

FREELANCE TRAVELLER

The Electronic Fan-Supported Traveller® Magazine and Resource



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Jeff Zeitlin

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Jeff Zeitlin, Mark Graybill, Ewan Quibell, Shannon Appelcline, “kafka”, Ken Murphy, Mike Cross, Andrew Vallance, Ian Stead, Jeffrey Schwartz

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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



This issue marks the end of our second full year of publication. In that two years, we've put out as many issues as the original print *Journal of the Travellers' Aid Society* did before being folded into *Challenge* magazine—and we probably have as much content as that print run (remember, we're using full-sized pages, vs. the digest-sized JTAS). Perhaps, though, it's not really fair to make that comparison—after all, the original print JTAS wasn't building on over thirty years of *Traveller* development, with a large and experienced community.

That thirty-odd years of development didn't happen in a vacuum, either—it would be hard to deny that today's *Traveller* has been influenced by advances in scientific knowledge, and by themes and ideas in science fiction. Those changes have, in some cases, reinforced what the community has seen as flaws in *Traveller*; in others, they've led to sea changes in the rules, the setting, or our views of either. Other changes involve the very perception of what a role-playing game *is*.

Those changes are reflected in the style and quality of the articles that you, the community, have submitted to *Freelance Traveller*. Each type of article has its own way of expressing it, but it's definitely there in all of them. The result is to make *Traveller* a richer experience, an interactive and collaborative story, rather than a mere game of 'Let's Pretend', complete with stereotypical Good Guys and Bad Guys. It means that 'Universe', in the phrase "In My *Traveller* Universe", is more than just a shorthand word for each of our individual versions of a *Traveller* setting; it carries with it the implications of depth and detail that the *real* universe does.

That's what thirty-odd years of *Traveller* development means, and as *Freelance Traveller's* editor, I'd like to thank the community—once again—for your contributions to the beginning of the *next* thirty years of *Traveller*, at the end of which I hope someone will look back, and view *Freelance Traveller* as an important building block of what to them will be 'the past sixty years'.

Critics' Corner

Twilight Sector Campaign Setting Sourcebook, Revised Edition

Reviewed by "kafka"

Twilight Sector Campaign Setting Book Revised Edition.

Michael J. Cross and Matthew Hope.

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

120pp, softcover

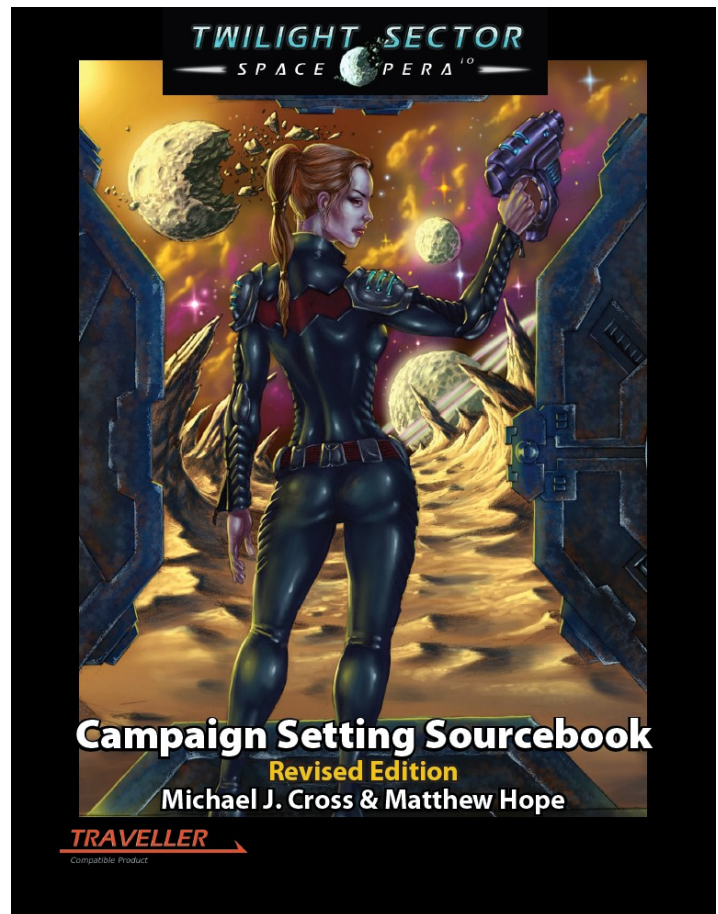
US\$19.99

Preamble

This sourcebook is a Space Opera milieu and while it is true, like many other gamers, I grew up in the long shadow of *Star Wars*; however, I do not really like Space Opera. So when it came to SFRPGs, I gravitated toward *Traveller* which while not truly Hard SF...it represented the more firm end Space Opera games on the market. And, *Traveller* in all its incarnations has been an eclectic mix that I have termed Hard Space Opera. So, it is up to the referee if the starships go whoosh but enough handwavium exists alongside harder aspects. And, this secret formula combining careful and gradual innovation (sometimes a tad too careful and not hard enough for others) is what has accounted for its staying power. Therefore, it was with some hesitation and trepidation that I approached the Terra-Sol Games LLC *Traveller* line – where the production by-line says: Twilight Sector: Space Opera. I am happy to report that more or less, Terra-Sol Games LLC has maintained the balance. Fair warning: this is strictly an Alternative *Traveller* Universe.

The Good

I found the premise of an alternate Earth (in fact, two alternate Earths) intriguing, it being a fertile area for adventure of the familiar and the alien. For the basis of the milieu, is that, somewhere out there, some unknown agency known as the Precursors transported vast amounts of humans plus the planet's flora and fauna to an as yet uncharted area of space to an exact duplicate of our own Earth along with the entire Solar System. Ironically, for a space opera, there are no alien sophonts detailed keeping true to *Traveller's* fundamental premise that we will live in a human dominated universe for some time. Other



than those strange and mysterious Precursors... In which the inhabitants of this new Earth also called their world Earth. And, on that Earth, parallel evolution meant that many of the familiar things like recognizable nation-states, with the same names appeared at the same time.

Why the two Earths? As the authors explain, it is easier for players to navigate and think their way around, if the adventure is to take place in Rio de Janeiro then they will know approximately how to get there from Berlin. I found this aspect rather creepy, as if it was channelling nuBSG with the line that: "All this has happened and will happen again..." Assuming for a moment that it was an older civilization than *Traveller's* Ancients that performed these wonders of engineering and geneering to get humans up to current Homo Sapiens Terras, it could have happened in the distant past away from Chartered Space.** Or indeed, just let parallel evolution take its course after being deposited. Anyhow, the time is somehow the 30th Century (their time). Keeping this

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Critics' Corner

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straight is one of the more annoying and enjoyable things about the setting.

The Original/Official *Traveller* Universe postulated our future and past remain unchanged until about 2100AD allowing it to date quickly but various tweaks namely altering our Earth's own past could create a feasible OTU future (but this is not the place to discuss the OTU, save in the elegant way that TSG dealt with it). The setting is internally consistent and logical, as events do unfold the way they ought to from logical outcomes (if anything in Space Opera can be true). I do have some nitpicks which will be noted in The Bad.

The first chapters are all about getting you acquainted with the history and politics of this region of space by providing interesting references and background to how the different interstellar polities or as they term it – Interstellar Nations contained within this region of space. These vary from a polity ruled by AIs to a successful quasi-communist state. Each of these interstellar nations has different world-views and alliances with each other and antagonisms making the whole milieu dynamic and conflict-rife beneath a tranquil veneer. Interesting and rather central to setting is the addition of the *Traveller* rules Mutants.

While having a respectable tradition, in SF, I find Mutants a little hard to stomach but the milieu does an excellent job in providing their *raison d'être* and even furthermore, dividing mutants into two broad categories – Scientifically Induced Mutants (SIMs) and Naturally Occurring Mutants (NOMs). The first were created in the early 21st century to acclimatize humanity to the different environs that large scale human colonization of space would bring (so more Transhumanist genetic tampering). The latter was more the result of spontaneous changes arising from deep and random changes within the genome that have spontaneously arisen on some worlds. As humanity is grappling yet again with “what it constitutes to be human?” with the dawn of the mutants; the setting has thrown in Artificial Intelligences (AIs) into the mix.

The AIs form one of the main mysteries of milieu, as nobody can entirely sure what agenda they have. Certainly, they do not wish to replace humanity as redundant and inefficient organic machines – for humanity is much too numerous to let that happen. But, at the same time, they remain in the shadows and numerous darker corners of cyberspace. Furthermore, some AIs are intelligences that have been transferred by living human brains – what is their status? Are they machine? Or are they human? Lots of fun role playing the “Ghost in the Machine” to be found here with or without cyberpunk trimmings.

Next up are a selection of the worlds of misnamed Twilight Sector. Misnamed, because it is really, in fact, a subsector (by the conventions of traditional *Traveller* stellography), a solution without rewriting everything would be to have this subsector just to be the top left hand corner of a yet unnamed subsector. I realize that the creators wanted to channel to cool factor – and Twilight Subsector does not sound as impressive, as Twilight Sector – so hopefully they will take my suggestion seriously. For it allows many more dragons/players to have more adventures to play in. Anyhow, back to worlds...the worlds like the setting does cover a lot of Our Earth analogues – not surprising seeing that the main world of the (sub)sector is called Terra/Sol which is an exact replica of their Earth (which is the replica of our Earth but with a different future and location in space). An excellent idea to serve as a launching pad for frontier adventures – enough of what people know to be familiar then mess with their brains. In any case, back to the worlds, each one is an interesting backdrop for adventure replete with seeds to go. The worlds make logical reference back to the chronology in earlier chapters that dealt with the stellar nations. The worlds represent a broad cross-section and the UWP interestingly enough has a notation for temperature – yet *Mongoose Traveller* does not have rules for temperature. So this is another area that will be dealt with in a forthcoming volume called the Companion. As I always like worlds, these provide a rich source material to mine should I not even wish to use

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the setting although; each one is as I said intimately linked to the setting. The best part of this section is the descriptions of Space Stations – those massive things like Babylon 5 or Deep Space 9 – entire worlds onto themselves but scarcely referenced in *Traveller* (ok, maybe they are High Ports or Space Cities but Your *Traveller* Universe May Vary). So, to even see the addition of Stations is a big bonus for some of us who have played *Traveller* too long and lamented what is missing in the OTU.

Following in short order, afterwards we the Encyclopaedia Galactica – the short Library Data for the setting; this was useful but not complete. As I found many times, that I had to go back and remember what particular acronyms such as SIM stood for...this was neither in the Library Data nor the index (which immediately follows this section). So as the setting expands and this volume will get a proper publication replete with ISBNs and wide distribution this is a section that could easily be expanded upon.

The Bad

Not much. This is an excellent work in progress. Terra-Sol Games LLC has done a great job in supplying freely available supplements and adventures that round out the rules and milieu presented in this book. As future expansions will tack on organically to the setting, it is hoped that either all these will be bound together and edited properly (as there were a few strange editing decisions). And, this revision of the revision will be the one in your friendly local game shop, hopefully sooner than later. But, even as is, this provides an invaluable supplement to the Mongoose *Traveller* rules by expanding its scope both in terms of its breadth and depth. So, as a campaign setting it does feel incomplete but as a supplement it is overflowing with goodness.

My other criticisms would be more setting specific. I am not a big fan of alternate histories and this book is filled with them. For instance, the longevity of Terran nations is to be seriously questioned. True, it could be argued that TSG is not first game company to make that error but given that nation-states

are relatively recent inventions – they may indeed persist well into the future and given that there was no catalyst uniting TSG's Earth – indeed maybe it is not entirely unfeasible that they will persist. It does, however, lead to a criticism of making the future an analogue for the present. Something that has plagued *Traveller* since it went international in the early 1980s was the criticism that it was “Yanks in Space”. With the *Twilight Sector Campaign Setting Book: Revised*, you can indeed play “Yanks in Space” just you will be calling The Union of United Planets... Notwithstanding, this is yet another case of reminding you that this is an ATU not the OTU despite my suggestion of locating it deep Coreward in the Scutum-Crux Arm (which I might suggest in their house publication or *Freelance Traveller*). The other criticism is more a nitpick—but it is still uncertain whether they chose to follow Metric, as is the case most versions of *Traveller* do or they want to keep with Imperial/US units of measure. Keep *Traveller* metric is my credo.

Lastly and sadly, there is the issue of cost, as a self-publication and not yet in the distribution chain – this item may cost some individuals a pretty penny. Getting it to the state of mass publication relies upon mass sales of the Betas to justify the expansion into full fledged production. And, the *Twilight Sector Campaign Setting Book: Revised Beta Mk 2* is not ready yet...close but not there yet.

