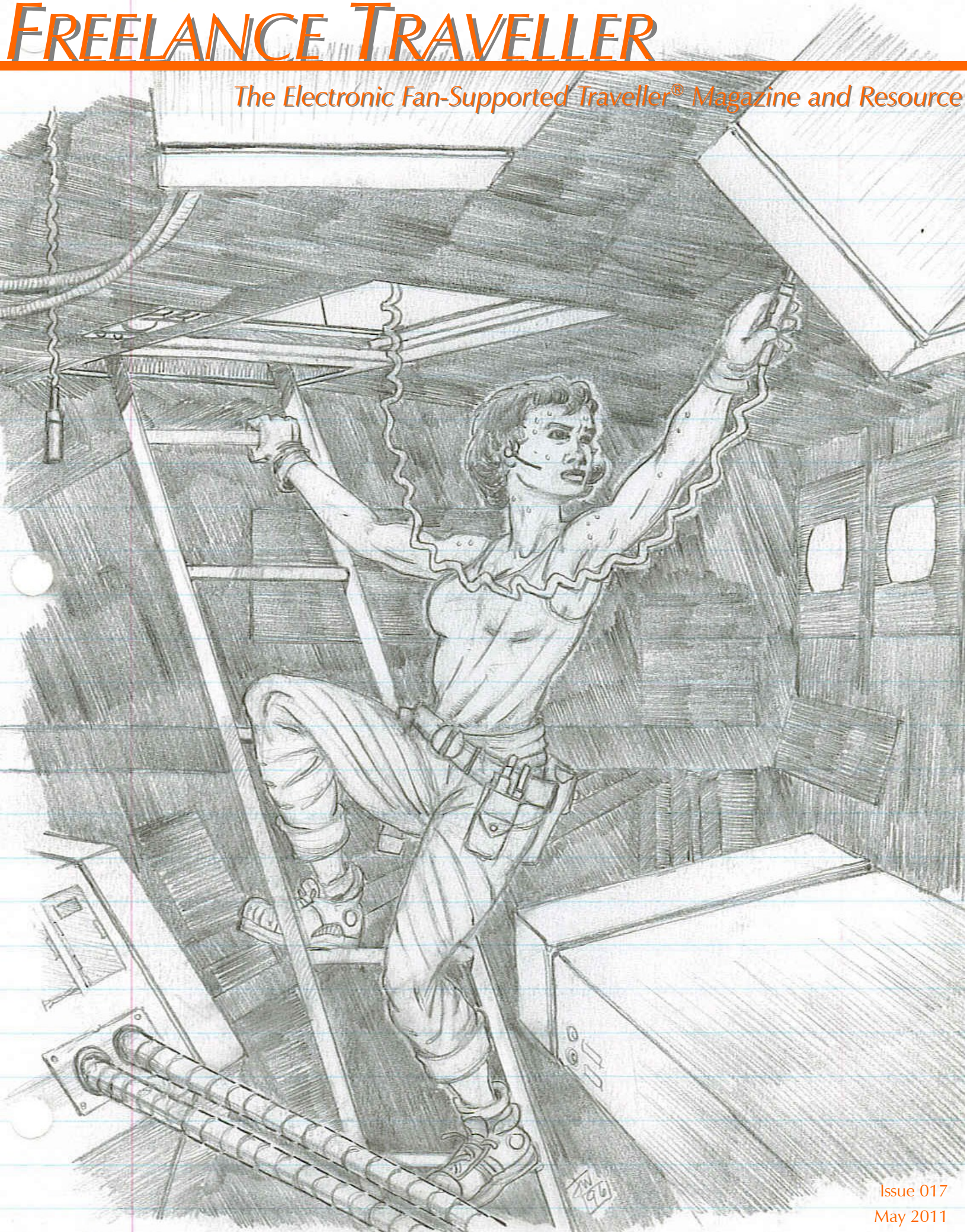


# FREELANCE TRAVELLER

The Electronic Fan-Supported Traveller® Magazine and Resource



Issue 017

May 2011

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Jeff Zeitlin

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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



Recently, the Editor obtained a copy of *Hyperlite: The Sirius Treaty*. Sceptune Games has treated it as a “fork” of OGL *Traveller*, rather than an alternative setting, and Tim Bancroft’s article in our June 2010 issue outlines the differences between “stock” *Traveller* and *Hyperlite*, but overall, if one can say that *Twilight Sector*, *Reign of Discordia*, *Hammer’s Slamers*, *Babylon 5*, *Judge Dredd*, and *Strontium Dog* are all “*Traveller* settings”, then *Hyperlite* is no less one, and *Freelance Traveller* will henceforth be supporting it as such—even if Sceptune Games doesn’t agree that it’s *Traveller*. So far, all we’ve seen is the core rulebook; it is our hope that Sceptune Games will develop this setting further.

Beyond welcoming *Hyperlite* to the *Freelance Traveller* fold, we take note that there is a wealth of *Traveller* material available for purchase, ranging from the PDFs-on-CD from FarFuture Enterprises of the otherwise out-of-print older versions of *Traveller* to monthly releases

from Mongoose for the newest version of *Traveller*—and just as there were a host of small-press companies putting out product for Classic *Traveller*, so today is there a similar host of small-press companies putting out product for *Mongoose Traveller*. We hope that this is a sign that *Traveller* has experienced a true rebirth, and that this will be the beginning of another 35 years of development, in both the core “Third Imperium” setting, and the best of the alternate settings, whichever they may turn out to be.

We were a little disappointed when our most recent attempt at a Topical Talk on IRC sank without a bubble; we do intend to try again at some point—but before we do, we’d like to hear from you as to (a) why you didn’t come to the last one, and (b) what would encourage you to come to future ones. We’d ultimately like to be as “full service” to *Traveller* fans as we can, without being beholden to any particular vendor, but to do that, we need to know what you want. That’s called “feedback”, and we’ve got provisions for getting it from you (we’ve even fixed the form on the website!). Please, use them!

## Critics' Corner

### Six Guns: Gauss Weapons

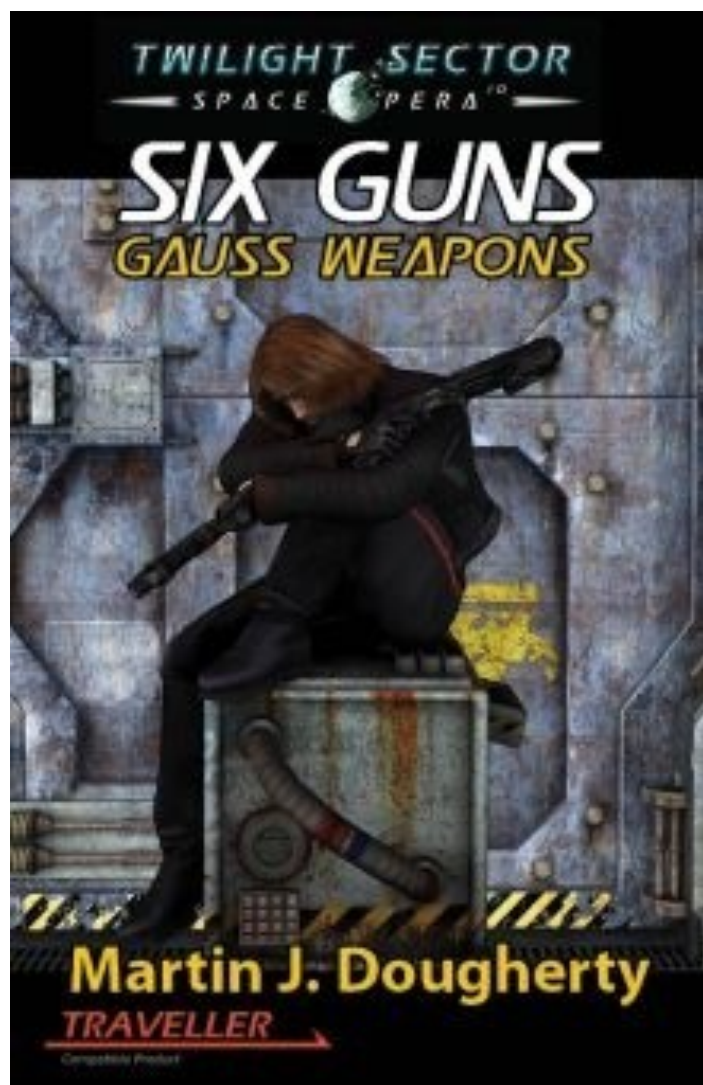
reviewed by "kafka"

*Six Guns: Gauss Weapons*. Martin J. Dougherty  
Terra/Sol Games <http://www.terrasolgames.com>  
29pp, PDF  
US\$3.99

The latest release from Terra/Sol games for Mon-  
goose *Traveller* is their so-called Six Guns line. This  
line is going to be more than about guns but accord-  
ing to the owner, "six guns" just sounded cooler than  
"six things" and I am inclined to agree. However, the  
first issue is all about Gauss weapons. At the outset  
of when I started playing *Traveller*, circa 1984, I  
picked up a little book called *Mercenary* which as the  
name implied was all about playing the role of an  
interstellar mercenary including the tools of the trade  
– guns. Now, I took very academic viewpoint neither  
in favour or against guns – they were just that tools  
therefore, I never found RPGs that overly dealt with  
the different sorts of guns very appealing (yes, I am  
looking at you *2300AD*) equating that with gun porn  
but one gun caught my imagination as the incarna-  
tion of the future (no, not the P/FGMP), it was the  
Gauss Rifle.

