

FREELANCE TRAVELLER

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

From the Editor



We're back, and this is the first of what will hopefully be a long run of monthly issues.

Your feedback about the previous issue was looked at carefully, and resulted in some changes to this issue: First, we've gone to a uniform two-column layout for the entire issue, as many of you complained about the three-column layout. Some people also commented about the text size being small; we've made it bigger.

We've also made the issue itself bigger—24 pages—but don't assume that they'll *all* be this large; it was sort of accidental, this time. We're gratified by the response to our call for submissions, and hope that we'll continue to get many submissions—more, in fact, than we can use for any issue. Building backlogs is good.

One frequent negative comment was about the puzzle-piecing of the layout to place short ends of articles in the lower-left corners of pages that weren't filled completely. Instead, we've gone across the top of the page using both columns with the article end, and started the next article on the same page, still using both columns, if there was room.

We still have the problem of too much “grey wall”, not broken up by artwork. We'd like to fix this, but the only way that's going to happen is if our contributors send us artwork to use. One thing that helps, a lot, is illustrations that go with articles, such as with the Gun Shop article in this issue—but more is better, and even illustrations unrelated to an article, or fake advertisements, will help.

As always, we want your feedback—what you like, what you don't, and how we can make it better. See the inside back cover for how to tell us.

Critics' Corner

Mongoose Traveller—The Third Imperium: Alien Module 1: Aslan

Reviewed by Doc Kinne

Traveller The Third Imperium: Alien Module 1: Aslan. Gareth Hanrahan

Mongoose Publishing: <http://www.mongoosepublishing.com>
200pp, hardcover
UK£20.00/US\$34.95

Alien Module 1: Aslan is Mongoose's first foray into presenting us the Major Races of the Traveller Universe.

Presentation

If *Alien Module 1: Aslan* is any indication Mongoose has continued to follow the Classic Traveller motif in its product line while putting its own spin on it. *Aslan* is a hardcover book (I've yet to really detect a pattern as to which books they release as hardcover and which they release as softcover) with a painting depicting various Aslan, their clothing, and their architecture. Above this is a heading done in dull chrome loudly proclaiming "The Third Imperium." This looked a bit jarring to me on first seeing it, but Mongoose has started releasing other milieu products (Hammer's Slammers, Babylon 5) using the Traveller ruleset and this very different (for Traveller) heading is probably meant to effectively differentiate Mongoose's varied product lines using the Traveller ruleset.

Digging In

One of the things that I've liked about Mongoose's treatment of Traveller is the way it strongly evokes the Classic Traveller feelings and yet manages to seem to break new ground. This was the impression I had from *Aslan* as well. I took the opportunity in this regard to actually compare what Mongoose did with their treatment and what GDW did with their Alien Module twenty-five years ago. The differences – dare I say improvements – show up in several small ways.

Traveller's major alien races are now twenty-five years old. A lot is known, accepted, and loved about them. Mongoose realized they weren't going to be able to make major changes without alienating their



customers, and there was no need to. The book's typography and I think its organization gains points. Their character generation (and this, I think, is a plus for the entire ruleset) gives additional details without overwhelming things. For example, while the Classic Module mentioned the Aslan rite of passage (Akuaehrekhyeh), Mongoose enhances the roll by giving possible events that may happen during the rite. In this it continues to enhance the "past life events" section of its character generation rules started in the Core Rulebook proving this just wasn't a fluke but they intend to continue this fleshing out through the whole release.

While you can point to entire sections of this module that were literally lifted from the Classic text, Mongoose still managed to go farther. As an example, in "The Aslan Race" section both books mention there are different types of wars the Aslan engage in. Mongoose goes farther by enumerating what those types are and how they're defined. The book also goes through equipment, as you would

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Critics' Corner

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hope, but I found some of the illustrations here rather valuable. Yes, it is said that Aslan taste is toward "rounded figures" but its another thing to see a land crawler depicted that way. Illustrations like that bring the concept home. In the next section a good spectrum of Aslan spacecraft are represented, from the a Scout class vessel, to tenders, and Pocket Warships. Finally, the last section of the book details the Trojan Reaches Sector and gives notes on further adventuring in that area.

Is the book perfect? Of course not. Errata have already been released mostly in the form of missing paragraphs and information. Missing Pax Rulin – the Imperial Naval lynchpin in the sector - was a bit of a boo-boo!

Conclusion

I think Mongoose realized they had to offer value for money with respect to the Alien Modules. They really have been done to death between all the different incarnations of Traveller. With Mongoose harkening back to many of the mechanics and statistics of Classic Traveller its possible to just use the Classic Traveller books to generate your alien characters. Indeed this is what I'm doing until the future Alien Modules come out. However, I think that Mongoose, by and large, succeeded in bringing more to the table with the first of their Alien Modules. Oh, its not as major as a new entree or dish on the menu, but they're using new spices, and they've managed to use them effectively. If Mongoose is able to maintain the quality with their future Alien releases as we've seen with *Alien Module 1: Aslan* we may have a good set on our hands.

Fifth Imperium

Shannon Appelcline



This column is intended to be a referee's guide to Mongoose's Traveller, the fifth incarnation of the Traveller game system. Often it'll talk about the many printed resources out there and available to the gamemaster, supplementing my own reviews on those topics, but sometimes it'll offer more specific advice for GMing the game.

76 Plotlets

Recently, a planned RPG session fell through, and it would have been ideal for me to offer up a Traveller adventure its place. Unfortunately I had almost no time to prepare and wasn't ready to run off-the-cuff.

For such situations in the future, I offer up "76 Plots", a series of adventure ideas which could be used to fill an hour or two of play or could be developed into a full adventure with an hour or so of additional work.

This week's article covers half of my one-off adventure set in space and generally presumes that the players have their own ship. They're intended to be

run at anytime, when you need to fill a gaming session, and your players are between worlds. Pick one that you like, or else roll 1d6 for adventure type, followed by 1d6 for plot twist.

1. Signal GK

As they jump into a new system, the players receive a distress signal. According to the Imperium's rules of space, they must respond to it.

Plot Twists.

1. It's a trap! Human raiders, Vargr corsairs, or other deviants wait in hiding for fools to rush in.

2. The ship can't take any more! The maneuver drives are firing madly and the GK ship is spinning out of control. The players need to get over to the ship without damaging themselves and then solve the basic problem.

3. It's an artifact. The GK signal is very weak because it's been running undetected for hundreds (thousands?) of years. The players only noticed it because their jump landed them about 50 diameters' further out then required. Now they get to explore a

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cool artifact ship.

4. It's not what it appears. Some interstellar alien beastie is giving off a signal that's a lot like GK. The players will need to explore enough to determine there's no real ship in danger, then might want to bring back data for the scientific community.

5. The ship is caught in a spatial anomaly. Black hole? Strangely curved space? Super-magnetic comet? Whatever it is, they need help getting out. (Watch next month for a "Spatial Anomaly" chart.)

6. It's some kids out for a joy ride. What, that button sent off a GK signal? Fah, it was surely all in good fun. What will the players do about these noble trouble makers?

For more, see Signal GK, GDW's Traveller Adventure 13.

2. The Silent Space Station

Coasting into (or out of) a system, the players realize that a well-known space station out by one of the gas giants has gone entirely dark. It's not emitting any energy, nor does it respond to any communications.

Plot Twists.

1. They're dead! Some malevolent force has rampaged through the station, killing nearly everyone on board. It might be an escaped animal, a strange stellar beastie, or some larger force of aliens (see also, the following plot twist). Players may need to rescue survivors aboard the station, recover valuable data, and/or kill the beasties.

2. It's an invasion. Someone has taken over the station. It could be a rival planet, the Zhodani, or a rival corporation. They've currently got everything turned off, hoping that the players will go on by.

3. It's an experiment gone wrong. Some scientific experiment has gotten out of control and has taken the entire station offline. Players will have to put things right.

4. It's a psionic experiment gone wrong. See #3, above, but as players help put things right, they realize that the experiment was psionic in nature. Will the players try to report this? Will the staff try to stop

them?

5. It's a trap! (An ever popular choice.) The players are being purposefully lured to the station, perhaps by the station personnel, perhaps by some old foe.

6. It's purposefully been abandoned. Some time ago, someone (a corporation, a scientific community, a local government) shut down the station for a good reason (lack of funds, a plague, failing scientific experiments). Now, the players get to nose around and find some interesting stuff that's been abandoned, and maybe even find a way to get the station back on line by defeating the old problem.

