different ways, usually by interfering with viruses' life stages.
- L. Kuiper Belt Objects (*ikhumilir* in Vilani) are leftovers from the birth of a star system. They can be thought of as comet nurseries. KBOs (as they're also called) are of all sizes and shapes—from a few meters in diameter to dwarf planets several hundred kilometers across—and are typically made of ice and frozen gases.
- M. Pirates sometimes hide out in a Kuiper Belt until the heat's off.\*

(Continued on page 46)

## Active Measures

(Continued from page 45)

- N. There are a few systems along the old smuggling route used during the Fifth Frontier War. All of them have extensive Kuiper Belts. (see Rumor X)
- O. A new acquaintance of the team tells them, "You might wanna keep your mouths shut. Word gets out about where that stuff is, half the crooks in the subsector will be trying to get it."
- P. Metaparaxevirin-A is a common "precursor" drug, used to make a much more powerful (and addictive) street drug. As a result, the Imperium has declared Mepaxevir a controlled substance. Harsh penalties await anyone caught with even small quantities of it.
- Q. If a worldwide pandemic ensues, the Imperium will immediately declare the planet a Red Zone.
- R. Criminals are always in the market for Mepaxevir due to its scarcity. Gang wars have broken out over discovered stocks.
- S. Pharmaceutical cargoes can fetch a nice price; Cr300,000 per ton is average.
- T. *A man claiming to be a doctor refuses to discuss the virus in detail, imploring the team to "follow the credits" before disappearing into the night.\**

### General Rumors

- U. Most systems have a Kuiper Belt; it's the rare system that doesn't.
- V. *Taking a ship into a Kuiper Belt is a surefire way to get it ground into metal shavings.\**
- W. The planetary government keeps extensive and detailed manuals on infection protocols. Most of the works are offered free to citizens.
- X. The world the virus has arisen on is on an old "backdoor" trade route favored by smugglers and pirates.
- Y. Metaparaxevirin-A proved very effective against minor viruses that cropped up from time to time. It has never been used against the current virus; lab results are the only success indication.\*

- Z. *The virus was introduced to the world by the Zhodani, who want to wipe out the Imperial population and replace it with their own.*

The entries marked with an asterisk (\*) in the list trigger a special circumstance if they are thrown, or the referee can impose the circumstance to raise the stakes; see "Phase Three" below. In addition, throw 12 exactly on 2D for Imperial authorities to hear of the team's search. If they do, two agents pay the group a visit to learn more about why they're trying to find a controlled substance and to determine if they're up to criminal activity. They have questions for the adventurers:

*To allay the Imperial Agents' suspicions:*

ROUTINE; Liaison, SOC; 10 minutes

REFEREE: If Rodriguez is with the group, his presence supplies DM +3.

A throw of "2" means the agents attempt to arrest the team. If the task throw succeeds, the agents determine no crime is being committed and don't harass the heroes further unless the team commits a crime in the course of their search.

Unfortunately for the heroes, the plague marches on. Given the virus' resistance to current drugs, the best the medical community can do is fight a holding action and hope that research can produce a solution. But time is running out. Each week, the world takes one more step toward a global—and nigh-unstoppable—pandemic.

Each week, the planetary authorities must collectively throw 8+ just to hold ground against the disease and buy the world another week. If the throw fails, a throw of 1D+4, with the result expressed as a percentage, represents the segment of the population newly affected. 50% are already sick or dying, so this means that left unchecked, the organism claims 5-10% of the population each week. The result is also cumulative. If the medical throw is a "2", double the percentage of the population victimized; if the result is "12", the authorities manage to stave

(Continued on page 47)



## Active Measures

(Continued from page 46)

off the bug for two weeks. This procedure continues until the PCs find the Mepaxevir or the entire planet is infected. This gives the heroes only 5-10 weeks to accomplish their task. Note that the march of the virus can't be reversed, only halted.

If the crew and Rodriguez return with Mepaxevir in time, see Phase Four below for conducting the final struggle against the virus.

### Phase Three

If the adventurers and Rodriguez throw a Rumor marked with an asterisk (\*), their efforts unfortunately reach the wrong set of ears: a criminal organization hears about the team's attempts to find Mepaxevir and starts shadowing them to find out more. Although the enemies try to stay discreet, the heroes may yet discover them:

*To detect the pursuing criminals:*

DIFFICULT; Streetwise, INT

The enemies get the same throw (at ROUTINE difficulty) to realize they've been spotted; if so, they withdraw and try to pick up the team's trail later.

If at any time a PC is alone, (s)he will be kidnapped. Two goons grab the hero (using a hypo if necessary) while another two keep watch or fight off arriving allies. Captured heroes are taken to the criminals' regional boss, located in a plush penthouse in the nearest large city, to be questioned and if necessary, used as bait to draw in his or her allies. The capo wants to know what the group is up to, and how close they are to finding a fresh source of Mepaxevir. He is not above using torture to get the information. If the PC won't talk, at least two goons are summoned to loosen the hero's tongue:

*To resist being broken by torture:*

DIFFICULT; END; 1 minute; *multiple tries allowed*

Failure means the PC divulges everything the group is doing, to the best of his/her knowledge: the criminals get the benefit of all the rumors the group has picked up, and may throw on the table for one more, to reflect what they're hearing from their own

sources. The gang also gets a +1 DM in all future encounters with the heroes. Succeeding in the throw three times in a row ends the torture; the capo believes the PC can't be broken and he or she withdraws with all but one or two lieutenants to discuss their next move. This may give the hero a chance to escape or for his/her friends to come to the rescue. Of course, if the adventurer is simply being used as bait, the goons will be prepared when the allies show up. If Rodriguez is the one captured, he automatically talks.