Quite simply, a gauss weapon uses electro-  
magnetic forces to throw a tiny needle shaped pro-  
jectile at very high velocities into the target. Maybe,  
because it seemed probable as opposed to fusion  
weapons and given my characterization of *Traveller*  
as a Hard Space Opera (they nicely fit it). So now,  
in 2010, Terra/Sol Games have released a 26 page  
supplement dealing with Gauss Weapons. Now, this  
is not 26 pages of illustrations of different weapons  
and small statistical blocks – these are full-fledged  
descriptions of different classes of gauss weapons  
along with chic illustrations and their accompanying  
ammunition rounds. Complementing the illustrations  
is a chatty commentary that breaks some of the tech-  
nical details into more enjoyable reading. It includes  
sample usage, different configurations and wealth of  
technical details that make these imaginary guns  
come even more alive.

To anticipate why should I buy this supplement  
when I have the rulebook which contains a generic



description of the equipment are presented in various  
game supplements, but there is a considerable differ-  
ence between taking aim with a non-specific, vanilla-  
flavor "revolver" at the challenger and drawing a de-  
tailed model selected for what it says about you and  
your persona, as for its particular competences. It  
might be extreme to call a weapon, as Jayne did in  
*Firefly* notwithstanding if you only have a generic  
weapon – what would be the point? This supplement  
would lend a hand in helping a player and referee  
flush out some of the particulars. Nevertheless, there  
is a kicker (and speaking as a Referee, a very nice  
one), not all of the equipment herein is necessarily  
"enhanced" than the non-specific versions. Without a  
doubt, a number of items have noteworthy negative  
aspects or are customized to a particular objective  
and poor for other applications. On the other hand,

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## Critics' Corner

(Continued from page 2)

what they all have in common they are more appealing than the basic rulebook version.

All in all, an excellent add-on to the Mongoose rules dealing with Gauss weapons giving new toys to the players and a solid understanding for the Referee. The only drawback is the art, I would have liked more realistic looking art akin to what Mongoose did with the Central Supply Catalogue – but I realize that

Terra/Sol Games does not have the same art budget as Mongoose does. That said, the art is not poor just not as good as the text deserves. And, given that further issues will illuminate other equipment, I can hardly wait to see what Terra/Sol Games will tackle next.

Style: 5

Substance: 5

## Active Measures

## Getting Off The Ground

### The Marrying Kind

by Michael Brown

#### Synopsis

One of the PCs is offered a comely young woman's hand in marriage; but is she a dream girl, or a horrible nightmare?

**Equipment required:** a starship.

**Setting:** a non-interdicted world with atmosphere 6 or 8, a Type D or less starport, and Tech Level 4 or less.

Although this adventure is designed for a male character, the gender roles can be easily switched around, if desired. If none of the players are willing to go along with the plot, an NPC can be substituted with no trouble.

#### Players' Information

The people of this world, although simple, have learned that the large metal sky-urns that visit bring people eager to inspect and buy their wares. To that end, they have set up a huge bazaar on the edges of the starport. The bazaar has a carnival-like atmosphere, with brightly colored tents and banners and barkers and entertainers enticing these strange peoples into parting with some of their money.

One section of the bazaar features well-dressed young men and women on display accompanied by older people. Locals and offworlders alike are moving up and down the rows, inspecting the young adults, and occasionally stopping to speak with them and their companions.

As the team notes this development one of the older men, accompanied by a stunningly beautiful young woman, approaches one of the male team members. Reacting to the group's apparent puzzlement, the old man informs them that his daughter is indeed for sale and he seems quite insistent that they purchase her. The price is reasonable, only Cr5000, and he is even willing to take part of it in trade goods. He assures them that she is of pure virtue and can cook, sew, and perform other domestic tasks to perfection—the perfect lifemate.

#### GM's Information

The PCs may believe that they have come upon a prostitution or slave-trading operation. Nothing could be further from the truth—the only thing being sold is the girl's hand in marriage. The practice of selling *khambellem*, or marriage contracts, while repugnant on its face, is common and accepted on this world, and considered a binding contract. *Khambellem* are recognized under Imperial law, as long as they constitute simple marital unions and not disguised chattel relationships. Male relatives, usually fathers, are responsible for conducting the sales and can provide paperwork having the effect of a marriage license. Such marriage sales are quite popular and wildly lucrative. The terms of the *khambellem* are few, but strict; divorces and refunds are not permitted except in cases of abuse, infidelity, or fraud.

The girl is very beautiful and demure (she will seem to be the character's ideal mate) and seems

(Continued on page 4)

## Active Measures

(Continued from page 3)

quite willing to fulfill whatever contract her father can arrange for her. She is also very intelligent, able to hold her own in any conversation with the PC (within her experiences, of course.) The old man's terms are actually quite reasonable. He can be hag-gled down to as low as 60% of his asking price, which still a substantial amount of money on this world, and is truthful about accepting part of the price in trade goods.

Of course, the prospect of purchased matrimonial bliss may be just an illusion. The GM may select a result from the choices below or roll for one randomly on 1D:

1. All is as represented. The PC's new wife is an exceptional housekeeper, and can keep their shared quarters clean, the PC well fed, and their clothes and other possessions in top condition. Her intellect is as sharp as she demonstrated onplanet and she can learn some shipboard skills.

2. As 1, except the girl can cook, clean, and sew—and that's all. And frankly, none of those very well. She grew up very sheltered and is illiterate and quite unsophisticated. The mental prowess she displayed on the planet was just a well-choreographed ruse, designed to get her married and gone before the truth could be discovered.

3. The sale was a bad deal: the new wife is probably the most spoiled, high-maintenance brat in the subsector. She has a jealous streak a parsec wide, and will not tolerate any other woman in her husband's presence. In addition, she is extremely demanding, is a total spendthrift, and is prone to loud

temper tantrums when brought up short. She may or may not have any domestic skills. Naturally, she will not display any of this behavior until the adventurers' ship jumps.

4. As 3, except that in addition to being a spoiled brat, the girl is also a thief. She skipped planet with a valuable family heirloom that her father would be very angry to discover missing. The nature of the object is up to the GM, but its value should be substantial, perhaps worth thousands. The GM should base the chances on recovery attempts by the family on the item's value.

5. The PC is an unwitting pawn in a covert operation. The girl is actually an undercover agent and the old man is her handler, posing as her father. She is carrying information vital to Imperial interests and must get to her staging base on a nearby world as soon as possible. She will play along with the group as long as they are going in her general direction or keeping to areas where she can easily disappear. Otherwise, she will cajole them into taking her where she wants to go using whatever persuasive methods she can. If the team is especially resistant to her suggestions, or is engaging in activity she deems treasonous, she will try to commandeer the ship.

6. The hero's new bride is a homicidal maniac, responsible for several deaths on her homeworld. Her father has conspired to quietly marry her to an offworlder in order to keep her neck off the chopping block. Of course, as soon as the team has jumped, she will resume her previous activities...

As always, The GM should determine the flow of subsequent events.

## The Freelance Traveller Forums

We're continuing to have problems with connectivity at the intended server site, but we think we have almost everything we need on the software side to get the Forums back up and running. We hope to have something set up for limited testing soon, and are seeking volunteers for testing and discussion of various features. Interested people should contact us at [tech@freelancetraveller.com](mailto:tech@freelancetraveller.com). We apologize for the continued delay in restoring this service.

## The Traveller Product Catalog

*Freelance Traveller* is trying to put together a comprehensive, searchable, on-line catalog of all known commercially-published *Traveller* products, any era, any system, any setting, both in and out of print. If you are a publisher, or if you have a listing from a publisher, please send the information to us at [editor@freelancetraveller.com](mailto:editor@freelancetraveller.com). Your list should contain the publisher name, publisher website if any, product name, the type of product, and whether it's in or out of print.