For a longer look at the abandoned space station motif, see GDW's Death Station, part of Double Adventures 3.

3. Special Ships

When the players jump into a system, they quickly encounter another ship of note.

Plot Twists.

1. It's a hostile war ship. The players have stumbled into either a local conflict or the start of a war. (If you're in Imperial space and it's a Zhodani war ship, things are probably not good!) The players must make peace with the ship and/or get out of harm's way as soon as possible.

2. It's a friendly war ship (as much as a war ship can ever be friendly) and they need help. They might need support in an upcoming battle or repair from a recent one. Of course, even if things look peaceful now, there's no guarantee that a less friendly war ship isn't right on their heels.

3. It's a merchant, a simple trading ship. Perhaps they'd love to have the players over to do some trading before they dive deeper in system, or perhaps they've been looking for someone just like the players to help collect a certain rare item.

4. It's a scout. They want some help looking into a recent discovery in a nearby system, and don't have the time to go all the way down the main planet's gravity well and not. If some of the players are detached ("retired") scouts, they can be brought back

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up to active duty, else the scouts might offer the players some pay.

5. It's a weird alien ship. Give your players an opportunity to interact with beasties not commonly met. The Droyne are an ever popular choice, but in the Spinward Marches it might equally be the K'kree or the Hivers. It could also be a powerful minor race never met before.

6. It's a megacorp's flagship. Perhaps they want the players to do a little mission for them or perhaps the players are just in the way.

For more looks at possible ships you could meet, see Steve Jackson Games' Behind the Claw, which features a much more extensive "Starship Encounters Table" on pages 136-140, plus some ideas for "Possible Starship Missions" on page 141.

4. Spatial Anomalies

The players stumble upon a spatial anomaly which offers the possibility of scientific exploration or danger, perhaps both.

Plot Twists.

1. Black Hole. The mother of all spatial anomalies presents itself to the players and also offers many adventure possibilities. Why is the black hole here? What happened to the system? Is there anything interesting stuck in the black hole?

2. Wormhole. Something unheard of, a stable wormhole, has appeared in the system. Why is it here? Where does it lead?

3. Supernova. The system's sun is about to go nova. Planets, space stations, and starships might need to be evacuated. The rapidly fluctuating ionosphere of the sun could cause communications problems or even weirder problems with other ship systems. Longer term, what sent a supposedly stable sun off the deep end. (Could the Darrians be involved?)

4. Asteroid! There are just too many bodies in most star systems to map. Sadly, this has resulted in an asteroid impacting something. Perhaps the system's main world, perhaps another ship, perhaps the players' own vehicle. Rescue will doubtless be required. Things could get even more exciting if more

asteroids come smashing down, perhaps suggesting a purposeful attack.

5. Quantum Disturbance. Something has upset the very fabric of time in this area. One or more ships from the past or future suddenly pop into view. With the rich history of the Traveller universe laid out in front of you, it should be easy to quickly create the background for these unexpected time travellers. What disagreements arise when they suddenly find themselves elsewhere? Is there any way to get them home?

6. Migrating Species. Space is full of utterly amazing things. Some of them are even alive. The players encounter a herd of gigantic creatures which migrate between the stars like huge stellar whales. The players might need to protect local ships and stations from these largely mindless beasts. Or, they might want to investigate them, perhaps even communicate.

5. Misjumps

Misjumps are a trope in Traveller that might just be used a bit much. However if you use unrefined fuel or if you're sloppy with your calculations or if you jump too near a gravity well ... you might just find yourself somewhere other than expected.

Plot Twists.

1. A Galaxy Far, Far Away. The misjump lands the players somewhere very far from home. First they'll have to overcome communications problems with the locals. Then, they'll have to start a long trek back!

2. Personal Disaster! Ships often don't survive misjumps. Can the players hold their ship together long enough to get somewhere safe after it suffers massive damage from misjump?

3. Between the Stars. A misjump lands the players somewhere far from refueling sites. Natural resources could allow them to refuel, if the players are up to the dangers. Alternatively, a required stay in low berths might project the travellers into their own future.

4. Shared Disaster! Up the stakes for a disastrous

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misjump by landing the players right in another ship. The two are welded permanently together, and both ready to go up in flames. The personal disaster could be augmented by rising tensions between the two crews.

5. Lost in J-Space. The players' ship ends up stuck in Jump Space. They can only be rescued by other misjumping ships, who might get a chance to briefly dock with them while they too are out-of-sync with the universe. This basically imagines the other side of the Challenge adventure I refer to below.

6. Out of the Universe! The players end up somewhere far beyond the universe that they know. Perhaps a pocket universe created by the Ancients. Perhaps a strange realm where physics aren't the same and mere survival will be a challenge.

This topic seems to be covered a lot in the published material. One Crowded Hour is a Mongoose Traveller adventure offering a session-length adventure as disaster strikes a misjumping passenger liner. "The Derlict" in the just-released Signs & Portents #72 provides a between-the-stars adventure (whereas The Death of Wisdom, GDW's novel of The New Era, kickss off with a different take on the same topic). Long Way Home doesn't quite call its core problem a misjump, but the players do hit a "hyperspace tunnel" while in Jump Space, leading to the galaxy-far-far-away scenario.

Finally, The Abyss Rift in the Spinward Marches offers a unique nexus for misjumps. "Fated Voyage" in Challenge #46 contains the "Lost in J-Space" adventure that I mentioned above, though it's written from the side of the players encountering a lost ship.

6. In Medias Res

To a certain extent, whenever a starship precipitates out of Jump Space they appear in medias res in the system. The majority of the plot hooks thus far involve situations that were already in process and which quickly pull the players in as a result. However what follows are some suggestions for really in medias res situations.

Herein the players suddenly find themselves in a situation that isn't really understandable, but which they have to react to immediately.

Plot Twists.

1. Battle! Two ships are fighting each other. If you want, roll what one or both of those ships are on table #3, in the previous column. Just to be sure the players get involved, you can fire on them, have one of the ships call for help, or let the players recognize one of the ships as an old friend (or enemy).

2. War! If you want to up the stakes, turn the battle into a war with tens of ships on either side. In this type of situation, you'll need to work even harder to get the players involved. See the suggestions above, give the players a connection to the system, which is clearly under some sort of siege, or start things off by having someone in the Imperium ask the players to stop a war in the system before it's too late (and before they arrive and discover that it already is!).

3. Stop that Ship! This command comes from the local planetary government. There's no time to explain, as the ships going to get out to Jump range in a few minutes if the players, who are right in the way, don't do something.

4. Help! A single survivor floats in a vacc suit, or maybe there's a launch with a couple of people in it. Perhaps the PCs see another ship Jump out, just as they appear in-system. In any case, the survivors have a woeful tale to tell the players, the gist of which requires the players to quickly chase after the ship which left these people to die.

5. Planet Busters! The players arrive in system just in time to see the death throes of one of the system's outer worlds, as it's blown apart by a planet-busting ship of phenomenal strength. In all likelihood, it's an Ancient artifact gone awry, and the players will have to figure out how to put a stop to it.

6. Civil War. Not all battles are in space! Upon arriving in system, the players get a plea from help from the local system's main world, where a civil war has just broken out. How can the players deal with something so big, and even more importantly, which side should they join?

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Conclusion

That's it for my space plotlets. Next issue I'm going to continue my look at Traveller settings by high-

lighting the many different places within the Imperium that you can play in, then in a couple of months I'll be back with 36 more plotlets, this time all adventure hooks that could occur on just about any planet the players are visiting.

Critics' Corner

Twilight Sector Campaign Setting Sourcebook

Reviewed by Richard Hazlewood

Twilight Sector Campaign Setting Sourcebook. Michael J.

Cross and Matthew Hope

Terra/Sol Games: <http://www.terrasolgames.com>

129pp

US\$19.99

In a word: Incomplete. What is there is very good, interesting and detailed. Unfortunately, there is a lot more information that, in my opinion, should have been included but was not.