The Beautiful

The ART – no question about it. From the cover to guts, the art in this volume is what *Traveller* art should be. There were a few lemons that unfortunately get reproduced in some of the supplemental material but overall the art makes this a highly attractive collector's piece and is a thousand times better than even the main Mongoose rulebook (although, I did like a number of pieces contained there within). The setting is next thing of beauty – for despite my criticisms above, it is logical and consistent. It may not be the OTU but it does a good job in keeping the balance that I stated earlier as the essence of *Traveller* as a Hard Space Opera and therefore is a worthy

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Critics' Corner

adjunct to anyone's *Traveller* library. I noticed that the by-line stated it was Space Opera—I'm not sure if I would go that far. It certainly enhances the Space Opera experience by bringing in elements of Transhumanist Science Fiction...sometimes directly copying from other sources when it would have been better to be original remained intact because things are lifted without any sort of background...Given the current vogue for Transhumanist ideas, I would caution TSG from going too far into that realm lest it look ridiculous as wired cyber jacks into cyberspace do today. And, I have not even given away some of the best parts in this review...

Conclusion

So what did I think about *Twilight Sector Campaign Setting Book: Revised*? It is a worthy addition and certainly I see the potential for tacking on ele-

ments onto the OTU (as indicated in my first note). Interesting and fun things have always occurred on the margins and the small presses in *Traveller*. They eventually get incorporated into *Traveller* which is the second reason for the greatness that is *Traveller*. We can just look at the history of another *Traveller* licensee – FASA – back in the 1970s and early 1980s which spawned great *Traveller* material then had a long run of quasi-*Traveller*-like things – Renegade Legion, Star Trek Mk 1 RPG, and even the Doctor Who RPG. All could be channelling the original Classic *Traveller*. For if *Traveller* can be classed as anything it is merely a heuristic for science fiction adventure.

***I heard the creators suggest that it would be somewhere closer to Galactic Core, not wishing the Zhodani to stumble upon this group of humans, I would choose the more remote location of the Scutum-Crux Arm – that way I can play Stargate: Traveller(tm)...*

Doing It My Way

Traveller: Child's Play

by Mark Graybill

Once I started a new campaign with a group of players, all new to *Traveller*, most new to roleplaying. To help them break in and learn the basic mechanics of the game, I decided to start out with an introductory adventure that would be a sort of “wiffle ball” game, where they could concentrate on things other than worrying about getting killed. To do this I chose to run it with the characters as children. After rolling up the full-grown adult characters, we scaled the characters back to children then played the adventure over a few sessions to get them acquainted with the game.

I made the rule that none of the characters would die in the initial adventure to encourage experimentation in the game. I used the justification that since we'd already rolled up the adult characters clearly the characters must have survived, somehow.

The effects were far more profound than I expected.

Roleplay was much richer than in many other games I ran, with much more initiative on the part of the players. The characters had a history that the

players regularly drew on through the game to justify their actions. The players were far more comfortable with their characters, including any quirks or disadvantages they had. Their interaction with other characters in the game was also much stronger. For example, if a newly introduced NPC reminded them of a character from the introductory adventure, they'd immediately begin to react to them according to the character's “memory” of the character of whom they were reminded.

Since then I've tried to have a childhood adventure for every campaign where there's enough play time to do so. Every time I do it, it makes for a much more enjoyable game. The characters are defined faster, the players have an easier time choosing courses of action for their characters, and play is more character-driven in general.

The Adventure

When setting up the adventure, I base it on a children's mystery of some sort, similar to those from the *Three Investigators* series of books, *Hardy Boys*, or something of that sort. I modify it to suit the conditions of the homeworld that the characters will be

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Doing It My Way

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on. Then I work out the critical locations and characters for the adventure.

I usually plan for about five to eight hours of play in the introductory adventure. I have considered starting a campaign with the characters as children, then playing continuously until the characters have grown to adulthood, but so far I haven't had a campaign that runs long enough and consistently enough.

Since I usually have at least the outline of the adult adventure worked out before I start planning the childhood adventure, I start looking for places where I can insert characters from the adult adventure. One rule I have is, "You can never introduce a villain too early." It's amazing what sort of response you get when somebody from the character's childhood turns up again later when they're an adult. It would be easy to overdo this, but I find that two or three characters carried over adds a lot of spice to the game.

The children characters will need access to resources to play out their adventure. Transportation, money, tools, etc. can be provided somehow, distributed among the characters. One might have a family whose business gives them access to some transportation, usually with an adult driver. Another might have wealth in the family, or have some other means of finagling what they need out of others.

The child characters should have more freedom to move through society than adult characters would have. They can take advantage of being in the background in the adult's world. There should be hazards and threats, though, as well as the chance of calling attention to themselves if they do anything that stands out. This extends to the credibility of the child characters as well. If they try to tell things to adult characters, give them warnings, and so on, they will usually be disregarded unless they can present clear visible proof of their assertions. This also helps make it clear that, whatever the core of the mystery is, the characters are the only ones who can solve it.

Violence will usually be quite limited, but a threat of it should be present. There are ways of avoiding it, even when it seems inevitable that some

NPC is going to react violently to the child characters. Third party adults can be used to intervene to deflect or deter violence, such as the adult driver left with the vehicle making an appearance at a crucial point.

As with any adventure, the initial mystery should hide something deeper. I've found it easier to "sell" more outrageous mysteries to players playing children than when they are playing adult characters. In fact, I've used the outrageousness as a purposeful technique of the villain to conceal their plan from other adults.

Finally, the adventure has to be solvable by the young characters. They should be placed in a position where they, and only they, can solve the problem. There may be points where they use adults to assist them, but the young characters must do the heavy lifting themselves. Also, it should involve each of the characters using something unique about their character.

Young Characters

There are several possible approaches to creating young characters. Obviously there are some characteristics that will not be the same as for an adult character, such as the physical characteristics and education. Intelligence can be independent of age, to some degree, but reasoning ability does change with age. Social standing is tricky. The character themselves will usually not have a high social standing as a child, but they may have a connection to an adult of high social standing that will give them the ability to "pull rank" in some circumstances.

The way I do it in my game is as follows:

If adult characters are rolled first, the "first die" of each characteristic roll is recorded along with the regular adult characteristic value (both dice.) This is the characteristic value for young childhood (age 5-9).

If child characters are rolled initially, we roll one die for each characteristic to get the young childhood value.

The starting age of the character is determined. This should be based on the age the referee desires

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Doing It My Way

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for the group as well as the relative ages for the characters. Having a mixed-age group makes for a more interesting game. The little one tagging along at the back will still remember that this is who they were, even when the characters are all adults.

Strength, Dexterity, Endurance, and Intelligence will be their single-die values for ages 5-9. Education will be zero at five, and add one for each year of age after that until the maximum rolled EDU is reached. Social standing will have the single-die value, but any connections to adults of high SOC should be noted. The child's SOC will be a measure of how effective they are at taking advantage of those connections (1=poor, 6=excellent). Each character receives one homeworld skill that a child could reasonably be expected to have in their environment.

At age 10, one is added to each characteristic (while not exceeding the adult value, if known).

Statistics do not change again until age 12. At that point, the second die is rolled if it has not been rolled already. The adult value is noted. If any adult values are above the current value (from age 10), one is added to the working value of characteristic. SOC is still a measure of how effective the character is at influencing others through the SOC of their adult connections. Also, a second homeworld skill should be added at this age.

At age 14, for each characteristic that is below its adult value 1 is added if the adult value is 1 or two points above the value from age 12. Add 2 if the child's current characteristic is more than 2 points below its adult value.

At 16, all characteristics become their adult value. Depending upon the society, SOC may now become the character's actual SOC, or it may remain their ability to use the SOC of their connections until they assume an adult role in society.

If you're using a character generation system that employs formal connections between characters, some connections should be left open for use while playing the childhood adventure.

Finally, each child character should have some defining characteristics as a child. To some degree

the relative ages are likely to determine some of their role in the group. Other attributes should be chosen as well. Which child is the one with the sweet tooth? Which is the inveterate tinkerer? Is another a troublemaker, or shy, or precocious? The referee should work with each player to come up with a character that they are interested in playing, especially when they know that they'll be able to redefine their character later, as an adult.

Results

It's been my experience that players, both experienced and inexperienced, play quite differently when they're playing characters that are children. They also treat the experiences their characters have as children very differently than they do all but the most intense experiences as adult characters. They take them much closer to heart, and they later refer to them as ways to define the character far more readily.

Having the characters adventure together as children also builds a different dynamic to the party. They have a background together. They can communicate more effectively by drawing on the characters' past experiences. And if other players come into the game later, they respond in interesting ways to the new character.

The new character is an outsider, and this has both positive and negative effects in roleplay that come out in fun ways. To the other players they not only represent someone who isn't completely part of "the club", but they also represent someone with whom the characters have the chance to define themselves differently than they are known to the others.

Playing as children gives players a fun and easy way to slip into their characters. New players can learn game mechanics in a non-threatening game, avoiding "analysis paralysis". The tone of the game can be kept light, even while dealing with serious subjects. It's worked well enough for me that I start all my campaigns this way whenever time allows. While it's not a formal part of the rules of any version of Traveller, it's been such a nice addition to my game that I wish it was so that others could routinely add this facet to their games.

Eisenhardt-class Armored Limousine

designed by Ewan Quibell

CraftID: Eisenhardt Class Armored Limousine, TL7, Cr 21,335
 Hull: 1/1, Displacement=1.5, Conf=4USL, Armor=25C, Loaded=10.0284 tons, Unloaded=9.8003 tons
 Power: 1/2, Gas Turbine=0.342 Mw, Duration=10 hours
 Loco: 1/2, Wheels=6, P/W=34.1, Road=113kph, Offroad=17kph
 Comm: Radio=Regional x2 (500 km)
 Sensors: Headlights x2
 Off: Hardpoints=1
 Def: DefDM=+2
 Control: Electronic x3,
 Accom: Crew=1 (Driver), Seats=Crampedx2, Adequatex4, Env=basic env
 Other: Fuel=0.228 klitres, Cargo=0.0001 klitres, ObjSize=Small, EmLevel=Faint

The *Eisenhardt*-class Armored Limousine is a luxury passenger transport vehicle intended to move VIPs on road in sufficient safety to get to their destination. The Eisenhardt is built by Hess Motors of Udesh, although similar specification vehicles can be found across the old Empire.

The cargo compartment can be accessed only internally to the vehicle and is usually provisioned as a drinks cabinet. The driver's compartment at the front of the vehicle is distinct from the passenger compartment at the rear, and a sound proof screen can be put up or down as may be necessary. The two radios, one in the driver's compartment and one in the passenger's, can be used both for two way communications and was as to listen to broadcast news and entertainment.

Up Close and Personal

Bancroft Nassir Pham-Trask

profiled by Ken Murphy

Bancroft "Banky" Nassir Pham-Trask 7B89AB

5 Terms Scout (Survey)

Human Male Age 37

Grav Vehicle-1, Computer-1, Brawling-0, Pilot-2, Linguistics-3 (Chinese) (Hindi) (Greek), Handgun-0, Lasers-3, Vacc Suit-2, Foil-3, Recon-2, Admin-1, Anthropology-1, Equestrian-1, Leader-1, Liaison-1, Carousing-2, Streetwise-1, Ship Tactics-2, Small Craft-3, Sensor Ops-3, Booze Afficianado-4, Small Watercraft-2, Dog Show Fan-2

Bancroft grew up one of a brood of children of a noble family with a strong tradition of service in the Imperial Navy. The family patriarch, Admiral Yevgainy Pham-Trask, "The Admiral", (Retired) was Bancroft's paternal grandfather. Bancroft's father, "The Old Man" was Captain of a cruiser. His three brothers and one of his two sisters were also career Navy, and Admiral Duchess Her Grace Alexandra Pham-Trask, the IN CNO, was his great aunt.

That Bancroft was expected to enter the Naval Academy on his 10th birthday should not come as a surprise. The surprise came, however, when young master Bancroft told one and all that he wanted to be a member of the Scouts' Survey Branch; you could have heard a pin drop.

It was an unpopular decision, and Bancroft was relentlessly brow-beaten by his grandfather until the boy withdrew his decision, saying it was an immature decision, and he actually wanted to attend the Academy.

Mr. Midshipman Pham-Trask performed beyond even "The Admiral's" tough expectations. Then, three years into his education, at age 13, young Bancroft washed out spectacularly.