If the criminals can't capture a team member, there are other ways to get information from them. Some suggestions: secretly planting a listening or tracking device on one or more heroes; getting one or more of them drunk in a bar and chatting them up (use the Resisting Torture task from above, except the difficulty becomes FORMIDABLE to reflect intoxication); breaking into their rooms, or if possible, their ship, to glean information; or just a good old-fashioned beating in a back alley somewhere (again, use the Torture task above).

Once the mobsters find out what the PCs know, how they handle the information depends on how close the heroes are to their goal. If the team is relatively close, the villains try to do away with them and claim the Mepaxevir for themselves. Or they simply race to the drugs in an attempt to beat the adventurers to them. If the heroes are still putting the clues together; the criminals shadow them as before until they get concrete information.

### Phase Four

The object of the adventurers' search is an old merchant vessel, which crashed on a Kuiper Belt Object in a neighboring system. Even though the group located the system, the ship still has to be found. This is far easier said than done; the group must find a relatively tiny starship among a belt swirling with thousands upon thousands of comets.

(Continued on page 48)

## Active Measures

(Continued from page 47)

The ship's sensors are certainly up to the task, but the team must navigate to the proper place in the belt and feed the proper search parameters into the equipment:

*To locate the crashed ship in the Kuiper Belt:*

IMPOSSIBLE; Electronics, Computer; 2.5 hours

*The group can substitute Navigation skill for either of the indicated skills above.*

REFEREE: *apply the following DMs to the task throw:*

*Utilizing ship's sensors: +2*

*utilizing Scout ship or other IISS sensors: +4*

*ex-Pirates: +1.*

The ship may not be intact (Referee's decision), but the cargo is. The referee should determine the size of the cargo per the system in *Book 3: Worlds and Adventures*, or *Book 7: Merchant Prince*. The entire cargo consists of metaparaxevirin-A.

If the team has avoided or shaken off pursuit, the drugs are theirs for the taking. They'll need vaccines, of course, but they also have no opposition. If the criminals got the information out of one of the adventurers, it's a race to the prize. Regardless of who arrives first, the other party may be right behind them. The villains will fight fiercely for control of the drugs, which have a very high street value.

Remember that the KBO has no atmosphere whatsoever and little gravity; the heroes should consider how they go about recovering the drugs and/or defeating the opposition.

### Phase Five

Assuming the heroes recover the Mepaxevir, they must get it back to the planet in time. And the Mepaxevir must be replicated in sufficient quantity to treat the infected population. This takes 1D+7 weeks; medical authority throws (see above) continue during this time.

If the disease hasn't yet infected the entire population (reached 100%), the medical authorities make

the same throws as above, except that each success cures 10% of the population until the percentage reaches 0 (zero) and the bug is considered eradicated. If the entire population (100%) is infected, the throw to treat the population is 10+. In this case, the referee again throws 1D+4%; this is the percentage of the population that acts as a "reservoir" for the virus, ensuring another outbreak at some point. Rodriguez can explain the above to the heroes.

If 100% of the population was infected, the referee should consider if the Imperium has had time to put a planetary interdiction in place. If so, the adventurers must get past it to land and begin rendering aid.

The referee should determine the flow of subsequent events.

### NPCs

**Dr. Shafiq Rodríguez** 866BC9 Age 30 Cr40,000

3 terms Doctor

Medic-3, Computer-1, Electronics-1

Instruments

Rodriguez is an idealistic young man who lost both parents to the previous epidemic. The loss drove him to become a doctor and researcher in an effort to fight any reappearance of the plague organism. He sometimes displays moments of naïveté, but his dedication to his patients is unquestionable. 🌟

## 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. If you are a fluent speaker of a language other than English—especially (*but not exclusively!*) 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](mailto:editor@freelancetraveller.com) 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. 🌟

## Misjump

reviewed by Jeff Zeitlin

*Misjump*. Mark Long.

Original publication: 2019 (Orchid Imprint)

Current Availability: Trade Paperback, eBook (both Amazon)

It isn't often that one comes across a book whose story and setting are thoroughly *Traveller*, while not once mentioning *Traveller*, the Third Imperium, or indeed anything that explicitly points to the game and setting that *Freelance Traveller's* readers know so well. Nevertheless, this is one such, and even if the author hadn't told me (in email, when he sent me the review copy of the book) that *Misjump* was intentionally a *Traveller* novel, it would have been obvious, fairly quickly.

### Story

To try to give an overview of the story to the same level as other "Off the Table" reviews would require well over half of the space that this review would end up taking – the story is that complex. It's not hard to follow, however, and it's definitely not over-written.

### Style

*Misjump* is written from a third-person-limited viewpoint, with Gregor, the pilot-in-command, being the primary (but not exclusive) viewpoint character. The story is well-paced, and there's no infodumping or "As you know, Bob"-ing; what information you (as the reader) need to know is presented as part of the story as it evolves.

The story does feel unfinished; it leaves plenty of questions unanswered, there are solutions to problems that feel morally or ethically ambiguous (and perhaps are as bad as the problem, to start with), and you are definitely left wanting to know more about What Happens Next. Nevertheless, it was a good read, with little if any risk of you wanting to put it down out of boredom, or throwing it against the wall (paperback only, please, not your much

more delicate e-reader) as offensive to one or another of your *Traveller* or literary sensibilities. One can earnestly hope that Mr Long is planning on at least one sequel...

### Why is it *Traveller*?

Aside from Mr Long saying it is in his email to me, any long-time member of the *Traveller* community will recognize any number of *Traveller* tropes, and will easily place the milieu as being *Traveller: The New Era* in essence. It's very much the sort of thing that you might find in a Wilds campaign, and you can perhaps even see the beginnings of a re-expansion from a single system into a multiworld polity.