## Up Close and Personal

### Brodie LeBouchere

profiled by Ken Murphy

Brodie LeBouchere CB7883 4 Terms Merchant Spacer  
Geneered Chimpanzee, Male, Age 32

4 Terms Merchant Spacer

Grav Vehicle-0, Brawling-1, Vacc Suit-1, Legal-1,  
Handgun-0, Computer-1, Small Craft-1, Cargo Handling-4,  
Carousing-1, Streetwise-1, Sensor Ops-2,  
Heavy Machinery-1, Linguistics-1 (Chinese), Mechanical-1,  
Gunnery-3, Billiards-2, Recon-2, Fish Tank-3

Brodie grew up on Magnus, one of a baker's-dozen of moons circling massive Mahkaweskonee, some 800 times more massive than Jupiter.

The business of the Starport on Magnus centered on the refueling and reprovisioning of Starships before they'd boost outsystem. Magnus was something of a stop over between what the JTAS called "More desirable destinations". The JTAS had even published an advisory to spacers to avoid the side streets and back alleys of the Chinese Quarter, but still, spacers were always going missing—presumably into the lush, purple-blue jungle just beyond the floodlights of the Main Port, Hidalgo, or jumping ship for passage aboard a different one.

As a kid, Brodie would offer to take spacers out into the jungle to see the real Magnus. He'd grown up under the eaves of the trees, and knew the jungle well. Sometimes a particularly posh-looking individual who fell for the tour would find himself knocked senseless and robbed. But really, there are only so many chimp tour guides to be found by the authorities, so after a sentence working the docks under armed supervision, Brodie eventually got a real job, dealing mainly with the repair of Mosquito Rigs—large, multi-legged, insect-like robots that worked in swarms, and whose deadly-looking proboscis would ingest a slurry of asteroid ice for later refining and sale. The big chimp, thanks to several years forced apprenticeship, was also a deft hand at freight hauling, and could, with the proper crew, get a hold packed quickly, with a minimum of wasted time or space to "Liner Quality" (or so he'd been told).

Going through an almost endless routine of pulling, cleaning and repairing the older Mk 1 Mosquito's clog-prone filters in perpetuity could really wear a chimp down. So, one evening—2215 Local Time—when his break rolled around, Brodie packed the few possessions from his locker into his pack, picked up a few unclaimed items sitting around the break room, and defaced a few company posters before leaving the building, headed to the landing field.

Brodie's first voyage was working passage aboard the *Chicken 'N' Waffles* to anywhere but Magnus. He stayed aboard the *Waffles* for eight more such passages. At one point, after squaring away a shipment from brokers on Tethys, the First Officer, Kalifri, a strapping, fair-haired amazon from Aretius came to Brodie, telling him she had regrettable news. As the big chimp prepared himself for the possibility that he might be ejected on Tethys with no cash and little more than his hat, the First Officer clapped him on the shoulder.

"Relax lad." she said through clenched teeth holding a cigarette holder. "Nothing to be put off ship over, certainly". Checking the handcomp perpetually mounted on her left forearm, she continued, "Mister LeBouchere, the Logbook here says you've worked for us *nine* voyages now. Guild says after six we're supposed to hire you on, standard crew rates."

Brodie stood there, grinning as the First Officer continued. "Welcome aboard, Mister LeBouchere. Keep your nose to the grindstone, ya big, furry bastard, and I shouldn't be surprised if you're an Officer within a few years."

As the First Officer turned to go, ready to bound off amidships, she stopped suddenly and poked her cigarette holder at Brody for emphasis. "Oh, Be sure to see the book keeper. You have some back pay coming—minus fees for Guild Membership, of course."

Brodie spent the next eight years aboard the *Waffles*, eventually becoming a Junior Officer, which entitled him to the dubious honor of being addressed as "Mister LeBouchere"; something the Officers had been doing since he'd come aboard. But it was nice to hear the common spacers have to do it. And of course the added pay was a bonus.

(Continued on page 6)

## Up Close and Personal

(Continued from page 5)

At some point Brodie decided he liked his ship-mates, but wanted more money, so he moved on.

Brodie has spent the last decade shipping out as a Gunnery and/or Cargo Officer. If working with troublesome personalities, he remains distant, though polite, since, after all, its just another gig.

Brodie is a tall chimp, some 1.8m tall, with black hair all over. He of course wears clothes, usually multi-pocketed utility stuff or boiler suits. He *always* wears his black and white checked, pork pie hat. Being a Merchant Spacer who likes to have a good time, Brodie is missing a few teeth. Running down from the left corner of his mouth to about his collarbone is a prominent white scar, acquired several years back when defending against a Pirate raid. Two

missing toes from his left foot can be attributed to the same attack.

When dirtside, Brodie sometimes gets it into his head to go native and enter whatever forest or fauna the world might have to explore. On more than one occasion this has proven to be a bad idea.

One thing Brodie has carried with him since leaving Margnus is a large fish tank which he installs in either his stateroom or the common area of whatever ship he's on. The majority of his collection consists of expensive salt water fish from Olde Earth, with a few aliens along. Brodie doesn't really think he knows much about his hobby, but get him started and away he goes, telling entirely too much about the salt water fish of Olde Earth.

Brodie speaks Chinese and standard Anglic. He can be encountered anywhere spacers congregate.

## 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.*

*Editor's Note: The initial Fifth Imperium column was published on the RPG.Net website in July 2009, and appeared in Freelance Traveller's initial issue in November 2009. This column originally appeared on the RPG.Net website in April 2011.*

In my last article, I summarized the plot hooks that I used to create weeks #3-11 of my recent *Traveller* campaign. This week, I'm continuing on with weeks #12-20. As before, I've linked the original adventure when my hooks came from published sources.. You can also refer back to the complete AP <<http://forum.rpg.net/showthread.php?451150-Traveller-5-The-Spinward-Marches-Campaign>> for more info on how I built out any of these hooks.

Plot Hooks #12-20.

12. **Troubles Abroad.** The players face a number of separate yet intertwining problems while aboard a luxury ship.

12A. **Spys 'R Us.** Not only is a spy aboard a luxury ship, but he's also smuggling something. The players must find the smuggled goods—and the spy if they can.

12B. **Cargo Thefts.** Someone is stealing cargo; An Aslan detective is looking for the culprit. The players could get involved with this to help the detective or as suspects if they're doing anything suspicious on their own (leading to the inevitable “we must find the real thief to clear our names” plot).

12C. **Card Assassins!** A card-game gone wrong leads to an assassination. But it's not the card game that's the cause of the problems but instead the victim's deck of cards, which is a secret map to a lost treasure. The PCs become involved because they have the bad luck to sit in on the game. [“Aces & Eights” <<http://index.rpg.net/display-entry.phtml?articleid=20980>>]

13A. **Ungrateful Corps.** The PCs expect to be rewarded by a corporation, but instead are offhandedly treated with disrespect. What's really going on?

13B. **Work of Art.** A work of art intended for K'kree ambassadors has been stolen. The players must recover it from the local mob. [“Work of Art” <<http://index.rpg.net/display-entry.phtml?articleid=20819>>]

13C. **Hunter, Prey.** An organization that once tried to befriend the Aslan is now being killed one-by-one by



## Fifth Imperium

(Continued from page 6)

some large, feline-like predator. Is this the story of an Aslan gone mad or something deeper?

14. **Death Station.** Landing on a space station, the group finds it mysteriously abandoned ... except for a few survivors who have become crazed killers. [*Death Station* <<http://index.rpg.net/display-entry.phtml?mainid=695>>]

15A. **Dogged Service.** Reports of Vargr pirates turn into a more complex situation: an isolated group of Vargr has been put into forced servitude by very human corsairs.

15B. **Ancient Devolution.** Far beneath the surface of an asteroid lies an ancient laboratory which devolves peoples who stay there too long. It might be an ancient Vargr holy spot, an experiment gone very wrong, or something more.

16-17. **Futile Resistance.** A treasure is hidden on a planet under martial law, and one of the past leaders of the resistance wants to recover it. The group must get that leader secretly to the planet, help him recover the treasure (which is in a far-off land, trapped and guarded), and then get him back off-planet so that he can use the treasure to hire mercenaries to come back and liberate the planet! ["Aces & Eights" <<http://index.rpg.net/display-entry.phtml?articleid=20980>>]

17-18. **Gamma Ways.** An Imperial Research Station has gone off the grid. Investigating the Research Station would be an adventure on its own. There's also a hostile researcher who still controls its security systems and a

number of dangerous animals kept on the station. [*Research Station Gamma* <<http://index.rpg.net/display-entry.phtml?mainid=615>>]

19. **Terror Tracks.** Terrorists take over a space station just as the players are off-loaded onto it. But, they have further plans: to attack a local political gathering. [*A Festive Gathering* <<http://index.rpg.net/display-entry.phtml?mainid=16286>>]

20. **We Don't Like Your Kind Around Here.** Planetary natives, who are rabidly xenophobic, try to drive other inhabitants off a planet as part of a general uprising.