This setting has a very Transhuman feel. Characters can be Mainline Humans, Scientifically Induced Mutants (SIMS), Natural Mutants (NM), Uplifted Animals or possibly Artificial Intelligences (AI). The writers use the Alien Traits presented in the TMB as a baseline for developing their mutations, which I feel works very well and is quite inspired. However, in the discussion it states that baseline humans have a lifespan of about 200 years; however there is no discussion about how this very long lifespan affects Character Creation or Aging. Without further guidance, it should be possible to create a 100 year-old character that has completed 25 terms of service and has an incredible number of skills. Alternately, characters would be only in their early thirties (per the basic assumptions of the TMB) with no explanation of why they didn't stay in longer. No discussions are made about how these longer life spans have affected society or the rules for military service. After 25 terms, everyone should be Rank 6+; the rules are silent on this issue. There are no careers presented, nor any descriptions of how to alter existing careers for this setting.

The history is interesting and seems to logically



lead to the setting as presented; the current year is 2991. There is a nice map of the entire setting showing all the major polities out to the edge of known space. There doesn't seem to be any regions on the map that are not controlled by one of the great powers. Even the OTU had regions with a lot of independent worlds. This setting doesn't seem to have such an area.

There are no aliens in the setting, although alien ruins have been found. This leaves things open to the Referee or to future development by Terra/Sol Games. From the hints given in the book it looks like the writers have something in mind.

The Twilight Sector itself is actually a subsector.

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Critics' Corner

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Only six of the worlds are mapped and detailed. The rest of the map is blank; not even stars are shown. This was another mixed bag for me. The detail of the worlds was very good, several plot hooks are available in every system and there are nice world maps and system maps. But again, while this is the edge of the explored, none of the unexplored is even shown. A lot of work would have to be done by a Referee to develop the unexplored portion of the sector. It would have been nice if one or two unexplored worlds would have been detailed.

The setting also uses the Warp Drive variation from the TMB and FTL radio that travels at the same speed as the ships. This is different and interesting, but no other explanation is given about ship design and no sample ships are included. There is some discussion about how Warp 8 is possible, but since nothing in the TMB rules allow more than a rating of 6, it leaves a big hole in designing ships for the setting. Also, throughout the text there is mention of city-sized ships called Dreadnaughts. No information is actually provided about them, such as where they go (or don't go), how many other ships they can carry, how big they actually are in tons... nothing.

One of the worlds in the Twilight Sector is Terra/Sol, an exact duplicate of Earth, down to the shape of the continents. Obviously this is one of the big mysteries of the setting. Terra/Sol represents a nice al-

ternate to Earth: alternate countries (Aztec Empire, Republic of the Plains etc), but again, details are lacking. No geopolitical map of Terra/Sol is provided, so even though countries are discussed, the reader doesn't really know where they are or how much territory they cover.

The artwork is very good overall. There some color pictures, shaded pictures and line drawings; a nice variety of artwork. There are only a few obvious typos, and none that really confused you. Several of the tables could use a bit of formatting (the mutant ability tables specifically), but again nothing that caused significant confusion for me.

This is a mixed review because it is a mixed product. What is there is very good, but there seems to be a lot missing. Future products will no doubt fill in these details, but I was hoping they would actually be in this book. In my opinion, the mutant generation system alone makes it worth the \$12. The Transhuman feel of the setting is also very nice and shows how such a setting assumption can be fit into the Traveller rules by Mongoose.

One final note, the book is obviously published under the Open Gaming License that Mongoose has provided for Traveller, but the book itself does not contain a copy of the OGL, nor does it tell you what parts of the book are OGL and what parts are Intellectual Property. This is a BIG miss and needs to be fixed right away.

Rating: 3 out of 5 stars

Doing It My Way

Wilderness Exploration

By Richard Hazlewood

World generation in Traveller assumes that the universe has been settled for centuries, if not longer. While a particular civilization may not know what lies in the next Subsector, the assumption is that people live there. Civilizations may rise and fall, but life and intelligence will still be there for player characters to encounter and find.

This article provides simple rules for developing

a region where space travelers have not been before, at least not in large numbers. This means that most of the star systems will not be inhabited when the player characters arrive. Natural hazards and encounters with dangerous, non-intelligent life forms will be the norm. But there is always the possibility of finding a lost colony that was the result of a misjump or a group of refugees fleeing from civilized space for political or social reasons. There is also the chance to

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Doing It My Way

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have First Contact with an alien race.

The rules presented in this article assume the availability and use of a core Traveller rule book; the recommended versions are those that can reasonably be construed as generally compatible with the original 1977 release of Traveller.

This article is designed to be simple and quick method of developing an unsettled world; relying on the Referee to fill in the details based on his/her vision of the universe.

These rules assume that while life is common, intelligence is rare and starfaring races are vanishingly rare. The Referee must place any interstellar capable race; these rules will not create them for you.

Step 1: Roll the physical characteristics

Roll for star system locations and gas giants as per the chosen version of Traveller. Roll the physical characteristics of the world: size, atmosphere, temperature and hydrographics in the normal manner; use of optional world-generation rules is acceptable and encouraged if appropriate for your campaign. The information within this article applies only to worlds within the Habitable Zone of a star, which is assumed to be the main world.

Step 2: Roll for the presence of Intelligence

Table 1			
2D	Intelligence	Population	TL
8	Barren	0	0
9	Isolated Colony	1D+1	1D-3
10	Ruins	0	2D-3
11	Lost Colony	2D-1	2D-3
12	Natives	1D+5	2D-3

DM -1 for Atmosphere 1-

Roll on table 1 to see if there is a local intelligent population present. It is not reasonable to assume that native intelligence could evolve on a world with no atmosphere. All other atmospheres are assumed to be able to sustain native intelligence. Local population and average Tech Level (TL) are rolled based on the type of Intelligence found.

Definitions:

Barren: The world does not have and never did have intelligent life.

Isolated Colony: A colony from a known race is located on the world. The locals know that they came from somewhere else and their history explains why and how they are on this planet. Types of Isolated Colonies include misjump survivors and refugees.

Ruins: The world used to have intelligence present, but it is now extinct. The previous intelligence could have been a colony or native intelligence. Visible ruins still exist. Roll on the TL table to determine the TL of the civilization at the time of its extinction.

Lost Colony: The world has been settled by an intelligent race that has forgotten that it is not native to the world. Often elaborate myths will exist to explain their existence. Significant racial differences may exist between the settlers and the originating species.

Natives: An intelligent native race has evolved.

It is important to remember that the TL rolled is the maximum TL known on the world. No items of higher TL will exist. If TL 9 is rolled, it means that the locals have gravitic technology, but have not yet developed the Jump Drive; although Slower-Than-Light starships may exist allowing the natives to explore star systems within a few parsecs.

Step 3: Roll for social characteristics

Government, Law Level and Culture should be rolled for any worlds with intelligence using the standard procedure for the campaign.

Since it is assumed that these worlds developed in isolation, the Starport rating is based only on the TL of the world. Below are the Starport classes for each isolated tech level.

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Starport Class for Isolated Worlds		
TL	Class	Description
4	X	No provisions for spacecraft
5	E	Airstrip (minimal traffic control)
6	D	Airport (moderate to strong traffic control)
7	C	Simple Spaceport (one-off spaceship construction)
8	B	Advanced Spaceport (advanced spacecraft construction)

Doing It My Way

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Step 4: Determine native life Complexity and Compatibility

Two new characteristics are defined to describe the world's native life: the complexity of life and its compatibility with humanity.

Life Complexity:

If Native Intelligence was rolled, the local life forms are as complex and diverse as that of Earth.

The complexity of native life is determined by rolling 2D-1 on Table 2.

Table 2

Roll	Description	Roll	Description
0	None	6	Diverse
1	Simple	7	Diverse
2	Simple	8	Biosphere
3	Simple	9	Biosphere
4	Complex	10	Sub-Intelligent
5	Complex	11	Sub-Intelligent

DMs: ATM 0, 1: -8; ATM 2, 3, B+: -4; HYD 0: -4; HYD 1: -2

Definitions:

None: No life is present on the planet; however, small pockets of pre-cellular life may exist in the oceans or near volcanic vents.

Simple: Single-celled and primitive multi-celled life exists in the oceans. Algae, coral and similar types of life are dominant.

Complex: Complex life has developed in the oceans, including crustaceans and simple vertebrates like fish. Plant life has expanded onto the land and amphibians have begun to move out of the oceans. Land life is still isolated to regions near the water.

Diverse: The oceans are teeming with different species. Complex food chains have evolved and are sustainable in all the world's oceans and freshwater lakes and rivers. Plant life has spread over all arable land and land life has evolved and diversified. Primi-

tive flying creatures have also appeared.