On the other side of the coin, there are some elements of transhumanism present that are either not present or seriously downplayed in "canonical" New Era *Traveller*, and some (possibly gratuitous) changes in certain basic assumptions about how the universe works (for example, most of the crew being in low berth for jump). One could also conclude that various Zombie Apocalypse stories influenced this one, but those elements aren't overdone to the point of wrecking the story or breaking the reader's suspension of disbelief. None of these are fatal (or even serious) flaws; the story remains quite compatible with the idea of it being a novelization of a *Traveller* adventure.

At the same time, like Marc Miller's *Agent of the Imperium*, you could read it with no previous exposure to *Traveller*, and not have lost anything thereby.

A good read, worth the price (and available on Kindle Unlimited, if you're a subscriber). 🌟

## Up Close and Personal

### Gunnar Stukki

by Timothy Collinson

**Gunnar Stuki** 76A648, Age 42 Cr1000

**Skills:** Streetwise 2, Athletics (endurance) 1, Drive (any) 1, Engineer (any) 1, Jack-of-all-Trades 1, Leadership 1, Mechanic 1, Melee (blade) 1, Profession (belting) 1, Survival 1, Vacc Suit 1, Admin 0, Astrogation 0, Deception 0, Electronics 0, Language 0, Pilot (small craft) 0, Science 0, Seafarer 0

**Equipment:** ship shares×3, blade×2

**Connections:** Contacts×4

Stukki was born and raised on Orcrist (Spinward Marches 1126 B8A6733-A) but the age of 18 followed in the footsteps of many young men before him and joined the Confederation Patrol. His parents, with mixed feelings, often said afterwards that it was a particular hologame the young Gunnar had spent a lot of formative years playing that had been responsible for this decision. He attained the rank of Sergeant and gained some skill with a blade as he travelled the subsector during the one term that he served with the Patrol. He wound up after four years on Anduril (Spinward Marches 1026 B985855-B) where on mustering out he decided to try his hand at prospecting in one of the planetoid belts.

This suited his 'try anything' attitude more and he developed a network of reliable friends during this period, but after two terms, an accident that could have been fatal and did cause him lose much of the money he'd saved caused him to reappraise his life and leave behind the risky stability of the life of a belter to go on *fferntörn*, or 'to go far away', and spend the next eight years drifting through the spacelanes. His ability to turn his hand to pretty much anything in a shipboard environment stood him in good stead as he took job after job on a variety of merchant ships and the occasional yacht.

Well on the way to becoming a *sværdvulfen*, or 'sword wolf' he never quite gained this title or the tattoos. On a visit to Gram (Spinward Marches 1223 A895957-C) he was at a local Aesirist shrine well off the beaten track where, rather to his surprise and for reasons he never fully understood, he was heralded as an Uppsvaerdbo, the worldly child of the Aesir (gods). Stukki was strongly encouraged to become a Godar, a priest in the church, but a natural reluctance to be so tied down meant the man was wary of such a move. As it happened an Imperial Compassion Corps ship was visiting Gram and Stokke took the decision, with the blessing of the Aesirens he was taking counselling from and offered himself as a volunteer on the I/S *Nasirnak*.

With little in the way of ties to his homeworld and a growing belief, if that's the right word, in both the mission of the ship and his ability to bring the Aesirist church teachings to a much wider audience in terms of the cosmopolitan ship crew and the vessel's varied destinations, his initial four year term has been extended. Stukki is now one of the single long termers aboard and has been appointed boatswain with direct oversight of the deck department volunteers under the supervision of the First Officer. A quiet man, with rough working hands and a gentle heart, he doesn't thrust himself forward but leads by simple skill, authority and hard work. Gaining his trust or questioning him will draw him out with wisdom and insight that seems surprising for one from such a humble educational background.

Stuki looks very much the typical Sword Worlder, while not necessarily being a *stereotypical* Sword Worlder. He stands 1.8m, and masses 100kg, with a solid build from his shipboard work. 🌟



## Real Power is Local Power

by Andrew Bernstein

*This article was originally posted to the pre-magazine Freelance Traveller web site in 2003.*

*[Author's Note: A core assumption is that the Imperium has a "nice and friendly" image with the general public at large which often clashes with the mundane and often harsh reality of day-to-day business and government. All my players have to read this if their characters are in any position to understand how things really work.]*

*The following lecture is delivered by Professor Sir Achmed Rollins every year to every new class of law students at the University Of Efate.*

Good morning, and welcome to Imperial Government, also called Admiralty Law 101. Most of you probably took a basic political science course before you got into law school. I'm sure your professors told you all about how each planet has a marquis or a count, who looks after lots of barons and knights, and has to answer to a subsector duke, who has to answer to a sector duke, then to an archduke, then the Emperor. How nice. You probably learned all of that in your basic education too, with a nice digibook that had pretty pop-up holograms of nobles telling other nobles what to do.

Nice, pretty, and neat, wasn't it? Too bad it's all rubbish.

Oh, stop acting like you're really shocked! You didn't think the things they taught you as an undergraduate were meant for you to take seriously, did you? Well, they were, but only until you graduated. They spoon-fed you that claptrap because it's easier for fresh-faced children, right out of primary school to learn. It is so much like Newtonian physics, incorrect on grand scales but useful for most purposes. These are little white lies that are much-needed for shaping your minds for real learning later on, which is why you are here in law school right now.