Once he'd returned home to Cleon's Gift, a large water world and refuge for some of the last of the whales in existence, he informed the family that they were to henceforth call him 'Banky'. He'd come home, but didn't stay more than a few hours. In a fit, "The Admiral" disowned him.

Banky made his way to the Downport at Big Sky Point and walked into the local office of the Scouts, eager to enlist.

Soon aboard the ISSS *Six Toes Good Enough*, Banky fit right in, and his training acquired at the Academy was decidedly helpful.

After 18 years with the Scouts, Banky and the crew of the *Six Toes* were seconded to the Imperial Navy to act as Pathfinders for a planetary assault, since the Scouts had been the eyes on the ground, exploring the world in question some years back.

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Up Close and Personal

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At 200,000 km out, powered down and sliding toward the planet, the IN Lander *Eye Gouger* was suddenly struck with what felt like a ballistic missile; the ship lurching suddenly as the port side abaft of Engineering came apart—blown to shrapnel and killing four. The enemy was on to them.

As security and medical teams advanced to take stock of the situation, it appeared the missile had failed to detonate. Suddenly, explosive bolts firing, the casing flew apart and out came a boarding robot, a sleek, multi-limbed, animal-like machine, fast and deadly.

The robot skittered across the deck, and was among the ship's occupants in a flash; laying into bodies with cutting saws, and strangling and breaking with sinuous, armored limbs, and spraying goutts of awful fire. When someone went down, a curling tentacle would pick up their weapon and use it.

The ship's complement were being butchered. Banky and another of the *Toes'* crew, Specialist Eickmeyer, were hunched behind a heavy console, trying to leave the battle to the professionals.

After casually pulling a man in half like a phone book, the robot advanced on the console behind which Banky was hiding. Banky fired several blasts from his laser pistol at the surgical steel kraken before dropping to the floor.

The thing swung a long, heavy tentacle toward Banky, barely scratching him with the tip, but still effortlessly laying open his right side and arm. The same attack neatly caught and sliced the console, and Specialist Eickmeyer, in two diagonally—the little specialist's blood, guts and upper half pouring onto Banky.

Then a Marine in powered armor tackled the construct, wrestling it as it still tried grabbing others. The Marine broke one, then another, of the construct's limbs. Once a few more limbs had been disabled, the robot fell on the Marine with renewed vigor. The two of them rolled this way and that, and as the robot started peeling the Marine from his suit, other crew swarmed the thing with anything at hand, firing into it at point-blank range, or hacking at it

with axes or swords or halberds, or pounding it with blunt objects until, finally, it shuddered to a stop.

Compared to the robot, some joked, the rest of the operation ought to go off without a hitch. The *Eye Gouger*, even damaged and having suffered casualties, continued on, and with several dozen other landers, hit their LZ as planned.

While scouting forward, Pham-Trask was forced to kill an enemy sentry with his sword. Later, when Imperial forces engaged indigenous forces, Banky shot several more indigs, something he considers to be the low point of his time spent with the Scouts. When he thinks on it, he'd rather remember the several minor discoveries he's made while surveying over the years.

Two years later Pham-Trask retired from the Scouts, and has since worked on a variety of different merchants; usually as a Sensor Officer or Small craft Pilot. While he's usually billeted as an officer, he has no problem with being billeted as a rating if that's what's needed; it's all the same to Banky.

Banky is tall and thin, with obvious Asian ancestry. His hair is worn slicked back, and a cigarette is usually hanging beneath his mustache.

In addition to flawless, accent-free Anglic, Banky also speaks Chinese, Hindi, and Greek.

Banky is an articulate individual, having received a fine education growing up. He has the annoying habit of sometimes correcting others' grammar.

Banky has been raised to think of himself as superior to others; he is a superior member of the Imperium, a society which itself is superior to all others. Of course, even if true, good manners dictate that there is no reason to rudely go throwing such comments about. And Banky won't, as he has good manners. About the worst Banky gets is to call any locals "Indigs".

Banky is a very nice and tolerant person as the Nobility goes, but he can be something of a boor.

He has a hangup about robots (go figure) and does not like robots of any kind, and will, if given his choice where to eat will choose an establishment that uses human staff, and *no* robots whatsoever.

Banky loves chatting with the ladies, watching dog shows, and trying different alcohols.

Tinker, Spacer, Psion, Spy

Reviewed by Jeff Zeitlin

Tinker, Spacer, Psion, Spy. John Lees.

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

188pp, softcover

US\$29.99

Terra/Sol Games offers a set of career options for their Twilight Sector setting.

On the Shelf

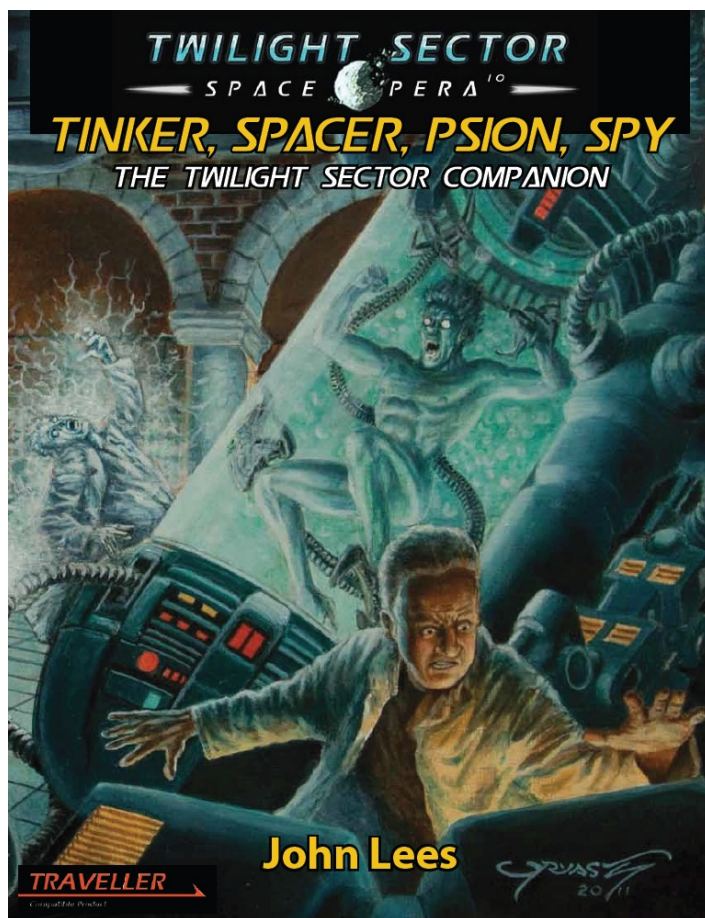
The full-cover image looks like an illustration from a horror story mad scientist's lab, mostly in "sea colors". The Twilight Sector banner logo is at the top, with the title immediately below it. At the bottom is the author's name and the Traveller Compatible Product logo.

Initial Impressions

The volume has a good heft; it's not a massively-heavy tome, but there's the promise of "good meat" in the weight. A perusal of the Table of Contents continues to be suggestive; not only does it list a dozen and a half careers, but it includes setting-relevant information (such as languages, longevity, and education), and "early life terms". Each career has an illustrated page of narrative to convey the 'flavor' of the career, followed by the career tables in the standard Mongoose *Traveller* format (You MUST have the *Traveller* Main Book or equivalent), interspersed with explanatory sidebars.

On Closer Inspection

Not unreasonably, there's a fairly close linkage between this book and the Twilight Sector main setting book (whose possession is very strongly recommended). Several new skills and benefits are presented, and several *Traveller* Main Book skills are modified. Many careers have variations in skills awarded or career events based on the Twilight Sector nation that the character is from. A small number have supplementary rules (such as the Purse Check for journalists). As a result, these careers can't really be used outside the Twilight Sector setting without some careful tweaking by the referee. Nevertheless, there are some interesting careers developed in this



volume, and if none of them are developed as extensively as in Mongoose's career books (green stripes, e.g., *High Guard*, *Dilettante*, *Scout*, etc.), they are certainly developed well enough to be useful and interesting, even where they overlap with core careers.

(Oddly enough, while the Tinker, Spacer, and Spy (Espionage) careers are easy to find, there doesn't seem to be any Psion career, nor discussion of psions and psionics as modifiers to other careers.)

Twilight Sector character generation rules have some significant differences from the standard *Traveller* rules (but these differences aren't incompatible with core *Traveller*), and those differences are assumed as defaults for this volume. They are principally in determining when a character musters out for play, but they can also affect a character's expected longevity and whether (and which) skills (and backstory) were acquired before the character reached age 18. Education and languages are also areas in which there are noticeable differences between core *Traveller* and the Twilight Sector setting.

(Continued on page 11)

Critics' Corner

(Continued from page 10)

A sad omission from the volume are adventures or adventure seeds based on the careers presented. The Twilight Sector setting is both rich enough and different enough from the core *Traveller* setting that such adventures would have been useful, both for further establishment of the 'flavor' of the career, and for showing (and possibly extending) the richness of the setting.

The production of this volume suffers one potentially serious flaw: the text in many of the tables is of a rather light weight, and doesn't quite show up as

well as it should when the background is grey. This makes the text unnecessarily difficult, though not impossible, to read.

Conclusion

If you are running a campaign in the Twilight Sector setting, this book is at least as much of a must-have as the extended career books are for core *Traveller*. For campaigns in other settings, it might not be as immediately useful for an inexperienced referee because of the needed tweaking, but having it can hardly be classified as a waste of money.

Kurishdam

At Home, We Do It Like This

Slice of Life: Highways and Traffic Grids

by Mike Cross

*This article was originally posted to the Terra/Sol Games blog at <http://terrasolgames.com> on July 6, 2011, and is reprinted in *Free-lance Traveller* with the author's permission.*

Traffic on a heavily inhabited, relatively wealthy, tech 15 world like Terra/Sol is extremely heavy. With a population of over 15 billion – and over 18 billion registered vehicles – moving around would be akin to playing Russian Roulette without the aid of AI controlled traffic grids. The grids have proven to be a boon to densely populated areas, as well as a good way to ensure efficiency.

These Traffic grids are the controlling factor for both personal and commercial travel on most high tech 30th century worlds. Highways still exist albeit in an updated form and both are still tied to the specific physical locations of the highways. The more things change the more they remain the same.

The Look and Feel of Vehicular Travel in the 30th Century

Although these transportation corridors can seem a blaze of activity with grav cars flying overhead, fast trains screaming along at ground level and thousands of tractor trailers moving along huge highways, at ground level at least this the 30th century

transportation corridor is the province of the machine. Few if any humans are present except those sealed in the climate controlled comfort of passenger trains which compared to freight are relatively rare. If you were to find yourself along one of these highways you'd feel rather lonely.

Travel in a grav car or larger ground cars is significantly different than the 21st century version of travel in personal vehicles. First in most instances the driver is only needed to initiate the journey and tell the traffic grid what the destination is. This means that without entertainment or refreshments even a short trip can be tedious. In *Starfarer's Gazette* #1 under Civilian Vehicles some of the options available for a grav vehicle include entertainment packages and snack bars to reflect this reality.

Flying the Unfriendly Skies

AI Traffic grids control all air travel by grav cars or any other sort of flying vehicle at all times over urban areas. This allows traffic to flow at a very good pace while protecting against accidents. That does not mean that accidents never occur. People hack their auto pilots for a variety of (often illegal) reasons, or alter their transponders, or have even jammed the traffic grid signal in the past. These efforts usually have less-than-optimal results for the passengers of these vehicles, despite the claims often seen later on Hacker sites. This deliberate sabotage also can take place on a more massive scale: such as

(Continued from page 11)

the 2978 GrossBerlin incident, in which the traffic grid was hacked and the ensuing traffic accidents that came as a direct result claimed over 2,300 lives. This single wanton act of malicious hacking brought the city to a standstill for weeks as people refused to use airborne transportation out of fear that something similar would happen again; many took years to fly again. The incident also resulted in the first recorded incident of AI suicide. Jarrett Hazelbloom-Mercer-Figgins-Hoge-Vatterman, the AI running the Gross-Berlin traffic grid at the time of the accident, deleted himself and turned off his host hardware which scrambled his backups.

The upshot is, if you leave the ground in any marginally large urban environment on Terra/Sol your vehicle is automatically slaved to the local traffic grid.

Rolling Steel... or Plastic.

Drivers normally have control of their vehicles at ground level, as incidents here, while also serious, tend to have less fatal ramifications. Most drivers however utilize the option to slave their vehicles to the traffic grid even when on the ground.