Biosphere: Incredibly diverse and complex life now exists all over the planet, in all climates.

Sub-Intelligent: A Biosphere where one or more forms of life have begun the long road to intelligence. Complex social structures and simple communications have begun to develop along with simple tool use. The use of fire, one of the defining discoveries for TL 0, has not occurred yet.

Life Compatibility:

Roll 2D-2 for compatibility of life with Humanity and apply the following DMs. Each number represents 10% compatibility with Humanity; any values below 0% are treated as 0%. Compatibility should be rolled for each non-native alien species separately.

If 100% compatibility is rolled, the native life is

DMs for Life Compatibility

ATM	DM	ATM	DM
0, 1, B, C, F	-7	4, 9, D, E	-2
2, A	-5	5, 7, 8	-1
3	-3	6	0

perfectly suited to humanity (like Earth); typically this requires some kind of intervention by another species. Over millions of years compatibility can change as new species evolve and others become extinct.

Animal Encounter Tables should be created for each world with life per the chosen rules. Details of the Native Intelligence can be generated using available rules for defining alien traits, or any method that seems reasonable to the referee if no defined rules are available.

The method shown above should allow a Referee to quickly generate a region of space that has never been settled. This region could be used as the location for an on-going campaign of exploration, or it could be where the player character's ship emerges after a disastrous misjump and is only needed until they can return to civilization.

Chemical Laser Cartridge Revolver

By Dan Burns

The CLC (Chemical Laser Cartridge) Revolver is a popular choice of sidearm for some, despite, or perhaps because of its somewhat dangerous close and direct exhaust of the hot toxic byproducts of firing. The very low pressure and velocity exhaust is vented directly below the barrel and can set fire to flammables in close proximity. Favored like all lasers for its lack of recoil this has the added, in the opinion of some, flash (both literally and figuratively) of the exhaust. While almost silent it is far from subtle and can temporarily blind those looking at the barrel, or firing it without proper eye protection.

The CLC used in this weapon resembles a small shotgun cartridge and is available in various frequencies as determined by the makeup of the chemicals and components, allowing selection and tuning for the best atmospheric performance. The specifics are noted by a stamp and color coding on each cartridge and in the case of the CLC Revolver the barrel must be manually tuned by selecting the appropriate insert. Mismatching the barrel insert and CLC will result in sub-optimal lasing and possible damage. Using other than the best frequency for specific atmospherics will result in reduced range and damage due to beam scatter.

Very compact and light, but limited to six cartridges at a time, the CLC Revolver may be holstered for ease of carry and even concealment. Care must be taken to allow sufficient cooling before reholstering, and gloves and face protection should be worn when firing, to avoid possible burns and chemical contamination.



pimpmygun.doctornoob.com

The CLC Revolver in Matte Black



pimpmygun.doctornoob.com

The CLC Revolver in Brushed Nickel

In game terms it is introduced at TL11 and refined at TL13. The higher TL version having better range and damage, but both less than a Laser Carbine. Weight is slightly less than that of a normal revolver, and it may even pass casual viewing as a simple revolver, especially while holstered. Price varies, being cheaper than a Laser Carbine by about half, when available legally. Law level restriction is one less than a Laser Carbine due to the nature of the weapon.

The graphics in this article were created by the author using PimpMyGun by "Dr. Noob" at <http://pimpmygun.doctornoob.com/>.



Critics' Corner

Tancred

Reviewed by Ewan Quibell

Tancred. Dave Sering

Judge's Guild: (defunct; no website at present)

48pp

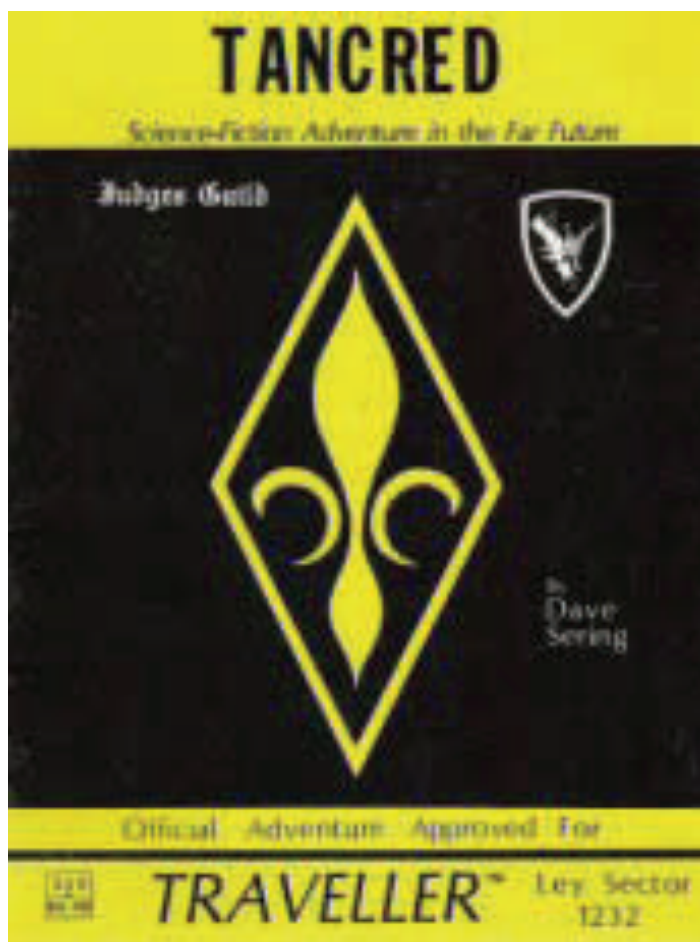
Out of Print. Check used book stores and websites for price and availability.

I was having a forum conversation about the value of Judges Guild products, and I was arguing that Traveller products from Judges Guild were low quality production and content and thus low value. The alternate suggestion was that the content was quite good, and I was being asked to look past the low quality production and look at the content. So I decided to take them at their word and have another look at Judges Guild products. I started with the first one I owned; *Tancred*.

Tancred is an approved for use with Traveller product detailing an Imperial world within Ley Sector, the Judges Guild Ley Sector that is.

Firstly let's look at the production quality. It's pretty poor to be honest. The paper isn't good quality, the art work is poor to bad, the layout is poor, there is inconsistent use of fonts and white spacing, the maps are poor, and the table layouts are inconsistent as are those for the NPCs. It's a mess. I know this is a low budget early 80's production, but even for a low budget 80's production it doesn't look good. Now to be honest this is probably the thing for me, because the bad production quality means that I find it hard to keep reading, and thus I want to keep putting it down. Reading it for this review I found I had to constantly wade through all the bad production quality, and it was a real effort to keep going.

What's in the book? To start with it has a blank subsector map in the inside cover, and the book continues after the contents page with a two page introduction to the political situation on *Tancred* followed by a page of campaign suggestions. It has a description of the capital city and three of its bars along with encounter tables for them, 5 group encounters and a half page of rumours. The descriptions expand a little to the other cities on planet and detailed animal encounters are given along with events. The events de-



scriptions cover 4 pages and most of them are mundane. These lead to the starport map and description, along with NPCs and how the starport is run, going into quite some detail. The best bit in the book, for me anyway, is the centrefold spread of the planet/system map of *Tancred*. This is a blue, black and white affair with a solar system chart running along the bottom. This is actually not bad, but don't get me wrong it's not up to today's standards. The blue colour print isn't lined up precisely, it's a little cluttered, the UPP is spread across the whole page, and the solar system configuration doesn't have a key (you can guess what most of it means, but still). We get crude maps of the cities that were described. There is a quite detailed description of the Mercenary regiment that is on *Tancred*, with a number of NPCs described along with set-up and equipment, and then follows the Citizens guard and the rebels. There are four scenarios presented to be played with crude and eye straining maps, and the book ends with a description

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Critics' Corner

(Continued from page 12)

of a small base on the planet Tancred IV with a map of it, and a subsector map of Outreaumer in which Tancred is located. The back cover is 15mm paper APCs, tanks, and jeeps to be cut out for use with miniatures.

And now to the real question; is the content any good? Well the political situation is intriguing. It's based on 18th century Europe where the lesser nobles are staging a rebellion and are planning to come in and save the government structure at the last minute earning themselves the top jobs while ousting their seniors. They hire some mercenaries to train the government troops, while these mercenaries also run the rebellion on the quiet. The campaign suggestions lay out a host of ideas for the Referee to choose from and again these are intriguing, if a little obvious.