Don't get me wrong, the Emperor is the supreme authority in the Imperium, and barons must obey archdukes when an archduke really thinks it's necessary to trifle with such a minor member of the

peerage. I am not suggesting at all that Imperial authority is a sham, far from it. There will be no treason tolerated in this classroom! There won't be any tolerance for ignorance either, of course. I'm here to tell you how power *really* works in the Imperium.

Forget those puny little top-down chains of being that the little, uneducated people call "hierarchies" and "pecking orders." Those only work in the military. They have to, because without a clear chain of command all those soldiers, spacers, and marines will be fusion fodder for the Zhodani and the Vargr. Government, Imperial government that is, is different from a lift infantry battalion, though.

Remember, boys and girls, that *communication in the Imperium is no faster than a jump*. That means no command, whether it's from a small company's manager or from an archduke, can travel faster than six parsecs in a week or so. Four parsecs per week is a more practical speed because that's how fast x-boats go. Typical far-trading vessels go half that speed.

All that means an order from the Emperor on Capital will take months to reach us here on Efate. Archduke Norris can get to us much quicker from the domain capital on Mora, maybe a few weeks. If he happens to be at his fief on Regina or Alell, he can reach us in two weeks at the very most.

But what is a noble going to give orders about? That noble has to know what the situation on the planet is first, right? Can the Emperor declare war on the Sword Worlds if he doesn't know what is going on there? If it takes two or three months for the news from the Sword Worlds to get to Capital, then it takes twice that much time for the Emperor to respond to anything hostile the Swordies might do. Knowledge might be power, but the longer it takes for a noble to know anything, the longer it takes for him to do anything. Sure, the emperor commands a

(Continued from page 51)

whole Navy, but what good is that if it takes him six months to send them to deal with a specific problem?

More locally-located nobles can react to developing situations much more quickly because they are so much closer to the action. Even quicker are planetary governments. If a planet has high enough technology to support its own planet-wide satellite and data networks, a planetary governor can react to any situation immediately if he has the will to do it and no pesky legislature or judiciary standing in his way. No, I am not saying that dictatorships are good or that checks and balances are bad! I am saying that in the Imperium, all *real* power is *local* power.

But what does the Imperium govern anyway? Why, it's "the stars and the space between the stars," of course! We all know that doesn't mean vacuum, interstellar dust, and the like, but the activity that takes place off planetary surfaces. That activity, of course, is *trade*. And where trade takes place when it's not on a planetary surface is when the cargo is on board a merchant vessel, especially in jump. Those 170 hours spent in jump are the precious hours where wealth is created between worlds, and the authority over this is all the power that matters in the Imperium during peacetime. In a star system, there is the local Starport Authority director, and there are planetary or system governments plus locally-located Imperial nobility to consider. In jump-space, there aren't always nobles on starships, but the undeniable authority on any ship at that time (because no higher authority can communicate with a ship in jumpspace) is the ship's captain.

So we can look at Imperial power in practical terms by weighing authority against distance. This is

something young lawyers, what you people will be if and when you ever graduate, need to understand in order to be *good* lawyers. At the very top is the Emperor, Strephon himself, but you will never meet him. Next there are the archdukes, who have all the power of the Emperor but are close enough to their charges for their power really to matter. The dukes rank under the archdukes and because they usually live within one jump of their entire area of responsibility, they have more *real* power than archdukes. But guess what? None of this matters at all when you're aboard a ship in jump space; in that situation, the *captain* is the supreme being, and the only supreme being who matters. He or she has more power than Strephon ever will. Misunderstand what this means and you won't survive your first interstellar voyage.

Now some of you might be shocked to hear all this. Maybe you are wondering why everything works so well, or seems to work so well, if everything that matters is in the hands of barons, marquises, petty dictators, and ship captains. My dear pupils, it often *doesn't* work so well. The more you travel the more you will understand this. Where it does work, and where the power of the Emperor really is felt in the actions of a marquis on planet who is able to react to a developing situation in time, is where there is *loyalty*. Loyalty alone is what gives higher nobles faith in their inferiors to do their bidding, and to act in the interests and the of the honour of the realm.

*Professor Sir Achmed Rollins is the chair of the Admiralty/Mercantile Law program at Olav hault-Plankwell School of Law, university of Efate.* ❁

## Scientists: An Elaborated Career for Classic Traveller

by Neal Oldham

*This article originally appeared in the April 2010 issue.*

The scientist career, as described here, is a “cluster career” with three distinct paths: Technicians, basically following the “scientist” career in *Classic Traveller Supplement 4: Citizens of the Imperium*; Academics (teaching-oriented scholars), and Researchers. You will need the *Classic Traveller* core rules for character generation. Additional books that might be of interest would be *Book 6: Scouts* for the discussion of College, and *Supplement 4: Citizens of the Imperium*, for the Scientist career discussed there.

### Types of Scientists

**Technicians** are the “practical” scientists. They apply their knowledge to real-world situations, with well-defined, concrete goals. They convert theories and lab-scale processes into industrial processes, or into “engineering”.

**Academics** are scholars who keep up with accepted knowledge in their field, and focus their careers on teaching that accepted knowledge to others. They may participate in original research, but are not the primary source of advances in their fields.

**Researchers** are scholars whose interest is in expanding the frontiers of knowledge in their fields. They are the scientists that focus on developing and testing new theories, and exploring the limits of existing theories. They may teach as well, but this is a secondary activity for them.

### Education

Scientists almost universally have advanced education. The standard “College” term, if the character is successful, awards a baccalaureate degree (or equivalent). Most scientists will go on to higher degrees; this is represented in these rules by a “Graduate School” term, which awards a doctoral degree or equivalent. Graduate School is only available to College graduates.