Ground traffic in some areas can be quite convoluted as well, especially when there are urban areas which have slideways. This is why most of the ground vehicles either use the subterranean tunnels underneath major cities or the designated “Elevated Roads” in some areas. At certain “pinch points” the vehicles are directed through urban surface areas, but these are relatively well-controlled. Many of the best Conapts have their own entry/exits to the underground vehicle tunnels and subterranean roadways.

A few areas which are not built up enough to require slideways and similar pedestrian systems use ground vehicles in a manner not dissimilar to 21st century cities and towns. Traffic Grids are catch-as-catch can here, especially Squatter towns and retro-tech enclaves where AIs are either unavailable or undesirable.

In rural settings you also usually have the option of manual control of your vehicle if you are a citizen

of the state in which you are operating. For example if you were a citizen of the Republic of Texas you would be allowed manual control of your vehicle in rural areas; even flight-capable vehicles within designated height levels. But you most assuredly would not be allowed manual control of a vehicle at any time in the Aztec Empire. Most political entities realize the power of an airborne vehicle in the hands of a mad person.

The Wheels of Commerce

Commercial transportation is another matter. Except for rapid delivery freight, the norm for any commercial entity moving its goods is that the cheapest method of transportation is the best. For this reason, highways between urban areas are still extant on a tech 15 planet like Terra/Sol. But it is certainly not the only method: Long distance commercial cargo is often transported via high speed rail like the SeaBal (Baltimore to Seattle) line in North America, the Berlin-Moscow line in Europe or the Hercules-Goodhope run in Africa. These high speed trains deliver freight to large population centers, which is then delivered to distribution facilities by smaller vehicles.

On Terra/Sol – and for that matter on most high technology planets – short range movement is accomplished by grav-assisted ground vehicles or skids. Appearance wise, these vehicles are not that dissimilar to their 21st century counterparts, tractor-trailers. Under the hood though things have changed considerably. Most skids are powered by hydrogen power plants to cut down on pollution, and because hydrogen-based fuel is inexpensive on a large hydrographic percentage world like Terra/Sol. The cargo trailers sport

Skid technology has also been used for smaller standard-passenger-vehicles, but these are often specialty cars for specific purposes like racing and stunt-driving. In fact, the name “skid” comes from the type of racing that vehicles of this type perform and stuck. In conventional ground vehicles however, there is generally little need to cancel the weight of a standard passenger vehicle, at least not in a way that is cost-efficient considering the significant power output required.

(Continued on page 13)

grav plates on their bottom-chassis, which lowers the weight of the cargo and thus makes the tractor even more efficient. The wheels provide both the motive force and the traction for the vehicle. Since the grav plates only need to negate the weight of the cargo and not be able to provide propulsion as they do in a grav vehicle they are cheap to manufacture and cheap to power lowering the overall fuel needed to move cargo from point A to point B.

These tractor trailers are usually remotely operated and travel via highways outwardly similar to 21st century ones. These highways usually follow along the routes of the high speed trains with branches to smaller highways to deliver goods to the smaller and smaller distribution points. While having superficial similarities to 21st century highways, that impression is quickly overcome by the largest highways running parallel to the high speed train routes. These are usually stacked highways four or more

layers high with six to eight lanes running in each direction. They are loaded with sensors to monitor and control the remotely controlled tractor-trailers that use them.

The Lure of the Sea

A significant amount of travel over water is also done by grav vehicles. Most travel on/in water exclusively is done either by Submarine or Hover-capable vessels. Although it is also true that a considerable amount of pleasure craft and even small commercial craft ply the 30th century seas that resemble 21st century boats. This is especially true in areas of the open water which are difficult for submarine or hover vehicles to travel, such as rivers and areas known for their rough seas. Some Grav Vehicles are even equipped around boat-like hulls that allow them to “settle” on water (30th century hydroplanes/flying boats).

To Dream of Chaos

reviewed by Shannon Appelcline

To Dream of Chaos. Paul Brunette

Original Publication: 1995

Current Availability: eBook only

Editor's Note: This review originally appeared on RPG.Net in October of 2007, and is reprinted here with the author's permission.

Author's Note: I think that one of the best ways to prepare yourself to run a game is to immerse yourself in its fiction, and thus get a real sense of its milieu. Thus, this series of reviews, which looks at some of the fiction that influenced Traveller, was influenced by Traveller, or is actually set in the Traveller universe.

In 1995, GDW put out two-thirds of a trilogy set in the New Era. Within I describe the second of those books.

This eleventh review covers *To Dream of Chaos*, a *Traveller: The New Era* novel by Paul Brunette, and the second of an (unfinished) trilogy.

About the Story

To Dream of Chaos is set a bit after *The Death of Wisdom*. Following the success of the RCS *Hornet's*

first mission, the crew was split up (obviously). But now, because a new problem has arisen that no other RCS ship is equipped to take care of, the band must be put back together again.

The problem this time is that a black globe generator has been discovered out in the Wilds, on the planet of Mexit. Unfortunately, the ship that uncovered it has gone missing. So the crew of the *Hornet* must travel far beyond the RCS' safe zone and deal with a potentially hostile government, all while juggling the differing goals of Aubaine and Oriflamme within the RCS.

Genre & Style

Like *The Death of Wisdom*, *To Dream of Chaos* falls right into the category of “gaming fiction”. It's a long, picaresque journey followed by a long, multi-step problem that appears on Mexit.

In my last review, I said that most gaming fiction is also poorly characterized—I think because plot is usually put in front of character. Though that was the case in *The Death of Wisdom*, it's obvious that Paul Brunette is really growing as a writer in this new book, because he spends extensive time showing us his characters at work and at play, so that we know them better.

And when I say extensive, I mean very extensive.

(Continued from page 13)

Mind-numbingly extensive even. Though technically I think that Brunette tells a more mature and more nuanced story in this second book, viscerally it's very boring. At 352 pages in a microscopic 6 or 8 point type, I can't even guess how many words are in this book, other than way too many.

I also did have one major issue with characterization in this book, which is that almost everyone gets really chummy with a mass murderer from the last book who was one of the main movers in the Hiver genocide plot. That one character note rang very false.

Based on the fact that book was a slog to read, I barely let *To Dream of Chaos* eke in a "2" out of "5" for Style; it almost dropped to a "1". However, I think the actual story was fair, particularly in its depiction of very standard TNE tropes, which is my next topic. As such it got a "3" out of "5" for Substance.

Applicability to Mongoose Traveller

Though this is clearly a *Traveller* novel, it doesn't spend much time on things that I think would be of interest to a Mongoose *Traveller* GM, like the way technology works and the nature of species like the Hivers. I can't recommend it for a Mongoose GM, even if I weren't to consider the stylistic issues.

However, for a gamemaster running in the TNE era, it's (somewhat burnished) gold.

The Death of Wisdom dealt with what I feel was a somewhat atypical TNE adventure, where another pocket empire actually tried to destroy (or cripple) the RCS by genociding the Hivers.

Conversely, *To Dream of Chaos* feels much more like a typical TNE adventure. There's a last-war weapons cache, and the RCS needs to recover and/or destroy it. In the process, the crew runs into problems with Virus, with a TEDdie, and with a ground hog.

(That's runaway computers, a tyrant who rules by controlling technology, and someone from the last war who went into stasis, for those of you not up on your TNE terminology.)

Beyond that, there's a great focus on Aubaine, the RCS, and Oriflamme, which would be a really nice foundation for someone running games in the era.

About the Missing Book

Before I close up, I should probably address what happened to the third book in the trilogy, *The Backwards Mask*. GDW went out of business shortly after the publication of *To Dream of Chaos*, and so the third book in this trilogy was never published.

In interviews Marc Miller has said that as far as he knew the third book was never written by Brunette. However, I've heard tell that Paul Brunette has made the third book available in manuscript version via eBay and via an online fan fiction site (though if the latter is true, the book has since been removed). So, I'd say there's a decent chance that the original conclusion for the trilogy exists.

A couple of years ago, Marc Miller commissioned someone else to write a third book in the series. It's been two or three years since, however, and nothing seems to have come of it.

I don't think it really matters. Both extant books are fine standalones and it's not like the series was revealing any TNE metaplot. There's at least one dangling plot—what happens to the mass murderer, who we're apparently supposed to like now—but I don't really care enough to be disappointed by not seeing that revelation. Frankly, I'm relieved I don't have to read another book in this series.

(Though if either version turns up, I'll probably loyally review it for this review series.)

Conclusion

To Dream of Chaos was a slow slog that I would not have made it through if I weren't reviewing the book. Given that it also doesn't offer much of interest for the Golden Age era of play, I can't recommend it for a Mongoose GM, though anyone running a game out in The New Era might give it a try.

The *Traveller: The New Era* Trilogy

1. The Death of Wisdom
2. To Dream of Chaos
3. The Backwards Mask

Editor's Note: The Backwards Mask may be available in print. The others do not seem to be in current print, but are available both in Amazon's Kindle store and in PDF from DriveThruRPG.

Drop Out

by Ken Murphy

Part 11

In the Med Bay, Quentin had just sat with his broken hand under the energizing field of some device the doctor called the Bone Knitter for the last two hours. Gruff Doctor Billings pulled the purser's hand from the machine and checked it, happy with the results.

"Oh, this is good, Very good!" the aged Doctor told Quentin as he bent fingers this way and that, checking for proper range of motion. Quentin's hand may have no longer been broken, but it still hurt like hell. He winced as the Doctor worked.

"What's the problem, Mama's Boy?" the Doctor asked "The discomfort you're feeling right now shouldn't last more than, oh, say a week."

"What about my ribs, Doc?" Isaacs gasped in obvious discomfort.

"Bone Knitter can't do a thing for 'em, Isaacs. They expand and contract as you breathe, you know, which means they're pretty much impossible to immobilize for any knitting. The only way to knit them for sure is if you stop breathing for , say, six hours. Then you'd be right as rain."

Quentin looked long and hard at the gray little man, unsure whether he'd just been joking with the purser or not.

"Now don't get me wrong, boy," the Doctor continued, " I can still give you something for the pain, if you think you'll need it." The grizzled old Doctor smiled.

Doc Billings searched a few shelves before he found what he was looking for. Giving Isaacs a small bottle, Billings ended the session with "G'wan, get out of here, Isaacs." As the purser left, Doc Billings called after him "Light Duty for two weeks!"

Tam leaned back against the door to her cabin, hands behind her resting at the small of her back; left knee bent with the sole of her boot resting against the door. Leaning against the door opposite, Hertzog's hands had been thrust into his pockets; his black

crush cap at a jaunty angle as he looked the brunette up and down. Tam smiled.

"Every time I see you, you're wearing those pink greaves." Milo stated.

"Salmon." the girl corrected, "They're salmon greaves. Part of an unpainted lot from some factory or other."

"Salmon then." Milo agreed.

"Do you ever take them off?" he asked.

"Sometimes, for special occasions." she winked, laughing.

"You think this might be such an occasion ?" Hertzog asked.

The girl shrugged. "I don't know yet. Don't know if this is a good idea."

The pair suddenly grappled in the hallway; groping drunkenly. Tam with her arms around Hertzog's shoulders as she nibbled on his ear, then kissed down his neck. Milo grabbed her big butt and held on for dear life as they kissed. Wrapping her legs around him; the bulky plasteel greaves CLACKing together as her ankles locked put all of her sixty-odd kilos weight in his hands. Losing his balance, the pair fell back, slamming into a door with a loud THUD; the force of the blow to the back of his head had Milo seeing stars. Regaining his footing, Milo pushed them away from the door, but, overcompensating, sent them too far back, and they smashed into Tam's cabin door instead, pounding her shoulder (and no doubt going to leave a nasty bruise). Still locked in a death grip, Tam put a foot back on the deck in an effort to help balance them. The act gave her more leverage, and as she tried nibbling on Milo's other ear, the shift in weight caused them to roll along the wall, away from her door to the end of the hall. Putting her leg back up to lock behind Milo again made the First Officer lose his grip and drop her, which pulled him down as well. The tangled bodies crashed into the fire extinguisher; Tam's head wrenching the devise from the wall on her way to the floor, and causing her to see stars of her own; Milo getting one of the greave's bulbous knee guards hard in the guts as his right knee folded back.

Lying there in a battered, tangled heap, Tam

(Continued on page 16)

Raconteurs' Rest

(Continued from page 15)

moved enough to give Herzog a kiss, telling him “You sure do know how to show a girl a good time, sailor.”

“You too.” said Milo.

“Baby,” the little brunette said, wincing as she stood up, a hand pressed to the back of her head. “you had me seeing stars.”. She offered Milo a hand up.