The encounter tables are uninspiring, and the NPCs lack details like their age, their professions in some cases, cash and equipment, although there is some description for quite a few of them, one or two of them (out of about 80) sparked some interest. The animal encounter tables mean that you don't need to roll them up yourself, or you could reuse them elsewhere, but the event descriptions are pretty much a

waste of time and print. The starport description is ok, its map is ok, and it has the best NPCs. The mercenary regiment description is ok, but would likely come across as strange to a real military type.

One of the scenarios was ok; it involves smuggling some "kidnapped" lesser noble children off world on their way to a school, so the rebellion sympathetic nobles' cover isn't blown. This could, with some work (it's a bit linear as presented) turn into a session or two of interesting role playing.

So in the end has going over an old Judges Guild product changed my mind about the content? No. To me there are about 5 pages worth of stuff worth having, or about 10% of the product. The rest, with only minimal effort, any Referee could do better, and even if they weren't inclined to there are reams of far better stuff on the web.

And value? Well, in my opinion, if you can pick Tancred up for a dollar on the second hand market then I'd say "why not?" there might be something in it you could use. However, any more and you're not getting good value. The content does not make up for the poor production quality, it doesn't even come close. I think your gaming cash is far better spent on almost anything else currently in production.

Raconteurs' Rest

The Lost Diaries

Lost Diary #4: The Personal Diary of Andres Braun

By Andrew Brown

The provenance of this diary segment is unknown. The dates were removed before we obtained it.

- Rhylanor Naval Yards

I was sent a message from Imperial Fleet Command to appear at the Naval Yard Offices today. This comes at a poor time: A ship is about to come off the line, and I wanted to inspect it. The message told me something about a re-assignment. I wonder if they're sending me off to Mora or someplace.

- Rhylanor Naval Yards

So, the reporting was to receive orders for reassignment. They called us all into a big room, and gave a 5 second briefing, then gave us all folders of information and orders. Evidently, I've been assigned to be the XO of the INS 89692 Hyperion - The ship that was about to come off the line! Something interesting is happening here. This will be my first cruise as XO. I thought I was retired from active ship duty, but whatever this trip is, I welcome it. Office work, even designing starships, gets boring.

Oh, I also ran into my good buddy Taran. I haven't seen him since we flunked out of Naval Collage together. Evidently, he is assigned to the Hyperion too, as the First Helmsman. At least I know SOMEONE on this ship.

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Raconteurs' Rest

(Continued from page 13)

- *Rhylanor Naval Yards*

So, reading over my orders more carefully, a good portion of the crew is listed as *Pickup*. My orders state to take the Hyperion to Mora, for refit. Refit? It is brand new... I wonder what they are refitting it with. The ship did have an odd open spot in the design, with power feeds going to it. Anyways, looking at this list, I have some 15 people to crew it, AND NO CAPTAIN! Evidently, the person who was supposed to be Captain is no longer among the living, and They're supposed to find a replacement by the time I reach Mora. But I mean, come on: I've got 3 other bridge crew, 2 engineers, and 10 gunners to take a 1000 ton ship to Mora. I'm going to have to split them into 2 watches. There is going to be some serious crew fatigue here. I hope everything goes smoothly.

- *INS Hyperion, Rhylanor Naval Yards*

Looking over the ship, almost everything is ready. The XO's chair is comfy, at the very least. The dock crew is still loading everything on. I wish they would get done faster. I think I'll go take a couple gunners and put them to work assisting the dock workers.

-

Oh. My. God.

The cargo bay was in zero-g for loading, and evidently my gunners do NOT know how to handle zero-g. One of them stepped off the grav plates into zero-g, and went flying off into the bay. I pushed myself off and went after him, and put him on a course back towards the door, where he promptly failed to recover himself, and fell down in the grav section. Useless.

Then, I talked to the dockmaster. Evidently, the problem isn't manpower to load the ship, it is manpower to bring cargo up from Rhylanor Downport. I offered to send the Pinnacle down to pick some of it up, but he told me it was in the final stages of getting up here now. I guess I'll just have to wait. The construction crew is still painting on the identification markings anyways.

- *Jump Space betw. Rhylanor and Jae Tellona*

Jump Space. So boring.

So we finally got out of Rhylanor Yards, and headed for the jump limit. Everything is working well, and I've put the crew on 12 hour shifts. It really pains me to do so, but I can't really see another way. At least they'll have a week or so in Jump Space to get used to it. Sometimes the Navy is a drag. It is interesting: In the absense of a captain, I am in command of the ship. This is my first command, and I am a little nervous, but I should be okay.

- *Jump Limit, Jae Tellona*

We came out of jump space, and encountered a pirate vessel disguised as a freighter. They did some minor damage to the engine and some paint, and we pounded them into submission. Then they launched an escape pod, so we boarded that and took it. Engineering told me they could fix it up, no problem. We're going to go land to refuel, and then get going back on course for Mora.

- *Jump Limit, Mora*

The past few weeks since we encountered the pirate have been pretty uneventful. We just came out of Jump at Mora, and everything appears normal. The helmsman is taking us in now. Mora Command told us we had a payraise, and a decent chunk of cash waiting for us at the base, so I think I'll go on a spending spree when we get there. Maybe I'll take Taran with me.

Cordell should be on Mora. In fact, his name is listed as one of the *Pickup* names. I haven't seen him for years, and the last time I did was... weird. We've been in correspondance, since, but... Well anyways, he should have that powersuit he was working on pretty much done. That'll be interesting to see. I think we can even take it along, since he is listed as on crew. It'll be nice to get all this crew and be able to switch back to 8 hour rotations. I also hope we have a decent captain.

- *Mora, Planetside*

I took Taran with me to go shopping. We got anagathic treatments together. I got some elective surgery done, and got a neurojack installed. A lot of the officers I've talked to have had similar things in-

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Raconteurs' Rest

(Continued from page 14)

stalled, and it really seems to help them out. I also got a shiny new Data Display device. In fact, I am writing this journal entry with my head. Neat, huh? Well, I suppose it is time to report back to the ship, see if our Captain has shown up yet. Haven't gotten in touch with Cordell yet either: Mostly cause I wasn't trying.

- *Mora, Shipboard*

Met the Captain. They're installing some kind of experimental drive in the ship. Captain won't give out orders yet. I don't know why. It is strange, I always want to be where I am not. Right now, I want to be in space. When I am in space, I want to be planetside. Or maybe it is more that I just hate waiting.

- *Mora System, Insystem Transit*

So we're supposed to head for a gas giant with a bunch of Research Ships around it. I have no clue what for, but I've ordered the crew to be suited up when we get there. I wish the Captain would tell me something.

- *Unknown*

So, the captain ordered us to dive into the gas giant. We went in deeper and deeper until finally we hit some strange gravitic disturbance, and then we went through a gutwrenching transit. And when I say gutwrenching, I mean GUTWRENCHING! I still feel sick, even a few minutes later. Taran and I are the only ones on the bridge right now, everyone else is getting treated for radiation, and recovering from a sickening transition.

- *Still Unknown*

I did some experimenting, and almost got myself killed. We're in some type of space that just glows blue. Nothing else. I released a shotgun shell from the airlock, and it floated away from the ship safely, so I went and started up a shuttle. Just as I was about to detach from the Hyperion, the shotgun shell I left fly exploded suddenly. So I went back and delved into the records for our new drive, now that the Captain finally let me read them. Turns out we're in some sort of bubble. We've just gotta wait another 2 hours or so to come out of it. I hate waiting.

- *Unknown Star System*

Well, we finally came out of the bubble. It was another horrible transition, but we appeared in an area of high radiation in the middle of a planetary system. We headed for the 3rd planet, where our target ship, The IISS Discovery, is supposed to be. Sure enough, it is there. We're gonna go check it out.

- *3rd Planetary Orbit, Unknown Star System*

Well, there has been a battle here, is all I can really tell. The Discovery is shot up, and there is a debris field trailing it in orbit. I am going over there in the boarding craft with a group of gunnery privates and a few of my officers to examine the ship, and see if it can be brought online.

- *3rd Planetary Orbit, Unknown Star System*

We were exploring. Lost one gunner. We found some mutated humans, and some monkeys. Not sure where they came from. One tried to steal the boarding craft, and the Captain had the craft shot. It is now in millions of little pieces. Then we had a jump signature, so I had Cordell blow a hole in the wall, and we all crossed back to the Hyperion in Suits. We are laying in a pursuit course right now, for the jump signature. It appears to be one of the Type S ships the Discovery was carrying.