### Specialization

Once a society’s general scientific knowledge reaches a certain level, it becomes impractical or impossible for an individual to be a “generalist” who knows a useful amount about everything. Instead, individuals tend to specialize in one or two areas, becoming “expert” in those areas, while maintaining only basic knowledge in other fields. For the purposes of this article, we assume that this occurs at TL6, but that individuals may choose to specialize when a society is at a lower TL.

All Scientist characters should choose a primary area of specialization. Academics and Researchers must choose both a primary and secondary specialization; Technicians may do so, but it is not required. The primary specialization represents the area that the Scientist actually works in; the secondary specialization represents an additional field of interest.

Specializations are generally chosen during College, though some Scientists know what they want to specialize in much earlier; in game terms, the character may choose specializations at any time before entering Graduate School.

A character’s choice of specialization should be made from the skills available in the campaign. They should be heavily biased toward those skills that use INT or EDU as a beneficial DM in task rolls.

Scientist characters should be taken through the Advanced Education process following before beginning the Scientist career. Remember that success at College or Graduate School each add four years to the character’s age.

The tables for Advanced Education may be found on the next page.

*(Continued on page 54)*

(Continued from page 53)

Advanced Education						
	College			Graduate School (College grads only)		
	Roll	DM	if	Roll	DM	if
<b>Admission</b>	9+	+2	EDU 9+	7+	+2	EDU 10+
<b>Success</b>	7+	+2	INT 8+	8+	+1	END 8+
<b>Education</b>	1D-2	+1	INT 9+	1D-3	+1	INT 10+
<b>Honors</b>	10+	+1	EDU 10+	11+	+1	EDU 11+

If the character received Honors in College:

- Admission is automatic
- Receive an additional DM +1 to Honors roll

## Embarking on the Scientific Career

Once the character has completed the Advanced Education sequence, the actual career can begin. A character who has not succeeded at Graduate School must be a Technician; other characters may choose any of the Scientist types.

Entering the Scientist Career			
	Roll	DM	if
<b>Technician</b>	6+	+1	INT 9+
		+2	EDU 10+
<b>Academic</b>	8+	+1	EDU 10+
		+2	SOC 8+
<b>Researcher</b>	7+	+1	EDU 11+
		+2	INT 10+

## Initial Training

The first year of the character's first term represents "getting up to speed" in the role. Characters should not resolve an assignment; instead, award the following skills:

Technicians	Mechanical-1 if TL4- Electronics-1 if TL5-TL7 Computer-1 if TL8+
Academics	Instruction-1
Researchers	Administration-1

After awarding these skills, resolve a short, 3-year term as described under "Administering a Term".

## Administering a Term

A term as a Scientist consists of four one-year assignments. Each year, determine and resolve the assignment as follows:

### General Assignment

Roll 1D6 for the general assignment (Table 1), using the column corresponding to the type of Scientist. This is required only for the second year of the first term (the first year of the first term is Initial Training); after that, it is optional (and if declined, the character continues in the same assignment).

Table 1: Assignments			
Roll 1D	Technician	Academic	Researcher
1	Commercial	Educational	Commercial
2	Commercial	Educational	Commercial
3	Commercial	Educational	Governmental
4	Governmental	Educational	Governmental
5	Educational	Educational	Educational
6	Private	Private	Private

**Commercial** assignments imply that the Scientist is working for a company, contributing to the "bottom line" in some way—a Technician might be an industrial chemist, devising procedures to produce needed chemicals in bulk, or a Researcher might be a research chemist looking for more effective drugs.

**Governmental** assignments imply that the Scientist is working for a government, focused on a particular goal, and may be politically motivated.

**Educational** assignments imply that the Scientist works for an institution of higher learning, either teaching or aimed at discovering new knowledge, or refining existing knowledge.

**Private** assignments may have the character of any of the other assignments, but are at the behest of e.g., a noble patron, or a nonprofit organization. There will usually be some sort of direction to the work, but this is not necessarily going to be the case.

(Continued on page 55)



(Continued from page 54)

## Specific Assignment

Roll 2D6 for specific duty, using the column for the indicated assignment. See the notes after the table for Special or Transfer. Specific Duty is rolled every year except the first year of Term 1, or if a previous Special Duty granted the choice of duty for this year.

Roll 2D	Commercial	Educational	Governmental	Private
2	Instruction	Authorship	Authorship	Authorship
3	Authorship	Technical	Authorship	Technical
4	Technical	Admin	Instruction	Technical
5	Research	Instruction	Research	Research
6	Admin	Research	Instruction	Admin
7	Research	Research	Instruction	Research
8	Research	Admin	Research	Instruction
9	Admin	Admin	Admin	Instruction
10	Research	Research	Instruction	Admin
11	Admin	Special	Admin	Special
12	Special	Special	Special	Special
13	Transfer	Transfer	Transfer	Transfer

DM +1 if SOC 9+. DM -1 if either chosen specialization skill is at 4+

**Instruction:** The Scientist's principal activity is to communicate what he knows to others, in an organized fashion, so that those others may become better Scientists themselves.

**Authorship:** The Scientist's principal activity is the preparation of material for publication, generally in peer-reviewed journals in the Scientist's field of specialization.

**Technical:** The Scientist's principal activity is the running of experiments and collection of data

**Research:** The Scientist's principal activity is exploratory—he will be devising hypotheses and experiments to test them. Study of data collected during Technical activities is also a major activity.

**Admin (Administration):** The Scientist's principal activity is the maintenance of his position, generally through paperwork (e.g., grant applications).

**Transfer** is to another assignment (e.g., from Governmental to Private), and may be declined. If Transfer is accepted, roll on the Assignment table. A result of the same assignment as current indicates a change of organization (e.g., from one government agency to another, or from one non-profit organization to another). Roll on the Specific Duty table in the column for the new assignment (or reroll in present column if transfer is declined), and ignore further Transfer results.