“You too.” said Milo, as he stood there, gingerly trying to put weight on his right leg several times until eventually able to hobble about fairly well.

“You off to the Med Bay?” Hertzog asked as he picked his battered cap up.

“No, I’ve had enough excitement for one night.” said Tam, picking up her tam. “I am going to bed.”

The First Officer, limping, and looking as if he’d been mauled, slowly walked up the length of the Quarters Deck toward his cabin, only to see Purser Isaacs standing near in silence.

“Isaacs, how long have you been standing there?” Number One asked.

“Oh, I don’t know, ten, fifteen minutes I guess... Since you two were engaged on my cabin door, anyhow.” he said, pointing down toward the end of the hall as he walked past.

Laying on the mustard-yellow couch in her cabin, cold compress held against the back of her head, Tam sipped from a small flask, deciding “That was not a good idea.”

The following morning the *Chicken and Waffles* was exactly where it was supposed to be, having closed to within some ten thousand kilometers of the smaller debris that made up the edges of Nordic’s massive Oort Cloud.

Following a consult with The Professor, an appropriate icy body, one hundred meters high and almost three kilometers long and vaguely peanut-shaped, was chosen as a source to mine for fuel, and the trio of Mosquito Rigs were deployed from the cargo bay.

Flitting across the blackness in a half hour, the things’ legs grasped the ice while their heated pro-

boscis made a slurry of the ice and sucked up the raw hydrogen.. Once each of these vehicle sized things were packed full, they’d disengage and return to the *Waffles*, inserting needle-like proboscis into a port near the ship’s bow, by the fuel scoops, to inject the raw fuel directly into the processors; after which the liquid would travel on to storage in the fuel tanks, ready for use.

Three hours into the estimated fourteen hour operation, the old Mk 11 began showing signs of a clog, with slurry pouring from its proboscis instead of ingesting the stuff . Being especially stupid, the Mk 11 wouldn’t acknowledge it required maintenance, (unlike the more passive, newer models) and Brodie, all dressed up in a heavy vacc suit, had to leap onto the twitching, skittering thing’s back from the ship’s side. Popping a small octagonal plate at the top of its head and then inserting fingers and thumb into its braincase, he threw the Maintenance Switch. It was easy enough when the damned thing was sitting still, but this...

The old Mk 11 was flailing its legs and wings, giving Brodie quite the drubbing as he wrestled. In a precarious position, Brodie’s bubble helmet was repeatedly slammed by one of the Mosquito’s strong, jointed, barbed legs. Several blows and first a chip; then, after a few more strikes, a long crack, then a second ominous crack. Brodie began panicking, as the plasteel resin used for the particular brand of bubble helmets aboard the *Waffles* was supposed to be shatter resistant

Throwing its off switch, Brodie pulled the now-inert Mk 11 with him as he entered the *Waffles* through the opened cargo bay doors. Sliding the thing into its corner, he went through the airlock, removed his helmet, and went to see the Captain.

“Yes Mr. Le Boucherre?” the Captain asked from the Big Chair.

“My helmet.” the chimp said, seething. “That ol’ Mk 11. It did that to my helmet in a few seconds while I was wrestling to find its maintenance switch.” the ape said, disgusted “That thing almost fucking killed me, Captain. All I know is I’m not touching it again.” he said, leaving the beaten helmet

(Continued on page 17)

Raconteurs' Rest

(Continued from page 16)

on the Nav console, and picking a bunch of grapes from the bowl on the bridge.

“And how would you say things are otherwise. Mr. Le Boucherre?”

“Just fine.” Brodie told the Captain around a handful of grapes. Captain Fyyg held out his Clove and Jasmine to the large ape, offering. Brodie took the offered butt and took a few drags; the euphoric's properties filing away a bit of Brodie's understandable nervousness.

“With the Mk 11 sidelined,” he said, “using the other Mosquitos, we'll have enough fuel to make Transit in approximately twenty eight hours. Not counting purification time.”

“So we are looking at closer to thirty hours then. Possibly thirty six hours en toto.” Captain Fyyg quickly concluded, smiling.

“That is excellent news.” the Captain chuckled, bringing smiles to those nearby.

Sitting on the curve of the hull up front, near the nose, new helmet on, Brodie sat, cross-legged, watching the remaining pair of Mosquitos working as he drew on the suit's hydration pack.

Brodie loved space; the deep, forever blackness of it; the uncountable stars. The way that, given a second or two of observation, one couldn't help but feel small and insignificant under it all, Naked in the Hall of The Big Questionmark in the Sky.

Knowing the ape was content to just sit there for the next eight hours, Captain Fyyg contacted Brodie. “Brodie. Lad.” the Captain called. “I need you to do a walk around for me. See what the old Mk 1 Eyeball hs to tell us, yes?”

“Ja Wohl Herr Oberst.” Brodie replied in an outrageous accent that aped the Captain's, as he got up and began clanking about on the outside of the ship. The only change besides a number of scuffs and gouges and the missing back-up antennae topside was the missing turret, of course. Stepping on the airlock door situated between the thrusters on the

stern showed nothing wrong. Stepping onto the ship's ventral surface—its belly—one could see the deep gouges the mass driver had left running the length of the ship, along with numerous mars from individuals firing at *Waffles'* belly over the years.

“Easy Peasy Lemon Squeezy, Captain.” Brodie broadcast, “Everything looks fine.”

“Roger on ‘Everything Looks Fine’, Mr. Le Boucherre. Come on in.”

The Chief Engineer and the black gang spent this time, pre-Transition, tinkering with and fine-tuning the power plant and drives.

The remainder of the crew who weren't under medical care, brushed up on their service skills; some even resorting to crib notes to pass a test of Mr. Isaac's creation designed to help familiarize new members of the wait staff with the proper serving pieces, their use, and general etiquette.

Down in Engineering, the Captain took Gibby aside, and, putting an arm around the big man's shoulder, said “That little fellow, Erickson, the albino. If I ever meet him, I shall kill him!” Gibby and the Captain laughed. “No foolin'” the Captain said.

With a committee made up of the Captain and several others trying to remember all they'd been taught and forgotten, or heard about Transitional Navigation, writing a useable flight plan was a slow, laborious process that no one wanted to foul up. After some sixteen hours, and with the computer's help, the committee felt that they had finally generated a worthwhile program that'd get them Insystem to Nordic Prime in something like eight days.

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. We apologize for the continued delay in restoring this service.

The Praesidium of Archive

reviewed by Shannon Appelcline

The Universal Prey. Jefferson P. Swycaffer

Original Publication: 1986

Current Availability: Print (used)

Editor's Note: This review originally appeared on RPG.Net in October of 2009, and is reprinted here with the author's permission.

Author's Note: I think that one of the best ways to prepare yourself to run a game is to immerse yourself in its fiction, and thus get a real sense of its milieu. Thus, this series of reviews, which looks at some of the fiction that influenced Traveller, was influenced by Traveller, or is actually set in the Traveller universe.

The most long-lived series of *Traveller* fiction is that of Jefferson P. Swycaffer, who envisioned a *Traveller* universe, but one not set in Charted Space.

This twelfth review covers *The Praesidium of Archive*, the fourth *Traveller*-influenced book written by Jefferson P. Swycaffer and the last that was published by his mainstream publisher, Avon Books.

About the Story

The Praesidium of Archive is an all-around unique book for Swycaffer's *Traveller*-influenced series and also a nice capstone for his four books published by Avon. Unlike the previous books in the series, it's a collection of short stories, bound together by a loose frame. The frame story is set during the year-end meeting of the Praesidium—the Council of Six that rules the Concordat of Archive. Each of the six short stories tells the tale of one of its six members.

We'd seen some of the members of the Praesidium—particularly Grand Admiral de la Noue—in previous books. I didn't always like their previous appearances because their presence often felt forced. Here, instead, we get the members of the Praesidium in their natural element, and it makes all the difference.

The six stories are:

“Case and Cause”, the story of Justicar Solme. It's about how politics and religion are not allowed to intertwine in the Concordat, and what problems this causes.

“The Damnable Price”, the story of Treasury Secretary Wallace. It's more of an action-adventure, centering on pirates and the rebellion they're involved with.

“Escalation”, the story of Navy Secretary de la Noue. It's as you might expect a story of war.

“A Precise, Young Death”, the story of Commerce Secretary Redmond. This one is a story of grief and loss in wartime and is a nice flipside to de la Noue's tale.

“To Live; To Learn”, the story of Foreign Secretary Visenne. It's the story of negotiations with an alien race who does not understand war.

“Archive Midwinter”, the story of First Secretary Parke. This is a story of leadership under the threat of assassination, of people vs. papers.

None of these stories are particularly big, though war and the threat of war underlie many of them. Instead they're largely personal stories that help to define these larger than life characters.

Genre & Style

Book by book, I've been saying that Swycaffer's writing has been improving. I think it reaches a well-polished and professional level in this book. The stories that result are science-fiction in the broadest sense of the word, but with the aforementioned emphasis on characters, they could almost be stories in any genre.

Mind you, I still have some minor issues with the writing. Swycaffer still seems too intent on men and women working together falling into obsessive love. I also at times find his stories overly philosophical, which was one of the things that made his earlier books hard to read at times. But overall the stories in *The Praesidium of Archive* are well told and meaningful shorts (with the exception of “A Precise, Young Death”, which is a touching vignette, but one that goes on for too long).

I also feel like this book does a better job of exploring the depths of the Concordat than any of the preceding novels in the series. We learn more about some of the aliens that it interacts with and at some of the issues that still stretch the social contract that

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Critics' Corner

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the Concordat embodies. From the Sonallans to the Octigans, from warfare to religion, from space battles to piracy, *The Praesidium of Archive* shows off a lot of the possibilities of this huge galactic empire.

Though the stories varies somewhat from one to another and though the framing structure is weak, overall *The Praesidium of Archive* comes across as the best of the four Concordat books published by Avon. As such I've given it a "4" for both Style and Substance.

Applicability to Mongoose Traveller

As with the other Concordat books, this one embodies the physics of the *Traveller* universe, but not its setting. However, I think that this book also really embodies one other aspect of *Traveller*: its overall "feeling".

I'd say the same for *Dumarest of Terra*, which presented the idea of travelling to new and wonderful places. Similarly, *The Praesidium of Archive* presents the idea of a huge culture spanning the stars, but one that is split internally and at odds externally. I sort of see it as the difference between the pulpish

adventures of GDW and the more thoughtful adventures of FASA; they're both valid and important viewpoints of the *Traveller* universe. *The Praesidium of Archive* is your viewport upon the latter.

To give that a bit more specificity, the stories in *The Praesidium of Archive* are a bit too big for a *Traveller* adventure, because they deal with people at the utmost echelons of society. However, their general outlines could be used for *Traveller* adventures of your own: consider how laws might be made in the Imperium against certain uses of religion; write an adventure mashing together pirates and rebels into a confusing whole; investigate the role of war; and introduce an alien species who doesn't understand conflict at all.

The prime use of *The Praesidium of Archive* to a Mongoose *Traveller* GM will thus be as a source of these adventure seeds, a role that it fulfills well thanks to its implicit variety.

Conclusion

The Praesidium of Archive is a well-written and interesting novel of a *Traveller*-like universe. It should generate story ideas for thoughtful GMs.

The Concordat Books

1. Not in Our Stars
2. Become the Hunted
3. The Universal Prey

4. The Praesidium of Archive
5. The Empire's Legacy
6. Voyage of the Planetslayer
7. Revolt and Rebirth

Editor's Note: At present, we have been unable to find any evidence that the books of this series are still in print.

Active Measures

Lady Luck

A Long Night adventure for T4.

by Andrew Vallance

Episode One: Random Violence?

The Stage

Emblem (1038 C980755-6) is an important world in the growing trade renaissance throughout the region. It survived the fall comparatively well, facilitated by the rise of a stable government. It is ruled by a feudal technocracy headed by a life Magistrate who appoints a body of Alders to provide administration

and services. Emblem is a desert world, but still over 25 million square kilometers of its surface is standing water, more than sufficient to support its population of 72 million.

Emblem is struggling to adapt to the new reality of The Winter Blooms. While some on the world have welcomed the revival of interstellar communications, others are threatened and frightened by it. The current Magistrate, Gamili Oshiiki has pursued policies favorable to off-world contact for over 30 years.

However, recent times have seen the rise of the

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Order of Okish who are almost fanatical in their opposition, believing renewed contact will lead to another fall. The leader of this movement is Alder Piere Jarnson. He is hugely influential in the technocracy and his family has held responsibility for water supplies (vital on this desert world) for generations.