### Conclusion

I hope you've liked the other half of the plot hooks from my recent *Traveller* campaign and that some will find use in your own *Traveller* game as well. I also hope these two recent articles have shown that the wealth of classic *Traveller* adventures remains very relevant. As part of my campaign, I ran two classic *Traveller* adventures, half a double adventure, and a few Amber Zones (to say nothing of other adventures I was working toward like *Shadows* and *Twilight's Peak* and the recent Living *Traveller* adventure that I ran as week #19).

I've got two more articles planned for "season one" of this column, before I bring it to an end as well. Next month I'm going to finish up my discussions of genres by looking at SF subgenres, then in article #20 I'm going to finish up my look at the Imperium by touching upon the Spinward Marches itself.

I'll see you then!

## In A Store Near You

## The Showroom

### Bramford-Class Wheel Loading Shovel

by Ewan Quibell

The *Bramford-Class* Wheel Loading Shovel is the standard commercial earth mover from Christchurch Corp. that lives up to their reputation of value for money, ruggedness and reliability.

They can be found across Home County in all environments doing all manner of construction or mining activities. The long-duration vacuum usage and high off-road speed are seen as the class's best selling points. It's not unheard of for *Bramfords* to be raced.

CraftID: Bramford Class Wheel Loading Shovel, TL8, Cr 10,136  
Hull: 1/1, Disp=1, Conf=0USL, Armour=10B, Unloaded=5 tons, Loaded=5.336 tons  
Power: 1/2, FuelCell=0.09 Mw, Duration=30/90 (80 hours in vacuum)  
Loco: 1/2, Tracks, P/W=18, Road=80kph, Offroad=48kph  
Comm: Radio=Regional (500 km)  
Sensors: Headlights x6  
Off: Hardpoints=1  
Def: -  
Control: Panel=Enhanced Mech x2,  
Accom: Crew=1 (Driver), Seat=Comfortable, Env=basic env  
Other: Fuel=0.288 klitres, Cargo=0.865 klitres, Excavation Blade (rear), Excavation Shovel (front), ObjSize=Small, EmLevel=Moderate

### Mongoose Traveller Book 9: Robot

reviewed by Jeff Zeitlin

*Mongoose Traveller Book 9: Robot*. Uri Kurlianchik  
Mongoose Publishing <http://www.mongoosepublishing.com>  
102pp, softcover  
US\$24.99/UK£16.99

Mongoose extends their Traveller line into the relatively unexplored ground of the robot.

#### On the Shelf

Robot, being a setting-independent rules expansion, follows the appearance of previous such expansions - the cover is basic black with the Mongoose Traveller logo in green. The tagline for this book is “Inheritors of Man”.

Our German-speaking readers should note that this is *not* an English translation of the 13 Mann supplement, *Roboter*, nor is 13 Mann’s supplement a German translation of this.

#### Initial Impressions

The eight chapters of this volume are clearly divided into a basics section, containing the rules needed for constructing robots, whether they are to be used in the role of equipment, NPC, or player-character, and an ideas section, discussing the possible relationships between robots and humans, and ways of using robots in adventures, whether as goal, PC, NPC party member, or Patron. The first chapter of the ideas section, “The Science of Robotics”, can be viewed as a bridging chapter between the sections, as it also contains rules for handling damage to and repair of robots, and for the rare occasion of a high-capability robot spontaneously crossing the line into true sophonthood.

#### On Closer Inspection

Moreso than the robot rules for previous versions of *Traveller*, this volume provides a comprehensive guide to constructing and using robots in *Traveller*, both from the technical viewpoint (structure and software) and the in-game viewpoint (encounters, robots as NPCs, robots as PCs, careers for robot PCs, careers for roboticist PCs). The play rules touch briefly on the relationships between robots and humans, and

The image shows the cover of the book 'Mongoose Traveller Book 9: Robot'. The cover is black with the word 'TRAVELLER' in large, bold, green, sans-serif capital letters. A thick green horizontal line runs across the middle of the cover, ending in a green arrowhead pointing to the right. Below the line, the text 'Book 9: Robot' is written in a smaller, white, serif font.

Book 9: Robot

the sorts of laws governing their interactions and/or the rights of robots, as they would affect robot PCs.

The ideas section contains extensive discussion of the possible relationships between robots and humans (as societies), ranging from the early “robot-as-service-equipment” through “robots-as-helot/serf/slave” and “robot-as-citizen/equal” to “robot-as-ruler/caretaker” and “robot-as-successor”. The relationship and status of robots and humans, and the state of the law governing each, is profiled to a useful, but not overwhelming, depth, and each type of relationship also has adventure seeds (much like those in *Freelance Traveller*’s “Getting Off the Ground” section) that include options for both human and robot PCs. Worthy of note is the fact that, while not ignored, the possibility of the hostile, out-of-control robot (“Frankenstein’s Monster”) is strongly discouraged, and with limited exception, the Asimovian Laws of Robotics are almost universally assumed.

(Continued on page 9)

## Critics' Corner

(Continued from page 8)

Artwork is sparse, and is all line sketches. Most of what is there depicts robots that would be classed as 'humanoid' or 'bipedal', which is somewhat misleading, as the book does discuss—and have rules for—other forms.

If this volume can be said to have a shortcoming, it would certainly be its lack of discussion of robots in the various Mongoose-supported settings, whether the Third Imperium, 2000AD (Judge Dredd and Strontium Dog), or Babylon-5. This would have been a useful additional (short) chapter in the ideas sec-

tion, as the sourcebooks for these settings were all released before this book was contracted, and thus had no basis for discussing the topic of robots themselves.

## Conclusion

This volume is definitely not for everyone; it assumes that you will be integrating robots into your campaign as much more than just local color or furniture. For those who want what it offers, though, it's definitely worth the money, being chock-full of useful information.

## 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 and 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).

- feedback form at <http://www.freelancetraveller.com/infocenter/feedback/ftfbf.html>.
- Forums:  
Traveller Fanzine section of SFRPG: <http://www.sfrpg.org.uk/phpBB3/viewforum.php?f=36>  
Lone Star at Citizens of the Imperium: <http://www.travellerrpg.com/CotI/Discuss/forumdisplay.php?f=13>  
**Note: you must be registered with the forums to be able to use this method.**

## News About Traveller

### Recent Traveller Announcements and Findings

April, 2011

- **Terra/Sol Games** has released *Starfarers' Gazette #1*, a supplement for their *Twilight Sector* setting for *Traveller*. It is structured as an in-universe magazine, and there are plans for more issues in the future.
- Also from **Terra/Sol Games** is the first of the *Six Guns* series of supplements, *Six Guns: Gauss Weapons*. Each *Six Guns* (it sounded better than 'Six Things') release will look at six items, not necessarily weapons, for *Traveller*, not necessarily for any particular setting.
- **Gypsy Knight Games** has brought the number

of *Quick Worlds* supplements to eight, with the release of *Quick Worlds 6: Hendershot*, *Quick Worlds 7: Gagnon*, and *Quick Worlds 8: Slaren*.

- **Travellercon/USA** will be happening October 14-16. The site does not appear to have been announced at this time, but vendor and referee registration opened April 1. Participant registration will be opening May 15.
- **Mongoose Publishing** has released two more books in their *Traveller* line: *Library Data*, and *The Third Imperium: Starports*.
- Our readers who are bilingual in French may be interested to know that **Traveller is also available in French**; so far, **Mongoose Publishing** has released *Livre de Règles de Traveller*, *Livre 1: Mercenaire*, and *Supplément 1: Vaisseaux Marchands & Cannonnières*.

### Drop Out

by Ken Murphy

#### Part 4

As the meeting continued, Brodie, still at his station on the bridge, and hoping desperately that nothing would occur during the last two hours of his watch, picked something up on the sensors.

It was an odd signature against that of the Oort Cloud. Something moving parallel to, and opposite to the rotation of the Cloud. With the plethora of objects and all the motion of the Cloud, it was a difficult anomaly to pick up, but Brodie followed its course for a few more minutes before he was absolutely sure. There it was, a slight maneuver tilting the object over and forward on what could only be identified as an intercept course. The bogey came on in a slow three-point tumble in an attempt to catch any watchers unaware.

*Tricky bastards!* the big ape thought as he threw various switches.