- *Unknown Star System*

We took out the Scout's power systems and boarded them, where a simple punch one of the mutants threw at me, while wearing battledress, knocked me right out. I woke up in medbay. We're going back to the 3rd Planet now, to resume our exploration of the Discovery. We're going to go wipe several foreign AIs out of its computer banks, and install the backup copy we have. My head feels a little fuzzy still, but the docs couldn't find anything wrong with me.

- *Aboard the Discovery*

Reinstalling and initializing an AI takes forever. We've had to do it twice now, because we followed the instructions for clearing the enemy AIs out wrong. It is all my own fault. I think I will leave Mister Tatsuuchi here to do it on his own, while I go clear the memory banks in the Engineering Bay.

In A Store Near You

Buzzknucks

By Scott Diamond

Buzzknucks **TL-8** **Price: 200Cr**

Also known as “joybuzzers” these are insulated, padded gloves with electric contacts on the knuckles and palms. The contacts are wired to fast discharge batteries in the adjustable cuffs; providing enough power for 3 discharges. The on/off switch is usually located next to the batteries. The gloves are flexible and not too bulky to wear, about as mushy as a regular pair of leather work gloves, but better fitting.

When hit with the gloves target must roll End (or less) vs. 3D6 to avoid losing consciousness for 2

rounds, in addition to the normal damage for blows by “Hands”. The second hit adds one 1D6 to the saving roll; the third hit adds another for a total of 5D6 vs. END (or less). This cumulative effect is only applied when hitting the same target. The gloves cannot penetrate hard armor, like combat or battle dress, but treat all others as Jack.

A favorite of organleggers and muggers, these are also standard issue to most police forces, and often useful to covert operatives. Homemade variants are often worn by muggers and such, but can be unreliable and the wearer can suffer injury as a result of stray discharge through poor quality insulation.

Kurishdam

The Club Room

Maave

By Andrew Morris

Roughly 100,000 years ago a massive planetoid struck largest moon in their planetary system, turning it into debris. This altered the planet's orbit to such an extent that it is now on an erratic orbit, experiencing long extreme summers and winters, but ultimately drifting away from the main star and from the habitable zone. These extreme conditions killed off many of the higher lifeforms, and must have had a devastating impact on their ancestors as well. However, in the same way that avians were the first species to prosper after the cataclysmic destruction of the dinosaurs, it was the flyers on this world that recovered quickest. The Maave, already on the cusp of sentience, found themselves centre stage in their planet's evolution.

They are omnivorous gatherer fliers, with bilateral symmetry and three pairs of limbs. The upper and lower pair are capable of grasping, although the lower pair which they use to walk are not capable of fine manipulation. The middle pair are wings. The male squires can fly while the female wren's wings and greater body mass only enable them to glide. They have a fur coating, similar to wool. They habitually groom themselves and each other. Their saliva contains enzymes which rapidly stiffen and fuse

this fur into a stiff yet light material, able to hold up under a strong breeze.

The gender roles diverged a long time before the species acquired full sentience. The squires were the gatherers and providers, while the wrens built nests and guarded the young, even before they had extended families. Burying food for later use is a common trait among animals, but the Maave have developed this into an elaborate game among themselves. It may be this, together with a great climatic shift, which prompted their rise to full sentience.

Physiology

Wrens (in their own language Ru'ʔn) are about 1.3-1.4 metres tall, with a wingspan of 2 metres. Their weight varies between 35 kg and 45kg. Gliding is really the best they can expect, although they retain the spatial sense that all fliers have. They have throughout history been pretty inventive in how they use these (otherwise vestigial) wings, such as shields, heavy lifting, cradling infants or as frameworks for arrays of battle equipment.

Squires (in the native dialect S'krʔa) are slightly shorter head to toe at 1.1-1.2 metres, but with their propensity to stoop can appear much shorter. They have the same wingspan and a more regular body

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mass of about 20kg, enough to enable full flight on their home world. They often use their arms as additional muscle power to aid flight, particularly on long journeys. Some even have their arms 'groomed' into the body of the wing, though that is considered cruel treatment by most.

Both have good eyesight, particularly at a distance. Their other senses are roughly equivalent to a humans, although their hearing range is an octave higher. Their vocal chords are also quite flexible and they are capable of speaking Galanglic fluently.

Male Psychology

Maave squires, while undoubtedly sentient, and quite able to speak, read and write, are for most social purposes dumb. You can ask one a yes/no question and you might get an answer. You can give it an order and stand a much better chance that they will respond. According to their Wren minders they exhibit three distinct modes of behaviour. These are playful, domestic and wild. Although one individual will tend display one behaviour more prominently than another, they each have the potential to display all of them, and will switch between them as the situation demands.

Creative behaviour is the natural behaviour of Maave young, regardless of gender. At such times an individual will display enormous curiosity. They will compete with peers, not for any immediate gain (although that can happen) but simply to test their competence at certain tasks. They will also develop a dependency on some maternal figure, who they expect to act as provider and guardian. In older males this can manifest in nurturing roles, and also among scientists, engineers and other innovators.

Domestic behaviour is displayed mainly by older males, who having fulfilled their reproductive role are only interested in supporting their spouse in her business. They will be obedient to their spouse (or other dominant female). In settled communities, the majority of adult males will display this behaviour most of the time.

Wild behaviour is displayed away from the nest.

The Maave male, behaves as his ancestors must have behaved, thousands of years back. He will seek out food for himself; look for object of apparent value; actively search for places to bury these items; keep a close eye on other Maave to see they do not get too close and if needs be fight them off; try to see what other squires are doing, and if there is loot to be unearthed; try to attract a prospective partner with object that might impress her...

Other behaviours: The above list describes anything a non-Maave is likely to observe in squire behaviour. This still leaves some mysteries since they are able to pass on information about ancient caches, days or even hours before their own demise. It is difficult to determine whether this foresight is cognitive or pre-cognitive since they are so uncommunicative. You would be a fool though to think you were dealing with a bird brain.

Female Psychology

Wrens display a much wider range of behaviours. They are very aware of social norms, and the subtle shift in power that can occur in a given situation. They are very human in their behaviours, though possibly with more interest in hierarchy than people. The most notable distinction is a lack of curiosity about the physical world. They seem to rely on their male relatives to solve "practical" problems. This seems to be more cultural than anything else, as they are capable of quite astonishing tactics in warfare.

Culture

Wrens, like most human women, have a strong nurturing urge. They are also very ambitious. These can work against one another, but their society is structured around these competing needs. Family relationships permeate their institutions, and is highly formalised. A wren's underlings are also her daughters and nieces, be that by birth or by adoption. This gives them security, but also takes away from their personal freedom.

Often, one sibling in a large family will be left with the duty of bringing up a host of nephews and nieces. In time this can itself become a significant

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source of status and power as these youngsters start to take their adult roles in life. For this reason children are almost always raised by a blood relative.

Literary themes run the same gamut as human literature, from the philosophical to high adventure. The main distinction is that in place of romance about impossible love there is romance about impossible parenthood. Of course in both Maave and Human cultures both exist, but in Maave culture males are never protagonists.

Males as property

Squires are assumed to belong to either their mother or their spouse. The status is somewhat different to that of women in male dominated human societies. The squire has primary access to the material assets of the family. In the age of credit you may think this is insignificant compared to your bank balance, but Maave are hoarders. The wrens know what assets are likely to appreciate, and the squires will put those assets somewhere secure. This means that although a squire is property, he also has property. It is also possible for a male to fly the nest. To kill an adult male from another family is strongly taboo, since they are considered non-threatening, and a source of bounty for whoever possesses them.

Maave In the Imperium

How you use this race in the Imperium is up to you. There is a story arc that charts their development from discovery to establishment as a diaspora to the rediscovery of their home world. When these events occur is up to the GM. This section assumes that they were discovered by the First Imperium and dispersed during the Rule of Man.

They were discovered by the Third Imperium very early. They may even have been part of the Sylean Federation. Some of their own myths say that they were the first Scouts. This would put them on Sylea from the start, which is just not credible. What is certain though is that they have found a very special place in the Scout service. The males, while considered to be a criminal nuisance by most humans they live alongside, make intrepid and loyal field

agents. Their spouses meanwhile make able handlers, astute diplomats and proficient organisers.