Prologue

The party are Sesheryn, possessing a small (circa 100-200 tons) jump-1 capable ship. They should have good combat skills in addition to those of normal free traders. At least one party member should be a marksman and one have significant Sensors skill. The party has been trading for some while, but recently times have been hard and good cargoes difficult to find. The party has arrived at Emblem hoping for a change in fortunes.

Act One – One of our starships is missing

Upon arrival in system, it is customary to contact the world's Reeve; in this case, Jaeger Storfort. Unusually he responds instantly and tells them to begin immediate sensor readings towards the world and then land as soon as possible. He refuses to be drawn further other than it is a matter of the utmost import.

To make accurate sensor readings: Sensors + INT, Average, ID min, Cooperative

When the party lands, they are greeted by Storfort himself, along with Emblem's Deputy Magistrate, Ora Fianas. They are ushered into a nearby building. Here Storfort will finally inform them what is going on.

Two weeks ago, an outlying settlement was attacked and looted. Fortunately nobody was killed, but the evidence pointed, albeit inconclusively at that point, to the attackers being Sesheryn. It received wide coverage and Alder Jarnson has been using the incident to stir up feelings against Sesheryn with great success.

The situation has just taken a serious turn for the worse. Half an hour before the party's ship arrived in system another settlement was attacked; again fortunately with no fatalities. The media is already cover-

ing the story and Jarnson has already made an extremely inflammatory statement. Things are worse than they seem; this time, there is hard evidence of Sesheryn, specifically images of the Sesheryn ship *LuckyC*. The Magistrate has so far managed to suppress this information but it's only a matter of time before it gets out.

Storfort needs the party's sensor data for analysis. The *LuckyC*'s captain, Maureen Fangborne, is well known for her honesty and compassion. It seems incomprehensible that she would turn raider. He hopes the tapes will show the images to be mistaken. However, he also notes that if the information is correct, immediate steps will need to be taken to stop Fangborne and the party have the only means available to do that.

To analyze the data: Sensors + INT, Average, ID hours. If the sensor readings were made incorrectly, double the time taken.

Sadly, the data will confirm that it was the *LuckyC*. At this point, Storfort will invoke his powers as Reeve to form a posse, consisting of the party. He still hopes in some way that Fangborne is not responsible, but if she is, any and all steps need to be taken to stop her before another attack.

He has very good relations with the Magistrate and can obtain a wide variety of equipment that may prove useful. He will provide the party with permits for any weapons they possess. He also insists that the party take recording and surveillance equipment. There needs to be proof that the Sesheryn themselves dealt with the problem.

Act Two – Getting lucky

The sensor data also gave a rough location where the *LuckyC* touched down, a mountainous region roughly 1200 kilometers east of the settled regions. Getting there is simple by ship, searching it rather more difficult.

Several search strategies will present themselves. The most obvious, simply fly over the area at low altitude, should be discouraged. Not only would it likely alert the *LuckyC*, but it would expose the ship to potential surprise attack by the concealed vessel.

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A high altitude pass, however, may prove useful.

To make a high altitude search: Sensors + INT, Average, 10 min.

Sadly, no trace of the *LuckyC* will be found. However the search will show up a helicopter flying across the region and landing on the shores of a small lake. This is unusual in an unsettled area. A detailed scan will show some sort of complex where the helicopter landed, but still no sign of the *LuckyC*.

To make a detailed scan of the lake: Sensors + INT, Difficult. 1D min

Nonetheless this is highly irregular and merits closer investigation.

Act Three – Silly boy meets nice girl

There is a good site landing half an hours hike from the complex that will avoid the potential of detection. The compound appears to be a lake-house with a number of out-buildings that appear to be recent additions. As the party nears, they will hear the unmistakable sound of a starship and will observe the *LuckyC* rising from the lake. It will fly erratically a short distance and land inside the camp.

From a distance it is clear that the complex is fairly busy and caution will be needed approaching it. However the party should be able to get within 200m of the camp relatively easily. From this distance it is possible to make detailed observations of the goings-on.

There is a body on the ground, with a grave being dug. Two people are arguing by the starship. One is Alder Jarnson, the other will be recognized as Matthew Sweete, navigator and first mate of the *LuckyC*. There is a parabolic microphone in the surveillance equipment Storfort insisted they take which will allow the party to eavesdrop.

Jarnson: "... in the air as soon as the canisters are loaded!"

"And I've told you, she won't fly till Illa fixes the drives, and that won't be before nightfall!"

"It's got to be hit in daylight, I want no doubts this time. Get it off the ground"

"Your people let Fangborne get a grenade into engineering and now we've got to fix it"

"You insisted on letting them live" (pulls a revolver) "get it [unintelligible] done!"

"Shoot me, she'll never fly and your precious plan will come to nothing"

"Damn you and all your kind! Fine, dawn. And this time make sure there are fatalities"

"You really are a monster, aren't you?"

"A paladin, doing what's needed to protect my people from your kind. Soon we'll clean you from this world and others"

At this, Jarnson will wheel and storm off.

It is clear another attack is planned. Dawn is 11 hours away, so there is some time. It will require returning to the ship to communicate with Storfort. He will be extremely alarmed by this, another attack will likely push the world over the edge. He will arrange for a company of Emblem commandos to be dispatched but they will not arrive for at least 12 hours. He will stress that it is imperative that the attack is either delayed or stopped outright. Realistically there are only two ways to achieve this: assault the complex or sabotage the *LuckyC*.

In any event, the party will need to wait at least three hours till nightfall. During that time further observations are possible. The pattern of the guards movements should be determined.

To monitor the guards' movements: Recon + INT, Difficult, 1D hours.

About an hour after nightfall a woman will come out of the *LuckyC*. Sweete is supervising several guards loading the ship. The two will converse in Anglic.

Woman: "Fixed, Matthew"

"Well done, go back inside, I'll be there when I'm done here lover" (pause) "Illa, I hate this"

"Just one more Matt, she'll kill us both. We have no choice"

"I know, but I still don't have to like it" (pause) "Yeah, just one more."

The woman is clearly the *LuckyC*'s engineer, but it will strike the party as extremely odd that Sesheryn

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should hold such an intimate conversation in front of strangers in Anglic over Luriani. It will also seem unusual that (given the close-knit nature of Sesheryn) nobody has any idea who the woman is.

Act Four – Gunfight at the Okish compound?

The best time for either sabotage or assault is night when most of the camps occupants are asleep. The precise flow of events should be determined by the referee. But the following is a guide.

The party should be able to enter the compound. The guard in the watchtower can be dealt with by a silenced sniper rifle and the alarmed fence bypassed with electronics or security skill. The party should be allowed to shorten the odds facing them somewhat at least. There are a LMG and two rocket launchers in the watchtower. These could prove very useful if the party can get to them. The *LuckyC*'s lasers can be neutralized by dense smoke, such as from burning fuel-oil.

If the party is planning sabotage it will prove difficult. The *LuckyC* is an ex-military vessel, designed to resist damage. In addition the crew and at least one guard are aboard with two more guards outside at all times.

The most obvious target are the *LuckyC*'s landing struts. There are twelve of them and three would have to be severed to topple the ship. If the party has not brought explosives, there are 15kg in the armory.

To lay charges on a strut: Demolitions + DEX, Formidable, 10D sec per Kg. The minimum charge is 3Kg, each additional 2Kg decreases the difficulty by one level. Charges on each strut will need to be set individually.

Alternatively charges may be placed on vital points of the hull. This will be quicker but significantly harder.

To lay charges on hull: Demolitions + DEX, Staggering, 6 min. 6kg of explosives are required. Additional explosives will not help this task.

If the alarm is raised, the camp will respond as below:

Guards (888655 Rifle-1, rifle and mesh) – The number of guards should be determined by the strength of the party. They will engage cautiously. They only have basic training.

Technicians (786867 Carbine-0, carbine) – There are three technicians. One will hide in the barracks and not engage unless threatened. One will stay in the barracks but will engage. One will attempt to get to the office and destroy records.

Cook (ABB775 Shotgun-2 Blade-3, shotgun and blade) – She will engage aggressively and is well trained.

Jarnson (686A9C Pistol-2 revolver and cloth) will attempt to flee in one of the powerboats moored at the jetty. He will take the pilot (7A8977 Carbine-1 SMG and mesh) and his bodyguard (9A9876 Rifle-1 Pistol-2 autorifle, autopistol and cloth) with him. They are in the lake-house and have to cover some ground. It will take three rounds to start the boat and cast-off.

One of the *LuckyC*'s gunners and the guard inside will join the others at the airlock. The guards will fire but stay by the ship to prevent boarding. The gunner will hang back. Perceptive characters may notice he is wearing a filtermask.

To notice the filtermask: Recon + INT, Average, instant.

If the combat starts to turn significantly to the party's favor or Jarnson successfully flees or is killed, the gunner will empty his SMG into the guards' backs killing them. The *LuckyC* will then take-off and proceed at maximum Gs to jump out of the system. If the *LuckyC*'s landing struts have been severed, she will still be capable of flight on a formidable piloting roll against Sweete's pilot-3 skill and dexterity of 10.

The *LuckyC* is carrying two chemical rounds for its sandcasters. These are filled with a choking gas that does 2D (doubled in confined spaces) damage per round to any character not wearing a filtermask. Sweete may be tempted to use these rounds to aid his

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escape, especially if the *LuckyC* has been damaged.

Epilogue

The commandos will arrive at the scene approximately one hour after dawn. If the party has not stopped or sabotaged the *LuckyC* they will be too late. If the compound has not been cleared they will make short work of it. Regardless they will quickly take charge of the situation.

If the *LuckyC* has launched its attack the situation on Emblem will rapidly deteriorate. Rioting against Sesheryn will break out, Storfort will be killed in the chaos and Jarnson will become Magistrate. Sesheryn who survive will be expelled.

If the party are captured by Jarnson, he will want them killed immediately. Sweete, however, will be able to successfully intercede, arguing they need to be interrogated. He will then quietly arrange for their escape.

If however the party successfully prevents the attack they will find themselves quickly sequestered in a luxury hotel. Local newscasts will carry a story regarding the attacks. They have been blamed on mercenaries from outside the region and that they were stopped by local forces with assistance from Sesheryn. Several badly burnt bodies will be seen, claimed to be the raiders. It will appear that this cover-up is successful. Jarnson's death in a tragic accident will be announced a day later.

Storfort will visit them several days later. He will congratulate them, but implore them to keep quiet about what has happened. Jarnson had powerful friends and the truth is not "acceptable" to the local authorities. Also if Sweete's involvement became common knowledge it would feed the Okish and other groups like them throughout the sector.

He has a few things for them however. He knows of a local merchant with several valuable cargoes she is looking to sell. He and the Magistrate have recommended the party to her, all but guaranteeing a favorable deal. He also has a letter of recommendation which will aid their trading (a -2DM on all worlds within six parsecs of Emblem).

Episode Two:A Chance Encounter

Stage

Hiryu (1239 B740694-8 S) is a busy world. The government of Hiryu provides free fuel and subsidizes maintenance for Sesheryn ships here and acts a home-base for them. High Reeve Molly Brant is a member of Hiryu's executive and accorded primacy by most other Reeves.

Much of Hiryu's government is excessively bureaucratic and suffers from a degree of corruption, but the High Reeve is appointed from the Sesheryn and recognized as usually being immune (and corrupt reeves are quickly replaced.) The starport is accorded extraterritoriality and is under the jurisdiction of the High Reeve. However they have always made a point in not allowing activities that threaten the bureaucracy and barring entry to "undesirables."

Prologue

This adventure follows on from Episode One, Random Violence. It assumes the *LuckyC* escaped from Emblem. The party is carrying a report from Jaeger Storfort to be hand delivered to Brant on Hiryu. This report details the events of Random Violence.

Act One – Flying dragon

When the party arrives in Hiryu, they contact the reeve according to custom. When they mention they are carrying the letter from Storfort they will be given an immediate landing clearance. They will be met by a car and taken directly to meet with Brant. Brant has a reputation for being a brash and abrasive woman and the characters will be expecting to have some difficulties dealing with her.

As she reads Storfort's letter her expression will become increasing grave. When she finishes, she will question the characters about the events of the past adventure. The matter is extremely serious. Over the past few years there has been disturbing rise in anti-Sesheryn feeling on many worlds. The reeves have managed to keep this quiet and avoid any incidents (such as the recent events on Emblem) that might

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inflame the situation. A renegade such as Sweete poses a major threat to their ability to continue doing that. Therefore, he needs to be brought to account.