A slight crackle, and in the crew lounge the Nordic System was gone; replaced by the feed from Brodie's sensor board; the unidentified object highlighted by the computer for all to see.

"Mr. Jim Hawkins to the bridge please. Jim Hawkins to the bridge please." Brodie spoke coolly over the intercom; informing the crew of a likely pirate attack.

"HmMMM. We appear to have a mysterious visitor, people. And Nordic Control made it abundantly clear they simply do not have resources to send any rescue boats!" said the Captain, as he lit up his 'Clove & Jasmine'; a few puffs on the slight euphoric turning his stress level down a blessed notch. "Lets take this meeting up again if we survive."

As the meeting broke up, Fyyg wished everyone good luck as he headed toward the bridge.

Thank goodness the passengers, most of whom had been boozing late, or required a sedative as the staff meeting proceeded, were already down for the night; it being 0317 Local Ship Time.

The crew waited at their battle stations, first five,

then ten, then fifteen, and finally twenty minutes until the bogey, still tumbling like some innocent block of ice was within Assumed Striking Distance—a range assuming the most long ranged weapons—lasers; though the pirate might actually have any type of armament.

Down in the cargo hold, several of the ship's Roosters—roustabouts with few specific duties besides cargo handling, readied weapons and armor to repel boarders, should it come to that. Standing there discussing it with the stevedores, the Second Officer was of the opinion that it would, as she waited for the armorer to put a sharp edge on her battered cutlass.

The leading edge of the pirate's wings lit up in a series of bubbling flashes indicating rail gun fire, pouring a series of tungsten-coated slugs toward the unarmored merchant. at several thousands of meters per second.

"Gibraltar! We will be needing all the power you can muster!"

"Right, Captain. All the power there is!" Gibby replied; he and his black gang attempting to make Engineering Magic.

A few minutes later, with the Garabaldi-Singhs whining, the Chief Engineer yelled "Whenever you need it, Cap'n!"

"Now! Mr. Hertzog!" Fyyg urged; the pale First Officer, who, plugged into the controls through an implant in his cerebral cortex, couldn't see the world around him, just the feed from the nav and sensor boards, as his hands twitched at controls he didn't really grasp; his brain doing all the work.

Suddenly the *Waffles* stood on her tail, rolled over onto her back, and pushed downward to evade the spray of shot, like some gigantic metal whale going under to avoid harpoons; with most missing entirely, or scraping long gouges along the heavy, cargo bay doors. A few pieces from the mass driver still managed to hit the ship; knocking ragged 20cm-wide holes through the port bulkhead with ear-splitting *PTANGS* as the high speed lozenges easily entered, pulling pieces of hull plating along with them to strike several of the unlucky Roosters at supersonic speeds; reducing them to mangled, red mist

## Raconteurs' Rest

in a heartbeat.

The Hull Breach klaxon blared all over the ship as the massive blast door just forward of the cargo hold began to move as the atmosphere in the cargo bay roared away through the breaches. There was no keeping the passengers asleep now.

Having expended most of their energy breaching the *Waffles*, the rounds that did penetrate the hull lacked the power to exit, and so, the pair (with accompanying shrapnel) caromed wildly, bouncing from wall to overhead to wall to deck and back again; still quite deadly. One of the lozenges eventually slammed into a pallet of crates, while the other, ricocheting between overhead and starboard wall caught Ilsa halfway up her right thigh as she tried to leap out of the way; the slug snapping her femur and slamming her to the deck.

Within a minute or so, there was a heavy, final sound of the blast door settling in place and sealing off the cargo bay; the action silencing the Hull Breach klaxon.

Gore-spattered and stunned, but uninjured, one of the Roosters, dreadlocked and crosseyed Thom Vasquez, staggered to an emergency locker along the starboard bulkhead, noticing the now-mangled heavy brass plaque that had once been securely bolted to the port bulkhead, buried now, like some crazy discus, halfway in the starboard wall about 25cm above his head.

Thom broke out a light vacc suit for himself, and, quickly sealing it, got it going. Taking a brightly-marked first aid kit, he began working on Ilsa. Several minutes later, with a splint on her leg, it was difficult to get 2nd Officer Freilander into her suit, but persevering, Thom managed to get her squared away a full 48 seconds before the external atmosphere gauges on the suits hit zero. Relieved, Thom set the medication dispenser on Freilander's vacc suit for every two hours and sat down, trying to figure what was what. He saw a heavy laser rifle lying a meter or so away, and like everything else nearby, it seemed to be covered in blood. Crawling a bit, he grabbed up the rifle; reassured at its weight and the feeling of diminished powerlessness it created.

The need for deception past, the pirate's ship came out of its tumble and, like a hammer falling toward an anvil, made straight for the *Chicken and Waffles* at full thrust; mass drivers blazing.

Like the majority of the *Auspicious Venture*-class starships before her, the *Waffles* had a pair of dorsal turrets; one a little forward of center; referred to, not surprisingly, as the Forward Turret, and the other back a ways, toward starboard, and referred to as either the Starboard or Rear Turret. The *Waffles'* forward turret was currently down for maintenance, and unmanned.

As the volley approached, every bit of excess power was again redirected by the black gang, hopefully giving the First Officer an edge as he willed the *Waffles* into what he imagined was a beautifully-executed and quite unexpected, right-angled nose dive.

The maneuver worked. Instead of slamming into the *Waffles'* bridge, as seemed likely, the cloud of fast metal missed the hull by only a meter or two, but unfortunately still managed to catch the forward turret; scraping the weapon mount off with an explosion of capacitors, and hurling the shattered remains into space. The Hull Breach klaxon droned for a moment before the small access way leading to the turret sphinctered shut.

"Excellent maneuver, Milo! Excellent!" The Captain yelled, very happy to be alive. Taking his eyes off the tactical display for a second, Fyyg looked out the large observation port directly overhead, to watch the pirate pass right on by. The Captain laughed. "Stupid bastards couldn't change their course in time! They need to go back to Pilot School, yes?!" he asked no one in particular as he wiped sweat from his face, repositioned his beat up Merchant Spacers' cap, and stepped up close to Milo.

"Now we play the Big Bad Wolf, Mr. Hertzog."

Hertzog adjusted the *Waffles'* course and began trailing the pirate.

...to be continued...

## Critics' Corner

### CD-ROM: The Journal of the Travellers' Aid Society

reviewed by Paul Havoc

*The Journal of the Travellers' Aid Society on CD-ROM.*

compiled by Marc Miller

FarFuture Enterprises <http://www.farfuture.net>

US\$35.00

I recently purchased four of the compilation CDs from Marc Miller's Far Future Enterprises (FFE) site. At the time I made the purchase, there was a buy-3-get-1-free sale in effect, and as I did not have all of the material I decided to take the plunge. When the *Journal of the Travellers' Aid Society* (JTAS) was first published I only had the original 3 Black Books. And those were enough to play with. Now, with far more disposable income at my disposal I thought I would take the plunge and investigate the beginning of the JTAS.

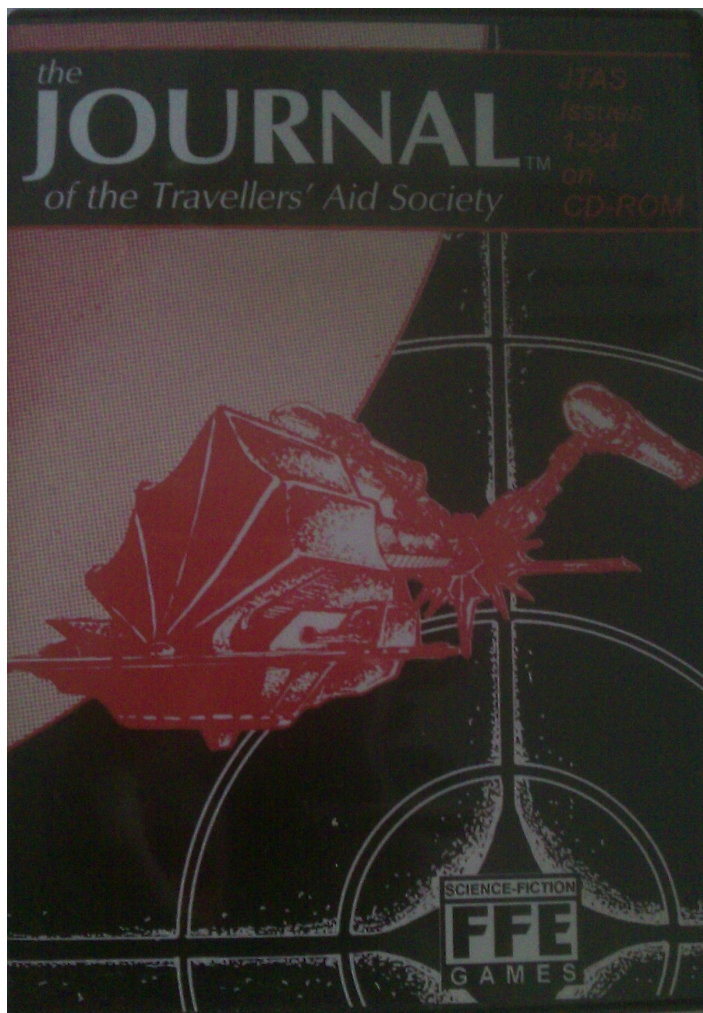
#### Packaging

The JTAS CD-ROM comes in a regular black full-sized DVD case. The outside has a nicely printed label, with the back cover having a collection of all the various covers for the different magazines. The CD itself has been printed upon it, not a cheap label. Overall the production quality of the packaging is high.