They are active in commerce at most levels. There is no Maave megacorporation, but there are several they have a large share in. At the corporate level they prefer to operate as majority shareholders, employing human CEOs and representatives. This is not for any sinister motive, merely good PR in a human-centric universe. This collaboration goes right down to the lowest level. Maave owned free-traders will always have a human on board. This is partly so that they can present a human face in port, and partly because they think of humans as superior engineers.

The Maave faith in human engineering is due to their reliance on human technology. They are quite capable of developing their own technology, but for some reason, they have no faith in it. Maave owned starships will be of a human design, with few if any modifications. The most obvious change will be the conversion of private space into communal space and a distinctive paint job. A less obvious but equally likely change is the addition of smuggling holds. This is not, as many people believe, due to the fundamentally criminal mindset of the Maave, but they like to be cautious and prepare for the worst.

Rules

Some of the Career information here (for Native Careers) assumes the availability of Classic Traveller Supplement 4, Citizens of the Imperium, in addition to the Classic Traveller core rules (required for Imperial Careers for Maave)..

Movement

Movement on the ground is similar to that of humans. In the open will can use their wing for balance, and to help generate a little momentum. This allows them an extra turn of running or sprinting before penalties are applied. If they are in a confined space then running requires a dexterity roll. If this fails they are forced to stop for a turn.

Maave of either gender can glide in a normal atmosphere and gravity. In denser atmospheres or weaker gravity flight is possible, but requires train-

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ing. Zero-G-combat at level one allows a wren to use her wings to manoeuvre. Level two indicates full and confident use of her wings under all circumstances. Squires can fly at up to 60kph in their native environment (Planet size 6, dense atmosphere). This drops by 10kph for each increment in size, and by 30kph for a normal atmosphere. They can fly for $END \times 10$ minutes if unencumbered, or $END \times 30$ minutes if they have their arms free.

Perception

With their enhanced vision they get a +1 to hit at very long and extreme ranges. This bonus does not apply if they use sights. They Referee may also give them a bonus to perception rolls to see objects at a distance.

Armour

Maave gain the benefit of jack armour if it has been groomed in the last week to a suitable length and stiffness. The default condition for such protection is either cold weather conditions, or deliberate combat wariness. Males are unlikely to receive such grooming if they are expected to fly.

In primitive culture wrens often embellished their armour with metallic plates or weaves. These count as mesh. They have half the weight if only applied to the wings, but give the same protection when the Maave is not running or gliding. Optionally wing armour can give an additional -1 in such circumstances to an already armoured individual if it already gives better protection than being unarmoured.

Aging

Maave age at exactly the same rate as humans. If you want to alter this, their creator does not mind.

UPP Adjustments for Maave

Characteristic	Wrens	Squires
Strength	DM -1	DM -2
Dexterity		DM +2
Endurance	DM +1	DM +2
Education		DM -1
Psi		DM +1
Automatic Skills	Broker-1	

Roll 1d-1 each for Domestic and Wild traits. Creative trait equals 10 minus the two other traits. These three traits always sum to 10.

Maave specific skills

Cache: the ability to conceal items so that they will not be detected. It stretches to finding caches hidden by others, and to making maps, even at a stretch to making coded maps.

Shadow: the ability to follow others unnoticed, to detect if another individual is following you and shake them off. This skill is common to humans, but with Maave the options for movement and observation are greater.

Preening: this covers the craft of preening, to achieve an aesthetic or practical effect. It is also a social skill enhancing the bond between preener and preened. It can give a bonus equivalent to the bonus gained from leadership skill.

Matriarch: the skills used to run a large household. It can function in different circumstances as administration, steward or leader.

Imperium Careers

Navy: The Imperial Navy has a traditional dislike towards Maave, and it is rare to find them in this service. They have a -2 penalty on rolls to join or get a promotion. If using advance character generation, these penalties are reduced to -1 for Subsector and Planetary Navies. Planetary Navies of worlds with a significant Maave population may forgo this penalty, at the GM's discretion.

Army and Marines: Only wrens may choose the military service careers. They may join a land army as a military scout, using the Runner career below. Wrens will generally not serve in a conventional marines unit, but are likely to act as security in the Scout service. If creating a Marine using advanced character creation treat counter insurgency assignments as internal security.

Scouts: Squires get +2 to join the scout service, regardless of Strength. Wrens get a +2 bonus if they have an Education of 8+ in addition to other modifiers. For advanced Scout character generation, squires will always be field agents. Wrens will join the bu-

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reaucracy irrespective of whether they have a college education but those who do not must still roll to enlist.

Merchants: Maave are often merchants at all levels. They like working with human crews, and a number of human captains see the benefits in employing Maave. Use the rules as they are, but with some restrictions on the skills tables. If using Book 7; Squires will be in Deck, Engineering, Purser or Free Trader and Wrens in Deck, Purser, Administration, Sales or Free Trader.

Squire Promotion, Domestication and Going Wild

Squires in any profession will be answerable to a female of their species. They will not accept a commission or a promotion. If the advanced character generation rules are being used, they may gain non-commissioned ranks and pay, in recognition of their skills and length of service.

In a career where promotion is possible the promotion roll must still be made. If it is passed then increase the Domestic trait by 1. If it is failed then roll a bonus skill from either of the Domestic or Creative tables. If the character is eligible for the +1 modifier, this is instead applied as a -1 modifier.

Doctors roll 8+ and Scientists roll 6+ to avoid domestication and gain a bonus skill. They both get +1 if their Creative trait is 4+.

In other careers roll 10+ to go Wild and gain a skill from the Wild column. Add +1 to this roll if Wild is already 4+.

Native Wren Careers

For all careers the Wren Life skill table is available. Starport1 and Starport2 may be used by Wren living close to a starport, although Starport2 is only available at rank 3+.

Warrior: All wrens will have some combat training so that they are able to defend hearth and home. The idea of maintaining a standing army would be ridiculous by their view. Most professional soldiers are either mercenaries, or individuals from a small belligerent branch of a larger family. The military can acquire power, but not to the overwhelming degree that they do on other worlds.

For Wrens on long journeys however, a military detachment becomes essential. They move slowly compared to their male counterparts, and must carry goods and provisions with them.

Warrior1 skills are available at all ranks. Warrior2 is available at rank 3+. At the GMs discretion skill tables from Army, Sailor or Flyer careers may be used in addition to these.

Matriarch: To bear children is the greatest joy a wren can have. To bring them up is nearly as much of a joy, and much more of a chore. Families will deputize one of the family (typically a younger sibling) to bring up their young. This is hard work at first, with very little immediate status benefit. As the children grow up however, they will make their own way in the world, and their nursemaid turns into the trusted advisor for a new dynamic generation. The first 3 ranks indicates the age of the children being raised. The later ranks are attained as the Matriarch's progeny become her agents in wider society.

Matriarch1 skills are available at all ranks. Matriarch2 skills are open to ranks 4+.

Businesswren: The natural power base of all Maave families, lies in the control and brokering of precious resources.

Treat as Bureaucrat from Supplement 4. Roll on the Wren Life table instead of the Personal Development table. Skills in Admin and Leader may instead be taken in Matriarch or Preening at the player's discretion.

Envoy/Trader: They travel and act as go-betweens, and try to see if they can make a little profit on the side.

Use the Diplomat career tables. Use Wren Life instead of the Personal Development table. Admin and Computer skills may be exchanged with Matriarch and Preening. Vacc Suit must (and Vehicle may) become combat skills. Gambling becomes Trader.

Writer/Orator: They write for a broad audience. Some can be reporters, mouthpieces of one faction or another, preachers or demagogues. They are typically well educated but from a lesser family.

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Skills from both the Orator and Investigator tables are available to all ranks.

Domestic Servant: They do the chores. Some can be quite manipulative and can acquire influence

that way. If you want a loyal servant that becomes a trusted advisor, other careers may suit better.

Skills from the Servant and Knave tables are open to all ranks.