She will appoint the characters as temporary reeves and task them with investigating the matter on Hiryu. This will give them law enforcement powers on Hiryu and entitles them to recompense for any expenses or losses. She will inform them that the *LuckyC* arrived on Hiryu six days after leaving Emblem, undertook emergency repairs and left only two days previous. The *LuckyC*'s flight plan listed Old Shire (1040) as her destination. Regrettably Brant has no further information.

The most obvious avenue of investigation is to talk with the *LuckyC* repairer. They were not carried out by the starport but by Gordon Rasc, a local engineer known for his discretion. The party's new credentials as reeves will help, but it will still be difficult getting information from him. He has three important pieces of information; each is a separate task to uncover.

To interrogate Rasc: Interrogation + EDU, Average, 3D mins.

The damage to the *LuckyC* was quite severe, beyond Rasc's ability to fully repair. He was only able to restore her to jump-1 capability. He recommended that she be repaired at the starport but Sweete refused. Sweete was unable to pay a deposit when the work started or for ongoing parts and was forced to sign over the *LuckyC* as collateral. However he paid in full when the repairs were completed. Vital parts were supplied by Sven Ivers, a local businessman with extensive criminal contacts.

To locate Ivers: Streetwise + INT, Difficult, 3D hours.

Ivers will actually find the party before they find him and contact them via an intermediary. He will suggest a meeting at a local eatery. Unlike Rasc, Ivers is amiable and apparently helpful. He admits to having supplied Sweete with TL11 parts, nothing illegal, he has the paperwork on him to prove it.

However, close inspection of the paperwork will reveal that the parts were paid for before they were delivered.

If questioned about this, Ivers will become vague and attempt to avoid answering. Pushed he will claim Sweete paid upfront. This would seem unlikely given his difficulties paying Rasc. Ivers is still amiable and it may be possible to fast talk him. Alternatively he may be interrogated, but this will require arresting him.

To persuade Ivers to talk: Fast Talk + INT, Difficult, 1D minutes. May use Carousing as a favorable DM

To interrogate Ivers: Interrogation + INT, Easy, 10D minutes

Success in either will reveal that Ivers was actually not contacted by Sweete, but that "Bandsaw" Betty Carres, a local criminal noted for her brutal methods, arranged and paid for him to supply Sweete. An exceptional success will also glean that Sweete let slip that his next destination was actually Decius (1235), the other direction from Old Shire.

Act Two – Bandsaw Betty

Carres is well known on Hiryu. She deals mostly in gambling, prostitution and narcotics and is protected by a number of well placed officials in the administration. If they inquire about her with the local police they will express surprise that she would be involved with off-worlders or have the available cash to purchase TL11 starship parts. However, they routinely monitor her movements and communications and will make those records available.

To analyze surveillance data: Admin + INT, Average, 1D hours

There is only one oddity in her recent behavior. Two days after the *LuckyC* landed she lunched at the Darvel Hotel. The Darvel is a prestigious hotel located on the starport. The characters contact with the police will be amazed that she was granted an entry permit to the starport, a matter handled by the High Reeve who makes a point of barring known criminals.

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As reeves the characters will have access to these records.

To investigate the permit: Admin + INT, Easy, 1D minutes

The permit was granted in response to an invitation from Mialas Standon, the Second Oligarch of Decius who was staying at the Darvel at the time. As Standon was visiting on a diplomatic mission (discussing with Brant the mail subsidy between Hiryu and Decius), the permit was granted as an administrative matter and did not pass through Brant.

If Brant is informed she will be concerned. Not only that a vicious criminal was on her starport, but that a high government official of Decius may somehow mixed up in this. She will immediately order the party to bring Cerres to the starport for interrogation. She doesn't want the local police involved as she fears that Cerres may be forewarned. She will also note it is unlikely that Carres will "come quietly."

Before bringing in Carres, the characters may wish to investigate the Darvel. The concierge has a politely superior manner. He is able to confirm that Standon did request a private table at the hotel's restaurant for luncheon and dinner on the day concerned. However he will inform the characters that the staff of the Darvel do not recalling who might call upon their guests nor overhear conversations.

He will allow the party to interview the staff who waited on the table. The lunch waiter will follow the hotel's line regarding discretion and no information can be gained from her. The dinner waiter on the other hand will be open to a bribe.

Bribing the waiter: Bribery + SOC, Average, 5D seconds. The waiter will be looking for a bribe of between Cr50 and Cr80. For every Cr10 above this range apply a +1DM. For every Cr10 below apply a +2DM. A successful difficult social standing check will give the center of the range.

The waiter does recall Standon and his guest. The guest was not Carres but an attractive woman. He can not give a precise description nor did he overhear

anything other than trivial small talk. If any of the characters think to show the waiter a picture of the *LuckyC*'s engineer Illa, he will confirm she was the woman.

Act Three – A quiet suburban street

Carres runs her operations from her home in a middle-class suburb. She has an extensive security system and is protected by at least three thugs armed with autopistols (the exact number should be tailored to the party's strength.) Also she is always armed with an autopistol herself and keeps a shotgun by her bed. Despite Brant's instance that local police not be involved, the characters may have one or two officers they can trust to assist.

Security or electronics skill may be used to bypass the security system. However, eventually the alarm will be raised (either by failing to circumvent the security system or gunfire.) At that point the local police will be alerted and will arrive on the scene in force in 15 to 20 minutes. The characters must complete their mission before this happens. If the characters have a trusted police officer with them, they will get three or four minutes warning of their arrival.

Assuming the party subdues Carres and her guards, they should search her property. There are four items to be found, each is a separate task. The party may split up to speed the searching. Carres will also need to be forced into a vehicle to be taken to the starport. This will take two minutes and require two characters. It may be done simultaneously with the search.

To locate office computer files: Recon or Computer + INT, Easy, 1D minutes

To locate office safe: Recon or Security + INT, Average, 1D minutes

To locate bedroom safe: Recon or Security + INT, Difficult, 1D minutes

To locate recordings hidden in the kitchen: Recon or Computer + INT, Difficult, 1D minutes

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The difficulty of each search may be reduced by one level if the players specifically state where their characters are searching.

To open office safe: Intrusion or Electronics + DEX, Average, 10D seconds

To open bedroom safe: Intrusion or Electronics + DEX, Average, 10D seconds

Once the party is finished at Carres' residence, they must get to the starport. If they leave less than five minutes before the police arrive, the police will attempt to pursue them. If the police catch the characters or arrive before they leave, the party will have little choice but to hand over Carres, though they may be able to hide any evidence they have found.

Regardless of the course of events, the characters raid of Carres's residence will cause a major incident between the High Reeve and the rest of the Hiryu government. The result is that the party will be unable to leave the starport for some time while Brant smooths things over and even then they will find their actions severely curtailed.

Act Four – The thickening

If the party succeeds in safely getting Carres and the evidence back to the starport, they will doubtless want to interrogate her and investigate the contents of her residence.

To interrogate Carres: Interrogation + EDU, Difficult, 1D hours, May be attempted an unlimited number of times.

Sweete is a gambler, but not a good one. Several months ago while on Hiryu he got well over his head to Carres. Unable to pay, Carres offered to wipe his debt if he arranged to bring in a load of drugs from off-world. When he finally showed up, his ship was seriously damaged. Seeing an opportunity, she offered to pay for the parts Sweete needed in return for him making another run, this time from Decius. Getting drugs from off-world is difficult without a "friend." Standon is that friend.

This story is true, but it is far from complete. If

the party notice the discrepancies in her story they may wish to interrogate her further.

To interrogate Carres further: Interrogation + EDU, Formidable, 1D hours. May be attempted an unlimited number of times.

Several months ago Carres was contacted by Standon who had a proposal for her. He would supply her with high quality drugs from off-world. He specifically suggested using a Sesheryn in her debt as courier. It struck her as a little odd that one turned up a week later. But she isn't one to pass up business for that.

When Sweete delivered the drugs, the *LuckyC* was seriously damaged. He offered to make another run in return for money. She refused, but next day was contacted by Standon who put up the money for the repairs. He claimed a good courier was worth it. This was well past "odd" and she initially refused. But several of her operations were taken out over the next two days. Standon again asked her and she agreed this time.

The material gathered from her residence should also be investigated. This may be done at the same time as interrogating Carres. The computer and recorded data are encrypted and this will need to be cracked. Each is a separate task.

To crack the encryption: Computer + Education, Difficult, 1D hours.

Most of the material is simply evidence of her criminal activities on Hiryu. If the characters have at least two of the four pieces or the recordings on their own, they will have enough for her to be convicted for murder, drug trafficking and many other crimes regardless of her powerful protectors. If this evidence is presented to the Hiryu government, it will defuse the crisis between them and Brant.

However she wore a concealed video recorder during her meeting with Standon. It will confirm her story. Also if the characters are particularly attentive they will notice a glimpse of the woman they know as Illa in leaving the room as Carres approaches it.

Noticing Illa on the recordings: Recon + INT, Stag-

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gering, instant. Only one attempt is allowed.

Epilogue

If the characters have been successful, they will have not only brought down a vicious criminal but may have unearthed a conspiracy involving senior officials on a number of worlds. There is clearly something going on and it would seem Sweete is just the tip of a much larger iceberg. There are many questions, but the answers do not lie on Hiryu.

The government of Hiryu will be grudgingly grateful for them bringing Carres down. They will pay a significant but not extravagant cash reward for this, the precise amount should be determined by the referee.

Brant, however will be extremely impressed by the party's performance. They have shown intelligence and resourcefulness. She is in their debt and may be a powerful ally in the future. She will make their temporary appointments as assistant reeves permanent. This will greatly raise their standing (treat as increasing SOC to 7 or a +1 SOC if it is already 7+) and give them the authority of a reeve amongst the Sesheryn.

Note: There are clues that Illa is not who she claims to be. Illa is an important character in the next adventure and referees should resist the temptation to push the characters towards those clues. If the characters players' make the connections give them the information, but only if they think of it themselves.

Episode Three: Ill Fortune

The Stage

Decius (1236 AA89734-9) was the birthplace of the Winter Blooms. Its rejection of the stars sparked the beginnings of the Sesheryn. The Oligarchs of Decius still place little import on interstellar commerce and it is falling behind in trade and technology. Many believe that Hiryu will soon surpass it in importance.

Its government is moribund. Prime Oligarch Biil Zarashuu is a weak and ineffective leader. The only reason he is still in power is that neither of his two

leading rivals, Second Oligarch Mialas Standon and Justice Minister Gwen Kristian, have managed to muster sufficient support to replace him.

Prologue

The characters, after uncovering evidence of a possible conspiracy on Hiryu, have been tasked by the High Reeve to continue their investigations on Decius. She will attempt to provide them with anything they require, but her resources are not unlimited. One thing she will provide is a set of bodypistols imported from Hipper. She has one per character with two spare magazines and a silencer each. These weapons will evade most TL9 sensors.

It is two jumps from Hiryu to Decius via Nahur and Gusshie. Gusshie is the source of Caren spice, a valuable trade item. It is also the home of Jana L'Aragone. Over 100 years old, a former captain and reeve, L'Aragone is a legend amongst Sesheryn.

Retired, she is the chandler on Gusshie. It is tradition that crews that make planetfall visit her. Normally the mate will make arrange a purchase while she fawns over children and shares her moonshine whiskey (engineers swear by it as a degreaser.) She is also an excellent source of information.

Naturally when the party reaches Gusshie, they will want to call on her. She will share news and gossip. When the characters ask after the *LuckyC* she will surmise they are reeves (assuming they have not already told her).

"So you're working for young Molly? Sorting out this mess? Knew there was something up. Matthew's drinking heavily again. Talked a lot about dead captains, about better times. He's deep troubled. Says Maureen got herself killed on Emblem, hit by pirates. Did he kill her? Shame, Matthew was a good man once. Brought his first mate, Illa Marason with him. Matthew says she's from Narada; not one of us. She's that alright, quiet one too. Says she doesn't speak Luriani, but she's no fool. Sees a lot more more than she lets on that one and hears it too." she pauses and writes something on a scrap of paper "Take this to Enli Gushiimisk on Decius, tell him I'm calling in a marker." The paper has one word on

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Active Measures

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it – Gzarzz – and her signature.

Act One – Strange little girl

When the party lands on Decius they will want to seek out Gushiimisk. A former senior policeman, he is now a “security consultant” working for Gwen Kristian. He has a reputation for knowing everything that’s going on on Decius. Finding him is easy, meeting him however requires getting through several layers of secretaries and assistants.

To get an appointment: Admin + SOC, Average, 6D hours.

When the party finally get an appointment, he will look at the note from L’Aragone, smile and pull up a file.