#### Contents

Just like the label says, you get the first 24 issues of the JTAS, plus the next 12 that were folded into the *Challenge* magazine. It's the typical old-school Traveller set of material—a copy of each magazine was taken apart, scanned, and then converted into a file. Everything is there—including the ads! It's an interesting nostalgia trip for those that remember Traveller from the early days (not to mention some of the now-defunct gaming companies like Martian Metals and the Compleat Strategist - at least I think they are defunct).

[Editor's note: The Compleat Strategist is still around, at the same location in NYC that it was back in the 1970s and 1980s. Your Editor uses it as his source for new Traveller material.]



#### Accessing the Files

Placing the CD inside the drive activates the menu system (it's active content, so your computer should pop up a warning about the danger of running active content). Clicking past the warning you'll get to the main menu. It's simple, but efficient. First it lists the original 24 issues, with each issue getting its own hyperlink

[Editor's note: the autorun in question is for Windows-based systems only; it will not behave this way on Mac or Linux systems. On those systems, simply use any web browser to open up [index.html](#) on the CD's root directory, or browse the PDFs directly.]

#### The Content

Each issue is numbered and labeled with the pri-

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## Critics' Corner

(Continued from page 12)

mary article that was the centerpiece of that issue. Browsing through the files I discovered some interesting articles that are still relevant to all versions of *Traveller* (like jump points in a system that are naturally going to be clear of objects (LaGrange-points in some instances) and what type of encounters you may have around them - certainly still useful today.

Other articles are included (and later were expanded upon and received their own little black book) like *Broadsword*-class cruisers, Darrians, the Aslans, etc. It's interesting to read the first ideas on these sorts of things and then later compare it to the expanded source book. And, of course, we should not forget the ever useful and interesting Traveller News service articles.

Moving on to the *Challenge* articles - I'm a bit more disappointed here. When *Challenge* magazine came about, *JTAS* got folded into it. Which made sense from an economic standpoint, however *Traveller* certainly got the short end of the stick here. The amount of material in each of the first 12 *Challenge/JTAS* articles pales in comparison to the original *JTAS*. *Challenge* covered all of GDW's games (or at least their most popular ones), and each issue had to share space with the other games in their display of

source material. I think the *Traveller* universe definitely was sacrificed for the greater good.

### Production Values

Overall I would grade the effort as good, but it could stand some improvement. The files are produced by scanning collating the scans into a single pdf file. The scan resolution isn't too high, but it's adequate for text and the blocky illustrations of the day. Some of the scans are slightly tilted or angled, indicating that it was probably scanned on a home scanner.

It's virtually all black and white text, with some color (like the covers, and a few ads). It's all very usable and playable. Just short. Which, I suppose, was how it used to be in the original magazines, so I can't fault them for that.

### Conclusion

Overall I would say that I was pleased with my investment. It's clear that more than a token effort was given to make the compilation. Production quality could stand a slight increase, but for such a niche market, I'm not sure the rate of return would have justified it. I will probably subscribe to the newest version of the magazine to check out the archives. A game master can never have too much good adventure material lying around!

## 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!

We also occasionally run "Topical Talks" in the IRC channels; we'd like to know what topics you're interested in, and when are the best times for us to run them so that you can participate. We have participants from all over the world, so we'll want to try to accommodate the most people when scheduling a chat. Please write to us at our usual feedback address, [feedback@freelancetraveller.com](mailto:feedback@freelancetraveller.com) and let us know what will make the chats work best for you!

# Keeping the Adventure in Merchant Campaigns

by Jeff Zeitlin

## Introduction

In every edition of *Traveller*, the trading rules have been slightly different, as have the definitions of Trader and Broker skills. In all editions, though, player-characters with high skill levels in Broker and/or Trader make “safe” trading activity attractive in comparison with the adventuring that *Traveller* focusses on. That’s fine if you want to play that sort of “Accurate Adventure in Accounting”, but that’s really outside the norm, and outside the expectations of the game.

One proposed solution to this problem is to simply limit Broker and Trader skills to NPCs. Unless they are also restricted to non-party NPCs—that is, the party can’t carry a SuperBroker from world to world with them—this doesn’t really alleviate the problem. Further restricting the skills to on-world NPCs only does, but it has an adverse effect on player choice during character generation (what’s the point of a merchant career?).

A better response might be to weaken the skills, so that they’re not as prone to making safe trading more attractive than adventuring, and otherwise let PCs have them. This article proposes just that.

## Definitions

Some versions of *Traveller* do not distinguish between the Broker and the Trader, and use Trade as a separate skill referring to the ability to produce salable goods. If you are playing under such a rule set, use a different name for what is referred to in this article as “Trader” skill; perhaps “Bargaining” would be a good choice. If the player has Broker skill under such a rule set, at the player’s option and with the referee’s concurrence, the Broker skill levels should be divided between Broker and Trader/Bargaining skills as the player and referee see fit.

A strong separation between the function of the Broker and the function of the Trader should be established; both skills should be needed to get the best

advantage in mercantile activity. Redefine the roles:

**Broker:** the Broker is a market analyst. He will know, or be able to easily learn, what lots of freight or cargo are waiting to be shipped, and, to a lesser extent, what sorts of goods are desired, both on the current world and on nearby worlds. His skill is matching lots to available hold space. The broker may also be able to match passengers to available staterooms.

**Trader:** the Trader is a salesman. His job is to get the best price he can for hold space on a ship (lowest price for buying cargo), or for selling cargo coming out of the hold (highest price for selling). Where passenger tickets are a ‘free market’ (usually a house rule), it is the Trader who can get the best price for providing the least service, within the passenger’s expectations for the type of passage.

Where a Trader/Bargainer is not available, the Broker can still function, but the prices established for purchase or sale of goods, and the prices of passages, will be the standard prices from the rulebook. If you are incorporating the rules from this article into your campaign, do *not* use Broker skill as a modifier for prices; use Trader skill instead.

Both roles (Trader and Broker) assume local knowledge—of culture, and of markets. As such, neither will necessarily know as much about worlds beyond that on which they learned their trade as they do about that world. The rules governing the use of those skills should reflect this.

**Basic Skill Level:** This is the level of Broker or Trader skill that the character has realized from character generation, before applying these rules. It represents a maximum skill level that can ever be used on a Base World.

**Base World:** The world on which the character’s Broker and/or Trader skill can be used to full effect—essentially, the world that establishes the ‘normal expectations’ for the character’s use of those skills.

**Local Worlds:** Those worlds that are within the same number of parsecs of the Base World as the character’s Broker or Trader Basic Skill Level. For example, if a character has Broker-2, the Local

(Continued on page 15)



## Doing It My Way

(Continued from page 14)

Worlds are Jump-1 or Jump-2 from the Base World. A character that has both Broker and Trader skills may have different Local Worlds for each (if they're at different levels), but the Base World for the character is the same for both skills.

### Rules and Explanations

#### Designating the Base World

Designate a Base World for the character. The character's Broker and/or Trader skill can be used to maximum benefit on this world. It can be used at one level lower on any Local World, and at an additional -1 for each parsec beyond that limit, allowing using it without unskilled penalty once it drops to skill-0. Example: Eneri, based on Vland, has Broker-2. He can use it as Broker-2 on Vland, as Broker-1 on any world that is Jump-1 or Jump-2 from Vland (the Local Worlds for Eneri's broker skill), and without unskilled penalties on a world that is Jump-3 or farther from Vland.