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Maave Native Wren Career Tables

	Warrior	Matriarch	Writer	Servant
Enlistment	5+	9+	8+	4+, MUST be SOC 6-
	DM +1 if	EDU 6+	SOC 6+	DEX 8+
	DM +2 if	STR 8+	EDU 8+	STR 5+
Survival	6+	6+	4+	4+
	DM	+2 if END 7+	+1 for each term	+2 if DEX 6+
Status	6+	Auto in terms 1-3, 10+ after		9+
	DM +1 if	EDU 8+	INT 10+	INT 8+
Pregnancy		9+		
	Optional DM ±1 if	EDU 8+		
Fostering		SOC or less		
Re-enlist	6+	3+	4+	5+

* Fostering refers to the Maave practice of having a younger wren sibling raise the children after birth. If the fostering roll is failed, the Matriarch raises her own child, and either re-enlists as a Matriarch or loses 2 Status.

Maave Native Wren Career Ranks

Rank	Warrior	Matriarch	Writer	Servant
1	Sergeant	Mama	Cub	Cleaner
2	Captain	Mum	Reporter	Maid
3	Mater	Mother	Journalist	Wrenservant
4	Brigade Aunt	Matriarch	Commentator	Butler
5	Great Aunt	Revered	Publisher	—
6	Field Grandmother	Grand Matriarch	Pundit	—

Maave Wren Career Optional Replacement Skills

Skill	Replacement
Administration	Matriarch
Leadership, Computer	Matriarch or Preening
Vacc Suit (Imperial Careers Only)	Any Combat (Required)
Gambling	Trader

Maave Native Wren Career Tables: Mustering Out

Roll	Warrior	Matriarch	Writer	Servant
Material (DM +1 for Rank 4+)				
1	Low Psg	—	Low Psg	—
2	+1 INT	+1 INT	+1 INT	Low Psg
3	+1 EDU	+1 EDU	+1 EDU	+1 INT
4	Weapon	Weapon	Mid Psg	+1 EDU
5	Weapon	Nest	Weapon	Blackmail
6	Hi Psg	Protégé	Hi Psg	Lo Psg
7	+1 SOC	+1 SOC	+1 SOC	
Wealth (DM +1 if Gambling 1+)				
1	2000	—	10000	1000
2	5000	—	10000	2000
3	10000	1000	10000	2000
4	10000	5000	20000	5000
5	10000	20000	20000	5000
6	20000	20000	30000	10000
7	30000	40000	50000	20000

Maave Native Wren Career Skill Tables

Roll	Wren Life	Matriarch	Starport	Warrior
1	Preening	Steward	Streetwise	Blade Cbt
2	Brawling	Steward	Trader	Gun Cbt.
3	Broker	Preening	Liaison	Gun Cbt.
4	+1 INT	Interrogation	Communications	Gambling
5	+1 EDU	Instruction	Computer	Tactics
6	Matriarch	Matriarch	Vehicle	Vehicle
		Matriarch (Rank 4+ only)	Starport (Rank 3+ only)	Warrior (Rank 3+ only)
1		Steward	Bribery	Gun Cbt.
2		Preening	Trader	Liaison
3		Carousing	Liaison	Medical
4		Interrogation	Trader	Broker
5		Matriarch	Computer	Tactics
6		Matriarch	Legal	Leadership
	Orator	Investigator	Servant	Knave
1	Carousing	Streetwise	Steward	Streetwise
2	Carousing	Interrogation	Steward	Bribery
3	Admin	Brawling	Admin	Gambling
4	Liaison	Bribery	Preeneing	Cache
5	+1 EDU	Shadow	Blade Cbt.	Shadow
6	Matriarch	Carousing	Matriarch	Blade Cbt.

Maave Automatic Skills

Rank	Skill	Rank	Skill
Mater	Tactics	Servant	Steward
Commander		(Enlistment)	
Matriarch Rank	Preening	Explorer	Cache
1		(Enlistment)	
Matriarch Rank	Matriarch	Runner	Shadow
4		(Enlistment)	
Writer	Carousing		

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Native Squire Careers

The Starport skills are available to Squires living close to a star port. Domestic, Wild and Creative skill tables are available if the corresponding trait is 4 or greater.

Explorer: The natural place for a squire is in the wild. They are always looking for places to nest, or

to cache items or where someone else might have made a cache. Some can stray very far indeed, not returning home until years have passed.

Runner: They run errands and act as messengers. They are commonly used as auxiliaries in mercenary companies and on long voyages.

Inventor: This is a particularly creative Maave, often the child of a powerful wren, who has been given the resources and freedom to pursue a personal fascination. Some can waste years producing nothing but unnerving bangs and unpleasant odours. Most are aware enough to realise they can be genuinely useful. When teamed with a good patron or talented spoked-wren, they can make a lasting technological breakthrough. Otherwise they are just tinkers.

Grifter: The underclass in large cities produce squires who can not find a place in a good family or live off the land. This is the profession of those unfortunates.

Maave Native Squire Career Tables

		Explorer	Runner	Inventor	Grifter
Enlist		8+	6+	8+	4+
	DM +1 if	Wild 4+	STR 5+	Creative 6+	INT 7+
	DM +2 if	END 8+	END 7+	INT 8+	Wild 4+
Survival		7+	6+	5+	6+
	DM +2 if	INT 8+	DEX 8+	EDU 7+	END 8+
Bonus		7+	8+	5+	8+
	DM +1 if	INT 6+	Wild 5+	INT 9+	EDU 5-
Trait Increase		Wild	Wild	Domestic (Only if Bonus roll fails)	Wild
Re-enlist		3+	5+	Auto if Creative 4+, not permitted otherwise	4+

Maave Native Squire Career Tables: Mustering Out

	Explorer	Runner	Inventor	Grifter	Explorer	Runner	Inventor	Grifter
Roll		Material			Wealth			
1	Cache	Cache	—	Cache	—	1000	—	—
2	+2 INT	+1 INT	+2 INT	+2 INT	500	1000	—	—
3	+1 EDU	+2 EDU	+2 EDU	Weapon	1000	2000	1000	—
4	Weapon	Weapon	Weapon	Weapon	2000	2000	2000	500
5	Low Psg	Weapon	Patronage	Low Psg	3000	2000	3000	1000
6	Mid Psg	Low Psg	High Psg	-1 SOC	4000	3000	5000	2000
7					5000	4000	10000	5000

Maave Squire Career Optional Replacement Skills

Skill	Replacement
Administration	Forgery
Broker, Legal, Gambling	Cache
Carousing, Trader	Shadow
Gunnery	Electronics or Mechanical

Maave Native Squire Career Skill Tables

Roll	Starport	Domestic (only if Domestic 4+)	Wild (Only if Wild 4+)	Creative (Only if Creative 4+)
1	Electronics	+1 DEX	+1 DEX	+1 DEX
2	Communications	+1 INT	+1 END	+1 INT
3	Gravitics	Cache	Cache	Cache
4	Vacc Suit	Preening	Shadow	Shadow
5	Gun Cbt	Mechanical	Survival	Mechanical
6	Vehicle	+1 EDU	Brawling	Instruction
	Explorer	Runner	Inventor	Grifter
1	Survival	Survival	Mechanical	Streetwise
2	Survival	Shadow	+1 EDU	Cache
3	Cache	Shadow	+1 INT	Carousing
4	Medical	Fwd Obs	Medical	Shadow
5	Surveyor	Weapon	Demolitions	Weapon
6	Vehicle	Communications	Instruction	Forgery



Early author's study of Maave wren (upper left) and squire (lower right)

Feedback

We'd like to hear what you think of Freelance Traveller, both the magazine and the website!

We want to know what you think of the basic idea of Freelance Traveller as a magazine, not just a website; what you think of the articles we publish, and how we can make our magazine better and how we can make our website better.

We want to know what kind of articles you want to see, and what you *don't* want to see.

We want to know what you think of our look, and how we can make it better.

Please, give us your opinion! We've provided several ways you can do so:

You can send e-mail to us at feedback@freelancetraveller.com.

You can use the feedback form on our website, at <http://www.freelancetraveller.com/infocenter/feedback/ftfbf.html>.

If you're a member of the SFRPG Forums, we monitor them, so you can post comments in the **General Discussion** section, at <http://www.sfrpg.org.uk/phpBB3/viewforum.php?f=45>. Please tag any com-

mentary about Freelance Traveller with the string "[Freelance Traveller]", or reply to our message announcing the issue.

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In addition to any other feedback you choose to provide, we'd like to hear your opinion on the following question:

"Freelance Traveller is an electronic publication that happens to be formatted in a way that's usefully printable. Currently, we support both American and European page size standards. Should we continue to do this? If we were to support only one format, it would be the American 8½-inch by 11-inch standard, rather than the European A4 standard."