**Special Duty** is an exceptional assignment, outside the normal routine of the scientist. Roll on the Special Duty table for the nature of the special duty, then follow the instructions given for the duty, then roll the regular assignment resolution process *except* as described in the duty instructions.

Roll 1D	Duty
1	Hazardous Duty
2	Remote Assignment
3	Task Force
4	Sabbatical
5	Professional Society
6	Attaché

Optional DM +1 if SOC 9+; must choose before rolling

**Hazardous Duty:** Roll 5+ on 2D6 to acquire 1 level of each of Vacc Suit, Survival, Vehicle, Engineering, Ship's Boat, Gun Combat, Brawling. (7 Rolls; do not roll for Skills when resolving term)

**Remote Assignment:** Do not roll for position, promotion, or skills. The character may choose the next duty assignment (but not Special Duty).

**Task Force:** Roll 3D6; if under INT+skill level of primary specialization (or highest tech skill if technician), task is successful; roll once on research skill table and +1 Soc; if failure, no position/promotion/college allowed next term.

**Professional Society:** +1 Liaison. When next eligible to roll position or promotion, position/promotion roll succeeds on lesser of indicated roll or 8+; do not apply any DMs.

**Sabbatical:** Roll once on Research or Personal Development skill table (player choice). Do not roll for Skill when resolving term.

(Continued on page 56)

# Doing It My Way

(Continued from page 55)

**Attaché:** +1 SOC. The character may choose the next duty assignment (but not Special Duty).

## Resolving the Assignment

Roll 2D6 for each of Survival, Position/Promotion, Education, Skills, Prize, and Bonus as appropriate. Note that a character may achieve Position or receive Promotion only once in any four-year term. Do not roll these in the first year of the first term (Initial Training, above).

If this was the last year of a term, roll for Continuation. A roll of 12 exactly, without DMs, requires the character to continue in the career for another

term. Otherwise, a success allows the character to continue in the career, but does not require it.

In the Assignment Resolution table, “Technical” indicates any of Mechanical, Electronics, Computer, or Engineering; “Primary” indicates the skill chosen in College/Grad School as the primary area of specialization; “Secondary” indicates the skill chosen in College/Grad School as the secondary area of specialization. If a roll or DM is marked e.g., “5+ (A:4+)”, the parenthesized roll/DM applies to (A:) Academics, (T:) Technicians, or (R:) Researchers.

Assignment Resolution					
	Research	Administration	Authorship	Instruction	Technical
<b>Survival</b>	4+ (A:3+)	Auto	3+	Auto	
	<i>DM+1 if Any Technical skill 2+</i>		<i>Any Technical skill 2+</i>		<i>Any Technical skill 2+</i>
	<i>DM+2 if DEX 9+</i>		<i>DEX 9+</i>		<i>DEX 9+</i>
<b>Position<sup>1</sup></b>	8+	7+	None	8+	
	<i>DM+1 if EDU 11+</i>	<i>EDU 11+</i>		<i>EDU 11+</i>	<i>EDU 11+</i>
	<i>DM+2 if SOC 9+</i>	<i>SOC 9+</i>		<i>SOC 9+</i>	<i>SOC 9+</i>
<b>Promotion<sup>1,2,3</sup></b>	9+	8++	None	9+	
	<i>DM+1 if EDU 11+</i>	<i>EDU 11+</i>		<i>EDU 11+</i>	<i>EDU 11+</i>
	<i>DM+2 if SOC 9+</i>	<i>SOC 9+</i>		<i>SOC 9+</i>	<i>SOC 9+</i>
<b>Skill</b>	9+	9+	None	9+	
<b>Education<sup>4</sup></b>	11+	11+	11+	11+	11+
<b>Prize<sup>4</sup></b>	13+	None	12+	None	None
	<i>DM+1 if Primary 5+</i>		<i>Primary 5+</i>		
	<i>DM+2 if INT 12+</i>		<i>INT 12+</i>		
<b>Bonus<sup>5</sup></b>	13+ (A:11+)	9+ (T:11+)	Auto	12+	11+
	<i>DM+1 if Primary 3+ (T:Technical 4+)</i>	<i>Primary 3+ (T:Technical 4+)</i>		<i>Primary 3+ (T:Technical 4+)</i>	<i>Primary 3+ (T:Technical 4+)</i>
	<i>DM+2 if INT 10+</i>	<i>INT 10+</i>		<i>INT 10+</i>	<i>INT 10+</i>
<b>Continuation</b>	5+ (A4+)	5+ (A:4+)	5+ (A:4+)	5+ (A4+)	5+ (A4+)

1. Position or Promotion may be received only once in each four-year term. Technicians do not get Position or DMs, and only roll for either if they have completed Grad School.
2. Do not roll promotion if a position roll has not succeeded.
3. Do not roll for promotion in the same term as position is achieved.
4. Only Technicians who have not completed Grad School roll for Education; other scientists do not roll Education. Technicians do **not** roll for Prize. A successful Education roll means that the Technician’s next term will be College or Grad School (whichever is not completed), with **automatic admission**.
5. On Success in Bonus roll, roll 1D on Mustering Out Cash table, and take half the amount shown

(Continued on page 57)

# Doing It My Way

(Continued from page 56)

## Skills

On a successful Skills roll, the character should select a column to roll on from the skill table on the following page, and roll 1D6. Any character may roll on the Personal Development or Life Skills columns; the other columns require an appropriate duty assignment.

A skill of *Primary* indicates the skill chosen in College/Grad School as the primary area of speciali-

zation; a skill of *Secondary* indicates the skill chosen in College/Grad School as the secondary area of specialization.