*Traveller* merchant careers assume that a major portion of one's merchant career will be spent aboard ship. This means that there's not necessarily going to be an 'obvious' choice of world for the character's Base World. The ultimate decision on how to designate a character's Base World for Broker and Trader skill lies with the campaign referee, but here are some suggestions:

1. Use the character's homeworld. With the possible exception of Free Traders, most merchant ships will ply a stable route or area, and will most likely hire from the worlds that they visit.
2. Use the Mustering-Out world. Realistically, a trading company or the Armed Forces of an interstellar polity will not retire a character on a random world within its operational territory. They'll do it where they have appropriate outprocessing facilities – a regional HR office for a mercantile company, or a theater logistical center/shipyard/replacement depot for the military. Such a world will be fairly significant, and likely a regional trade center, thus a good place to find brokers or traders.
3. Use a world that is a likely trade center. The

characteristics of such a world are likely to include a good starport – most likely class A or B, but class C is possible – a reasonably high population (to support a separate mercantile sector), probably in the millions or higher, but hundreds of thousands isn't out of the question, and a tech level capable of supporting a service sector (Industrial or better).

In any case, the world chosen should be one for which the current world – wherever it is that the player-character is joining the campaign – is the Base World or a Local World.

However you decide to designate the Base World, make a note of it, and put the character's Broker and Trader levels in parentheses next to it: ***Base World: Regina (Broker-3, Trader-1)***.

#### Changing the Base World

Over time in a campaign, the character may end up spending more time on worlds where his skill is of reduced or non-existent utility than he does on his base world or a Local World. If the character has been making regular visits to a world, he may learn the markets and styles of that world, and thus become more effective. Simulate this thus:

If a character has used his Broker or Trader skill, even at level-0, for at least four weeks within the past year on a particular world, he gains one-half of a level in the skill for that world as a Base World. He may gain an additional half of a level for each additional eight weeks in the same year of use of the skill. Use of Broker and Trader skill by a single character requires separate usage and counts of weeks; the same week cannot be applied to both Broker and Trader skills. In any case, he cannot raise his skill level for a Base World beyond his Basic Skill Level.

If the character has *not* used his skill on a world for at least two weeks within the past year, he *loses* one-half of a skill level in the skill for that world as a base world, *if* he has non-zero levels of the skill for that world as a Base World.

If a character is spending a lot of time being a Broker or Trader on a small number of worlds, it is possible for more than one of those worlds to be developed as a Base World, and for the sum of the skills on all of his Base Worlds to be greater than the Basic Skill Level recorded on the character sheet.

## Doing It My Way

However, the character cannot raise his broker skill for any one Base World above the Basic Skill Level, other than by rules outside the scope of this article that may exist for the campaign. If the campaign allows for skill improvement beyond what's outlined here, and a character improves his Basic Skill Level for Broker or Trader skill under those rules, he must still follow these rules separately to apply the increase to his Base Worlds.

Half of a skill level?

A player who has half-levels in a skill rounds *up* for determining what level he can use the skill at on the Base Worlds where he has those half-levels, but rounds *down* for determining what the Local Worlds are for those Base Worlds. For example:

Eneri is the ship's broker for the *Hole In Me Pocket*, which has been spending a lot of time trading on Regina, and he has thus worked his way up to Broker-1.5 for Regina as a Base World. He can use his Broker skill as Broker-2 (rounding his skill of 1.5 *up*) on Regina, but his Local Worlds for Regina are only those within Jump 1 (rounding it *down*). So, he can use his skill as Broker-2 on Regina, as Broker-1 on worlds Jump 1 from Regina, and without unskilled penalty on worlds Jump 2 or farther from Regina. Since he hasn't been to Vland (where he started with Broker-2) at all in the past three years, he's lost three half-levels of Broker Skill for Vland, and his Base Worlds on his character sheet will read **Base World: Vland (Broker-0.5), Regina (Broker-1.5)**. His character sheet will still show a Basic Skill Level of Broker-2, which represents the maximum level that he can have for any Base World. If the *Hole In Me Pocket* gives Eneri the opportunity to use his Broker skill on Regina for four weeks in the coming year, he will be able to claim Regina as a Base World at Broker-2, but he cannot raise his skill on any Base World beyond that level.

(Why round up for the Base World and down for the Local Worlds? Knowledge of a Base World comes sooner and sticks longer than knowledge of the local worlds, which the character may never have actually visited, but only heard about second-hand.)

So I can't really ever use my full skill?

That's largely the intent of these rules – if you

can easily use the full skill level, under all circumstances, it tends to make those questionable ventures less attractive – why go for that risky Cr100,000 when your safe boring trading will net you a cool Cr70,000 in the same timeframe anyway? When you can't use your Broker or Trader skill to full advantage, that Cr70,000 may suddenly be only Cr50,000 or less, and that risky mission for Cr100,000 suddenly looks like the difference between making the ship's payment and missing it.

However, you did put in the time in character generation to get that high level of skill, and gave up the opportunity to get other skills that might also have been useful. You should have something to show for that effort. That's why you get to use your Broker or Trader skill without a penalty for being without the skill no matter where you use it. But maybe you deserve more... so:

Normally, the *Traveller* rules give you *one* roll (each) to determine available freight, cargo, or passengers. If, after working through those rolls, you still have empty staterooms or hold space, you may make an additional roll to try to fill the remaining staterooms, and an additional roll to try to fill remaining hold space. If using a rule set that has variable difficulty levels for tasks, roll this as a FORMIDABLE task, with the Basic Skill Level in Broker as a favorable DM. If using a rule set that doesn't use variable difficulty levels for task, roll 11+ on 2D6, DM +Basic Skill Level in Broker. If, and only if, that roll would have succeeded *without* the Broker skill DM, an attempt at improving the price of the deal may be made, using the Trader skill at full level.

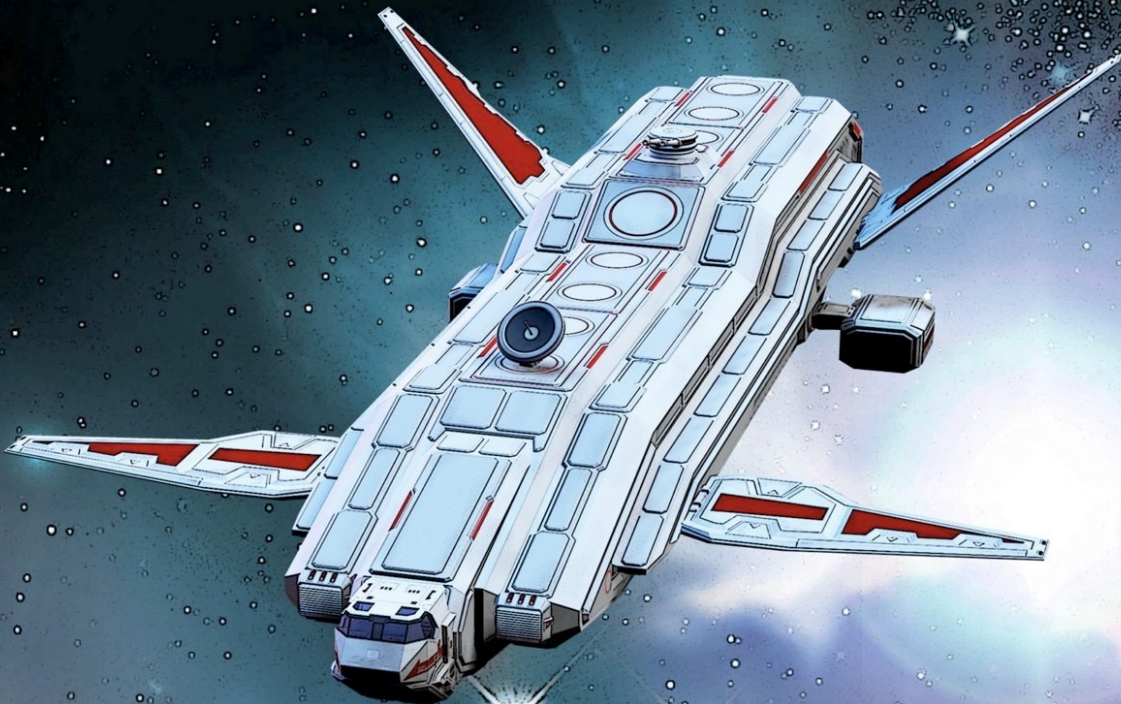
Conclusion

The purely mercantile skills of Broker and Trader should never be totally useless in a campaign if the characters have access to a trade-suitable ship. At the same time, you don't want to make it too easy for the players to accumulate enough money to make adventuring unattractive. In the absence of a major overhaul of the basic economic rules in most editions of *Traveller*, the best alternative would seem to be to weaken, but not totally destroy, the utility of the Broker and Trader skills. These rules are an attempt at that, and the author hopes a worthy one.