If a Technician who has completed neither College nor Grad School rolls either *Primary* or *Secondary* on this table, treat the roll as **Computer** if the world is TL8+, **Electronics** if the world is TL5-TL7, or **Mechanical** if the world is TL4-.

Scientist Skills						
Roll 1D	Personal Development	Life Skills	Technical	Administration	Research	Instruction
1	Carousing	Forgery	Computer*	Admin	Primary	+1 INT
2	Brawling	Bribery	Mechanical	Leader	Secondary	+1 EDU
3	+1 DEX	Vehicle	Electronics**	Liaison	+1 DEX	Instruction
4	Gambling	Interrogation	Engineering***	Legal	+1 INT	Instruction
5	+1 EDU	Liaison	Medical	Recruiting	Primary	Primary
6	+1 END	JoT	JoT	Admin	+1 EDU	Admin

\* Substitute Electronics if TL7- world, or Mechanical if TL4- world.

\*\* Substitute Mechanical if TL4- world.

\*\*\* Reroll if TL4- world.

## Mustering Out

When a character chooses to retire (or fails a Continuation roll), the character musters out, and is ready to begin adventuring. When a character musters out, roll on the Mustering Out table as follows:

Mustering-Out Table		
Roll 1D	Material Benefits	Cash
1	Instruments	1000
2	Mid Passage	2000
3	High Passage	5000
4	+1 INT	10000
5	+1 EDU	20000
6	+1 SOC	30000
7	Lab Ship	50000

- One roll for each term served. Do not include College or Graduate School terms.
- One additional roll for *each* of achieving ranks 1, 3, and 5.
- No more than three rolls may be taken on the Cash column.
- Optional DM +1 on Material Benefits if rank 5+
- Optional DM +1 on Cash if skill includes Gambling 1+

## Suggested Rank Titles

Scientists' titles are generally an indication of their role or status within the organization, rather than a title that they are addressed as. A scientist who has completed Grad School may always correctly be called 'Doctor' or the equivalent. Those who have current teaching duties are often called 'Professor', even if they have not yet been formally granted that title in academia. 🌟

Suggested Rank Titles		
Rank	Academic Title	Researcher Title
Admission	Lecturer	Researcher
1	Lead Instructor	Principal Researcher
2	Adjunct Professor	Leading Researcher
3	Associate Professor	Managing Researcher
4	Professor	Theoretician
5	Department Chair	Division Manager
6	Dean	Lab Director



## Coup

by Jeff Zeitlin

*This adventure was originally posted to the pre-magazine Freelance Traveller website in 2005.*

Helveburg is a nominally neutral world located close to two larger interstellar polities currently in conflict (for convenience, they will be referred to as “the Republic” and “the Federation”). They maintain no interstellar-capable military forces, and planetary defenses are adequate as a symbolic deterrent, but would not be able to stand off a determined attack by either polity. Helveburg’s influence on the interstellar scene is mercantile rather than military.

They sit athwart a major trade route to other interstellar states who have no direct contact with either the Federation or the Republic.

The nominal neutrality heavily favors the Republic, to the point where Helveburger mercantile ships will call at Republican ports but not Federation ports. They will routinely allow non-military ships of either polity to dock and be serviced at their facilities; military ships are not permitted to dock except by special prearrangement, if the owning polity does not have a base-facilities agreement with the Helveburg government (the Republic currently does have such an agreement).

The planetary government’s unity is only slightly less nominal than their neutrality; every government is a shaky coalition of factions centered on one of the world’s many clans. Most governments in recent history have come to power through the realignment of clan alliances, often by violence.

Each of the various clans has ‘traditional’ business interests, and clan alliances form—and change—based on what is perceived as good for the respective clan business interests. It should be noted that not all of the business interests at issue at any given time are necessarily legal.

The current government has announced that the base-facilities agreement is open for negotiation. It is expected that the Republic will be able to maintain

their base-facilities rights, but the Federation is expected to try to make a case for switching the agreement to them. In any case, negotiations will take months.

The PCs are makeweight extras in the Republic’s special mission to renegotiate the base-facilities agreement. They are not part of the crew of the ship that brought them to Helveburg (a Patrol Cruiser or Corsair or equivalent), and most have been added to the mission because of the perceived prestige of their names. (*Simulate this by rolling 3D-7+SOC. This is the PC’s Prestige score.*)

Most evenings, they will have to attend formal functions, but the rest of the time, they will be left to their own devices. (*If a character wishes to miss a function, roll 2D for Prestige+ to be allowed to, DM -1 for each consecutive missed function before this one. If the character wishes to attend, there is no need to make this roll.*)

All members of the mission are provided housing on the Government Palace grounds at the Helveburg Government’s expense, but any mission members wishing to live outside the ground—at their own expense—will readily receive permission. PCs may wish to pursue this option, as it will give them a better feel for the planet, and offer more opportunities for entertainment and enterprise away from the (discreetly) prying eyes of both the Helveburg government and their superiors in the mission. It also offers more opportunity for the PCs to develop contacts who may actually be useful.

There is an active ‘underworld’, which isn’t really all that ‘under’; in addition to handling various goods that may be considered ‘objectionable’ for one reason or another, it also acts as a ‘neutral ground’ for meetings (business or political) between clans that ordinarily could not be seen meeting.

*(Continued on page 59)*

## Active Measures

(Continued from page 58)

At one formal function, a breach in the current coalition, previously well-hidden, becomes open as one of the junior clans in the alliance walks out, taking its collateral clans with it. The function dissolves within minutes, as all high officials present—including the chiefs of the Republic and Federation missions—leave to report the breach to those that need to know.

The following night, the planetary space navy is holding their annual Admiral's Ball, and any PCs of officer rank who have cultivated contacts in that organization will be invited to attend on a 2D roll of Prestige-. The Ball is not a government function, but a Navy one, and the Navy has a tradition of holding itself above politics—the breach in the governing coalition has no effect that they will acknowledge, and none of the Helveburger officers will answer any questions they perceive as political, though any of them will happily discuss their clan's business interests in abstract terms.

After the Ball breaks up, at the local social equivalent of about 2AM, any PCs attending will be making their way back to their lodgings. As they pass the port, they will see what looks like smoke come out of all of the open ports of the Republican ship (sleeping gas grenades), and at the same time, armed members of the local militia will start firing at the ship. If the PCs avoid being injured in the initial attack, they will shortly see a grav raft loaded with fully-armored and heavily-armed troops in Federation uniforms exit the hatch of what was ostensibly a Federation freighter. The troops will join the fight on the side of the militia.

At the same time, an attack will be made on the Government Palace by armed militia members, all of whom are from the clans that walked out of the coalition the previous night. The Government is not prepared for this eventuality, and will flee.

The Republic ship will be captured and the crew held in custody in a hastily-converted warehouse on

the port grounds, guarded by a detachment of local militia with Federation non-coms and under the command of a Federation officer. The captain of the Republican ship and all members of the mission whose whereabouts are known will be arrested and interned on the Government Palace grounds; in the confusion, any members not actually on the grounds will be able to avoid capture on a 2D roll of 6+, DM +Streetwise. If the PCs join the fight at the port, or if they try to prevent the arrest of other members of the mission, they will find themselves arrested and interned as well. The head of the Republic's negotiation mission and the captain of the Republican ship will be executed as soon as the new government feel that it has solid control of the Palace; further executions will be prevented on Federation orders.

From here, events are up to the PCs and the referee. The planetary government is still in a state of disorganization, so the primary focus of both the new government and the Federation will be to stabilize the situation, possibly with the use of occupation troops. Once stabilization is managed, it is a certainty that the Federation will interrogate the members of the mission, and may well decide to execute them afterward. They will also investigate the Republican ship. No ships have left port since the coup, and none will be permitted to for at least a week.

### Options for the PCs to consider:

In addition to any other ideas the PCs or referee may have, the following adventures are possible:

- The area where the Republic mission personnel are being held is not very secure; in the confusion, it might be possible to arrange a jailbreak.
- The warehouse conversion was *very* hasty, and the longer the militia guards are on-duty, the more careless they'll be. The same is not true of the Federation non-coms. It might still be possible to arrange a breakout for the crew. Taking back the ship might be another story, however. 🎲

## 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](mailto:feedback@freelancetraveller.com). (preferred)
- feedback form at <http://www.freelancetraveller.com/infocenter/feedback/ftfbf.html>. (Temporarily down; we're working on it.)
- Forums:  
Traveller at Mongoose Publishing: <http://forum.mongoosepublishing.com/viewforum.php?f=89>  
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

November/December 2019

- **Baggage Books** has released *Shadowfall*, .
- **El Cheapo Products** has released *El Cheapo Deck Plans Vol. 1: Danifred Light Trader Mongoose 2e STATS*, *El Cheapo Minis Vol. 13—Merchant Folk*, *El Cheapo Minis Vol. 14—Mercenary Folk*, .
- **Felbrigg Herriot** has released *Cepheus Cards*, .
- **Independence Games** (formerly *Gypsy Knights Games*) has released *Knox-class Frigate*, *Lance-class Gunboat*, *Earth Sector*, .
- **March Harrier Publishing** has released *Minibib 1: JTAS [Mongoose]*, *The Zhodani Candidate*, *March Harrier Publishing Catalogue 2019*, .
- **Michael Brown** has released *Dossier: Pierre Traveler*, *Dossier: Shadowdancer*, *Dossier: Seon-Dae "Sunday" Su*, *Dossier: Pasqualina Allard*, *Career: Security Guard*, *Shipyard: Harryhausen-class Free Trader*, *Shipyard: Percheron-class Heavy Trader*, *Port of Call: Yemoja*, *External Factors: Organizations*, *Aid and Comfort*, *The Eyes of Winter (Holiday Adventure)*, *Blades of Tyri*, *The Devil's Wages*, .
- **Mongoose Publishing** has released *Behind the Claw*, *Journal of the Travellers' Aid Society Volume 1*, .
- **Moon Toad Publishing** has released *Class E Starports*, .
- **Old School Role Playing** has released *Ice Station*, *A Shot in the Dark*, *An Offer They Can't Refuse*, .
- **Peter Rudin-Burgess** has released *Hivers IV*, .
- **Pyromancer Publishing** has released *Krampus Class System Defense Carrier*, .
- **Zozer Games** has released *Outpost Mars for Cepheus Engine*. 



# 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*<sup>5</sup>, 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*<sup>20</sup>/*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](mailto:editor@freelancetraveller.com) or [submissions@freelancetraveller.com](mailto: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.

## Rights

By submitting material, you grant *Freelance Traveller* a non-exclusive perpetual right to use the material in our PDF magazine and website (and mirror sites authorized by us), with minor editing for space and other suitability issues. While we generally will only use an article once, if we feel it appropriate, we’ll reprint it.

The right applies to *Freelance Traveller* magazine itself, not to specific individuals associated with it. If the current management of *Freelance Traveller* finds it necessary to withdraw from association with the magazine or the *Traveller* community (not gonna happen as far as we can see), and others take over the operation of the magazine and website, the rights granted above stay with the magazine and permit the then-current operators to exercise those rights.

## 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.