# *The Burrowwolf*

ADVENTURES IN THE BORDER WORLDS

## Chapter Four Part Two



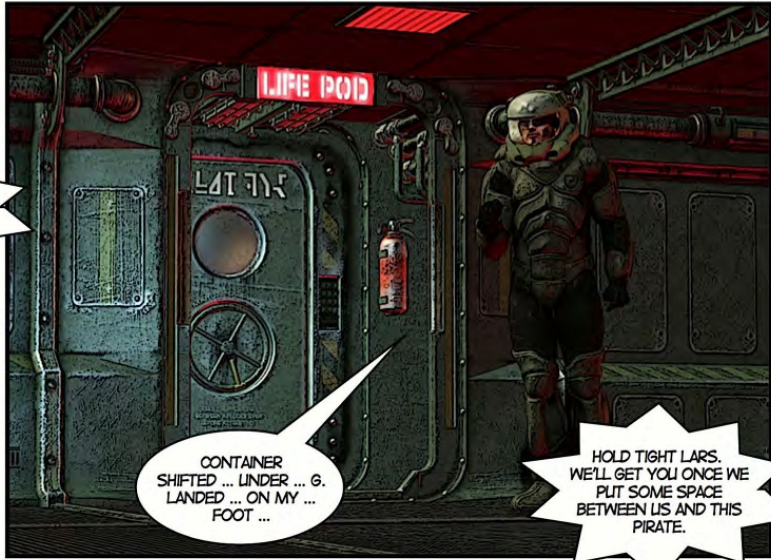
*A Traveller webcomic. Story by David Billingham. Art by Dave Redington*



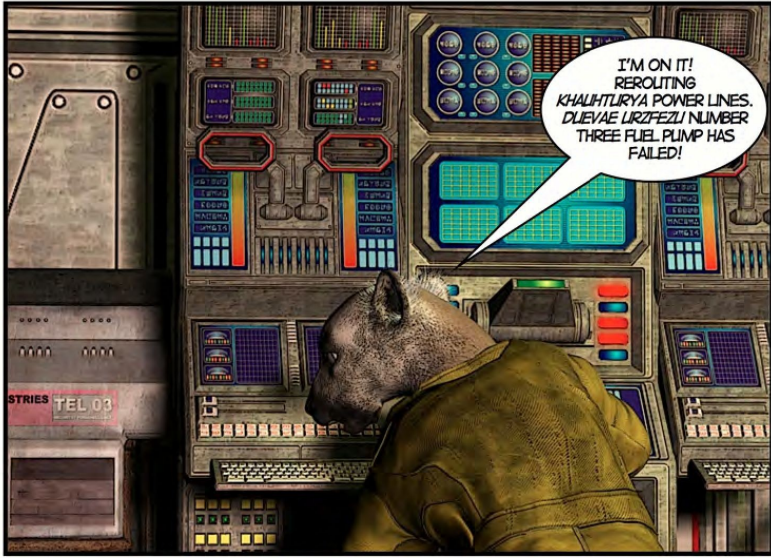
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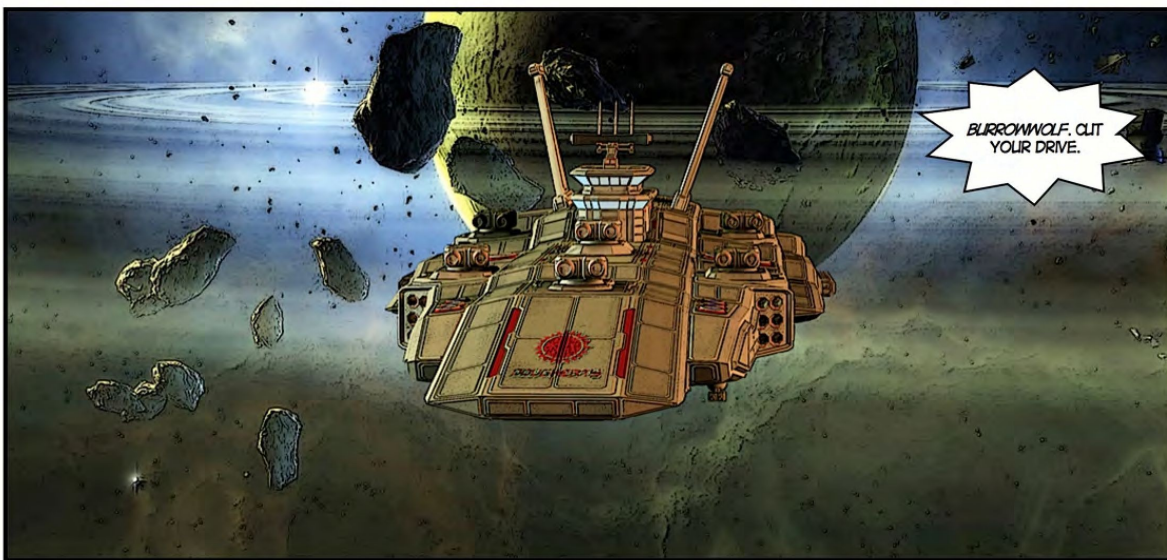


# Multimedia Gallery



# Multimedia Gallery





... to be continued ...



## Submission Guidelines

What is *Freelance Traveller* looking for?

We're looking for anything and everything to do with *Traveller* – reviews of products, house rules, alternate settings, NPC profiles, world write-ups, adventures, equipment, starships, fiction, “color” articles... If you see it in *Freelance Traveller*, or on our website, we're interested in it. Even if you don't see it in the magazine or on the website, we might be interested; write to [editor@freelancetraveller.com](mailto:editor@freelancetraveller.com) and ask.

Some things that we want that you might not think of as “*Traveller*” would include reviews of non-*Traveller* products that easily lend themselves to being ‘mined’ for ideas for use in *Traveller*, or reviews of fiction (in any medium) that “feels” like *Traveller* in some way. In these cases, your article should focus on the *Traveller*-esque aspects of the item. There may be other things, as well; if you're not sure, write to [editor@freelancetraveller.com](mailto:editor@freelancetraveller.com) and ask.

What about ...

The rule of thumb is “If it's a *Traveller* ruleset, or a setting that has been published for use with a *Traveller* ruleset, go for it!”. That includes the non-Official *Traveller* Universe settings that have been published for use with any version of the *Traveller* ruleset, including (but not limited to) *Judge Dredd*, *Strontium Dog*, *Babylon 5*, *Reign of Diaspora*, *Twilight Sector*, and the two *GURPS* variants on the Official *Traveller* Universe.

...Hyperlite?

We've made the decision to support *Hyperlite* as though it were an alternate *Traveller* setting, much like *Twilight Sector* or *Reign of Diaspora*. The changes that Sceptune Games has made to *Traveller* to get *Hyperlite* aren't really much more than the differences between Classic *Traveller*, *MegaTraveller*, *Marc Miller's Traveller*, and *Mongoose Traveller*, and converting between any of those systems and *Hyperlite*, in either direction, should be ‘trivial’.

... Diaspora, or Starblazer Adventures?

If your article is about “crossing over” between these products and any of the “standard” or sup-

ported *Traveller* rulesets or settings, by all means, submit it! If it's support for those systems beyond *Traveller*, we'll accept and hold the submission, but will not print it unless/until we've had a reasonable level of expression of interest in such support from our readers.

How should I submit my article?

What needs to be in the submission?

At the very minimum, we need the submission itself, your name (for credit), and a valid email address to contact you at if we need to.

What format should I submit it in?

That depends, in part, on what you're submitting. In general:

Text should be submitted in Microsoft Rich Text Format (RTF), Microsoft Word 2003 (DOC) or 2007/2010 (DOCX), OpenOffice Writer (ODT), or plain text (TXT). Most word processors will support one of those; if yours seems not to, please write to us for assistance. Avoid PDF if at all possible; it is difficult to reformat PDFs for our magazine or website.

Graphics should be submitted in the format that's best for the type of graphic. Most of the time, that will be GIF, PNG, or JPG/JPEG. Submitting in higher resolutions is better; we have tools to resample a picture to make it smaller if we need to – but it's not possible to make a picture larger without it becoming pixellated.

Plans (deck plans, building plans, maps, etc.) may be better submitted in a vector-based format such as CorelDRAW! format (CDR) or any format that can be imported into CorelDRAW! X4. Scalable Vector Graphics (SVG), Windows Metafile (WMF), Enhanced Metafile (EMF), Encapsulated PostScript (EPS), or Microsoft Visio (VSD) are some common vector formats that can be imported.

How do I get it to you?

Email it to us at our submissions address, [submissions@freelancetraveller.com](mailto:submissions@freelancetraveller.com). Your subject line should specify the type of article that it is, and what section you think it should be put in, e.g., “Combat Rules for Doing It My Way”.