“So how did you find her whiskey?”

When the characters ask about Sweete or the *LuckyC*:

“Well, the *LuckyC* is currently in bay four of the naval base undergoing repairs. Huge stink over it, public funds, Sesheryn rabble, you know the line. But Standon got Zarashuu to sign-off on it, so... Sweete’s staying at the Transmetropolitan with Marason. Two are an item apparently. Got plenty of money to throw round. Rumor has it that Standon’s using them to run drugs, I’ve been digging but no proof sadly, would ruin him if there was. Now Marason. She’s traveling on Naradian papers, all in order apparently. Seems she’s holding the money, probably because Sweete spends most of his time in a bottle now. Makes out she’s just a simple farmgirl, not sure about that. All I’ve got at the moment, but take my card; think we may be able to help each other.”

Several lines of investigation will likely occur to the characters, but only two will yield any benefits. The first is searching Sweete and Marason’s room at the Transmetropolitan. The other is to look into Standon’s background.

The Transmetropolitan is an upmarket establishment, the characters will not be granted entry unless properly attired (business wear normally, black tie at dinner or gaming tables.) Sweete is normally to be found either at the gaming tables or at the bar. Mara-

son is almost constantly at his side. Some care will need to be taken to avoid detection.

To remain unnoticed: Stealth + SOC or EDU (use lowest), Average, 10D minutes. Opposed by Marason (Recon + INT)

Sweete and Marason’s room is located on the seventh floor. Time should not be an issue.

To overcome the room’s security: Intrusion + DEX, Average, 3D Seconds

To search the room: Recon + INT, Average, 4D Minutes

The only thing of note in the room (other than a large amount of cash in the wallsafe) is a false compartment in one of Marason’s bags. In it are an old photograph of a couple holding a baby and a single pressed flower. Any characters able to make a Formidable EDU check will recognize it as coming from a plant found only in the neighboring Fornast sector. If Marason has noticed the party this bag will have been moved to the hotel safe.

Gushiimisk already has a more complete dossier on Standon than the characters could ever amass. He was heir to a family of middle rank in the Oligarchy. Until about 15 years ago he had followed a mediocre government career showing little ambition or drive. However from that point he has rapidly risen to the position of Second Oligarch.

He has long advocated increased Decian involvement in interstellar affairs, with very little success. He has been married for over 30 years. There was an affair about 15 years ago but since he has avoided any hint of scandal. This has made the recent rumors of drug trafficking rather surprising.

If the characters choose to follow up on the affair they will uncover a connection between Marason and Standon.

To investigate the affair: Admin + EDU, Difficult, 3D hours.

Success will turn up a photograph of Standon with his lover. The woman is clearly a younger Illa Marason.

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Active Measures

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Act Two – Tinkletoes

Clearly Marason is not what she seems and somehow connected to Standon, but the party would appear to have hit a dead end. With no new leads, the only option apparently is to wait for the next move. The party is planning long term surveillance when they are contacted by Gushiimisk. The Prime Oligarch's Ball is in three days, the guest list of which was prepared months ago. It has just been released and Sweete and Marason's names are on it.

Since they have only been on-world for less than two weeks, this is remarkable. He has (moving heaven and earth) arranged for the characters to be added to the guest list and (if the party has uneven male/female ratio) suitable partners. The event is held at the grand ballroom of the Palace of the Oligarchs. It is the highlight of the Decian social calendar and anyone who is anyone will be there. Gushiimisk will also supply the party with a floor plan of the Palace.

As may be expected Standon will attend the ball. The characters should attempt to keep a discreet watch on him as well as Sweete and Marason. The party will need to "mingle" with the guests to achieve this requiring an Average characteristic check against social standing. The referee should then check to see if Marason spots the characters

To spot the characters: Recon + INT, Formidable, 4D minutes. Apply DMs from attire, a +2DM if any character failed to "mingle", +2DM if the characters were spotted at the Transmetropolitan and +1DM if any character is unpartnered.

If the characters are spotted by Marason she will send Sweete to inform Standon. Standon will send a guard to quietly watch them but otherwise do nothing.

About two hours into the ball, Standon, Sweete, Marason and two guards will attempt to discreetly exit into the south wing of the palace. If the characters have been spotted, the guards detailed to watch them will attempt to distract them, allowing Standon

etc to slip away unnoticed. If the characters are distracted assume that Gushiimisk informs shortly after Marason and the others have left. Gushiimisk is in charge of Gwen Kristian's security and unable to follow them.

When Marason and her companions leave, the party should attempt to follow them. If they have the head start apply a +2DM

To follow Marason through the Palace: Stealth + INT, Average, 1D minutes, Opposed by Marason's Recon + INT

If the characters are spotted, one of the guards will attempt to delay them. She is armed with a silenced bodypistol. Skip directly to the start of the next act when the party defeats her.

If the characters are not spotted, Standon etc will reach a room in about five minutes. The guards will stay outside while the Standon, Sweete and Marason go inside. Checking the floor plans Gushiimisk supplied will inform the characters that there is an adjacent room with an access point that will not be visible to the guards. From this room the characters will be able to eavesdrop.

Sweete and Standon are arguing.

Sweete: "...always will be"

"still are, still are? that ended when you sold out your captain. So stop pretending, you'll do as you're told. You're right the future is in the stars, but not in the hands of rabble like you"

"Illa?"

Marason: "Lover do we have a choice?"

"There's always choice and I choose not to kill millions"

The party will hear a scuffle and a single shot.

Standon (panicked): "Damn, damn, damn, what are we going to do Afira?"

Marason: "Calm down Mialas, haven't I always taken care of things. Get back to your wife. Don't worry it will all be sorted. I'll get it cleaned up."

A few seconds later the characters will hear Standon and Marason leaving. The party should open the connecting door and check the room.

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Active Measures

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Act Three – Night fever

When the party enters the room they will find Sweete barely alive. He will recognize the party from the first episode. He will force a recorder into the hands of the first character to approach him, whisper “stop them” and die. If the characters listen to the recorder they will uncover the plot.

R-Fever was a plague that swept the region during the fall of the Rule of Man. It killed hundreds of millions and is still feared. Standon is planning to use the *LuckyC* to plant a new strain of this plague in the deep-space jump point at 1234. There it will infect many Sesheryn crews who will spread it as they travel (R-Fever has a long dormant phase where it is infectious with no symptoms). Standon also has a cure. The Sesheryn will be blamed for bringing back the plague and worlds will turn against them. The Decians will then spread the cure and be hailed as heroes reestablishing their dominance. And Standon, the hero, will become Prime Oligarch.

The party now has evidence that will ruin Standon and end his plot. All they need do is get it back to the ballroom and give it to Gashiimisk. Unfortunately this will not be easy. When the party has finished listening to the recorder, the door will open. Two guards have come to dispose of Sweete’s body. The party has surprise. The exact number of guards between them and the ballroom should be determined by the referee. They are armed mostly with silenced autopistols.

Epilogue

If the party successfully gets the recorder into Gashiimisk’s hands he will make it public. Standon will be removed from his post and ruined. He will be fully investigated and his drug trafficking uncovered along with other crimes. The plot to spread R-Fever will be ended and the cure will be made available, preventing it ever being a threat again.

Marason however will disappear and not be found. A thorough investigation of her will only turn up what is in the library data below. If the characters

searched her hotel room and found the hidden items it will be surmised that she originates from the Fornast sector.

There is still one loose-end. Developing R-Fever into a bio-weapon would have been a massive undertaking, it is hard to see how Standon and Ral got the resources. Also organizing a multi-world conspiracy must have been extremely difficult. Some will question if they were working alone or just the tip of something even deeper.

Regardless of this, the party will be hailed as heroes and their standing will be markedly increased (+2 to SOC). They will have the gratitude of Gwen Kristian, who will soon become the new Prime Oligarch. If the characters wish, Kristian will transfer ownership of the *LuckyC* to them. Otherwise she will end up being broken up for spare parts.

Cut Scene – Suit yourself

Some points in the adventure call for the characters to be “properly attired.” Obtaining this can be an ordeal. First make a characteristic check against social standing to see if the character already has the “proper attire”. On an Average success the character has adequate business wear only; on a Difficult success the character has good business wear and adequate black tie, on a Formidable success the character has both good quality attire for both. Female characters may be assumed to have more than one outfit.

If the character lacks proper attire it may be purchased as below (per outfit)

Adequate business wear = $1D \times Cr10 + Cr100$

Good business wear = $2D \times Cr25 + Cr300$

Adequate black tie (male or female) = $2D \times Cr20 + Cr150$

Good black tie (male) = $2D \times Cr25 + Cr450$

Good black tie (female) = $6D \times Cr50 + Cr200$

Adequate quality is off-the-peg and has no delivery time. Good quality is tailored and requires a 4-24 hour delivery time for males and 10-60 hours for females. Female characters may make additional rolls to get a better price (shopping around) but each one requires an additional hour. Characters wearing ade-

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Active Measures

(Continued from page 30)

quate attire or female characters wearing the same black tie outfit a second time give a +2DM for being spotted (this is cumulative.) The only weapons that may be concealed whilst wearing any formal attire are a bodypistol or dagger (with female black the weapon is hidden in a purse.)

Library Data

Sesheryn: A culture of free traders that developed in the Empty Quarter sector during the Long Night. At this time they are a small tightly knit community, still strongly influenced by their Luriani mentors and mistrusted by the bulk of their region's population. Most speak Standard Luriani, using it as a trade language, setting them apart from the local Vilani speaking majority. The Sesheryn will eventually come to dominate the rimward portions of the Empty Quarter, creating a unique culture later known as the "Winter Blooms" and playing a vital role in sparking the Gateway renaissance during the -800's.

The Reeves: The leaders of Sesheryn society are known as Reeves. They have no official standing and their selection is entirely informal. However they have considerable customary authority amongst the Sesheryn and usually are regarded as representatives for their community by local authorities.

The L'Polian-Luriani Wars: A series of five wars between the L'Polian Empire and Luriani Protectorate between -1397 and -1238. The final war (-1252 to -1238) was sparked by a surprise L'Polian attack that resulted in the destruction of the Protectorate's primary shipbuilding facility on Gishuumka (Ley 0311). The Fifth War was noted for its ferocity but ended with a pyrrhic Luriani victory as the Empire collapsed into Civil War. The Empire has now disintegrated into a number of exhausted successor states and the Protectorate is languishing in a deep depression, unable to replace the losses in industry and shipping suffered during the wars.

Diana Ral (aka Illa Marason) *AC9DB8; Fast Talk-3 Interrogation-2 Recon-2 Stealth-2 Intrusion-2 Forgery-2 Handgun-2 Brawling-1 Language (Luriani)-1 Engineer-2 Computer-1 Liaison-2 Survival-0 Ride-0*

Ral was a former agent of the L'Polian Vermox (intelligence service). She fled the collapse of the Empire eventually arriving on Decius some 15 years ago. She has groomed and prompted Mialas Standon into the position he now holds.

LuckyC:

LuckyC

PS-2623441-230000-10001-0 MCr 168.584 200 Tons
Bat Bear 2 2 2 Crew: 6
Bat 2 2 2 TL: 11
Cargo: 20 Passengers: 2 Crew Sections: 1 of 6
Low: 6 Fuel: 48 EP: 8
Agility: 2 Pulse Lasers
Fuel Treatment: Fuel Scoops, On Board Fuel Purification

Detailed Description (High Guard Design)

HULL

200.000 tons standard, 2,800.000 cubic meters, Flattened Sphere Configuration

CREW

Pilot, 2 Engineers, Medic, 2 Gunners

ENGINEERING

Jump-2, 3G Maneuver, Power plant-4, 8.000 EP, Agility 2

AVIONICS

Bridge, Model/4 Computer

HARDPOINTS

2 Hardpoints

ARMAMENT

2 Triple Mixed Turrets each with: 1 Pulse Laser (Factor-1), 1 Missile Rack (Factor-1).

DEFENCES

1 Sandcaster in each Mixed Turret, organized into 2 Batteries (Factor-3), Armored Hull (Factor-2)

CRAFT

None

FUEL

48 Tons Fuel (2 parsecs jump and 28 days endurance); On Board Fuel Scoops, On Board Fuel Purification Plant, 40.000 ton drop tanks

MISCELLANEOUS

8 Staterooms, 6 Low Berths, 2 Middle Passengers, 6 Low Passengers, 20 Tons Cargo

USER DEFINED COMPONENTS

None

COST

MCr 170.270 Singly (incl. Architects fees of MCr 1.686), MCr 134.867 in Quantity

CONSTRUCTION TIME

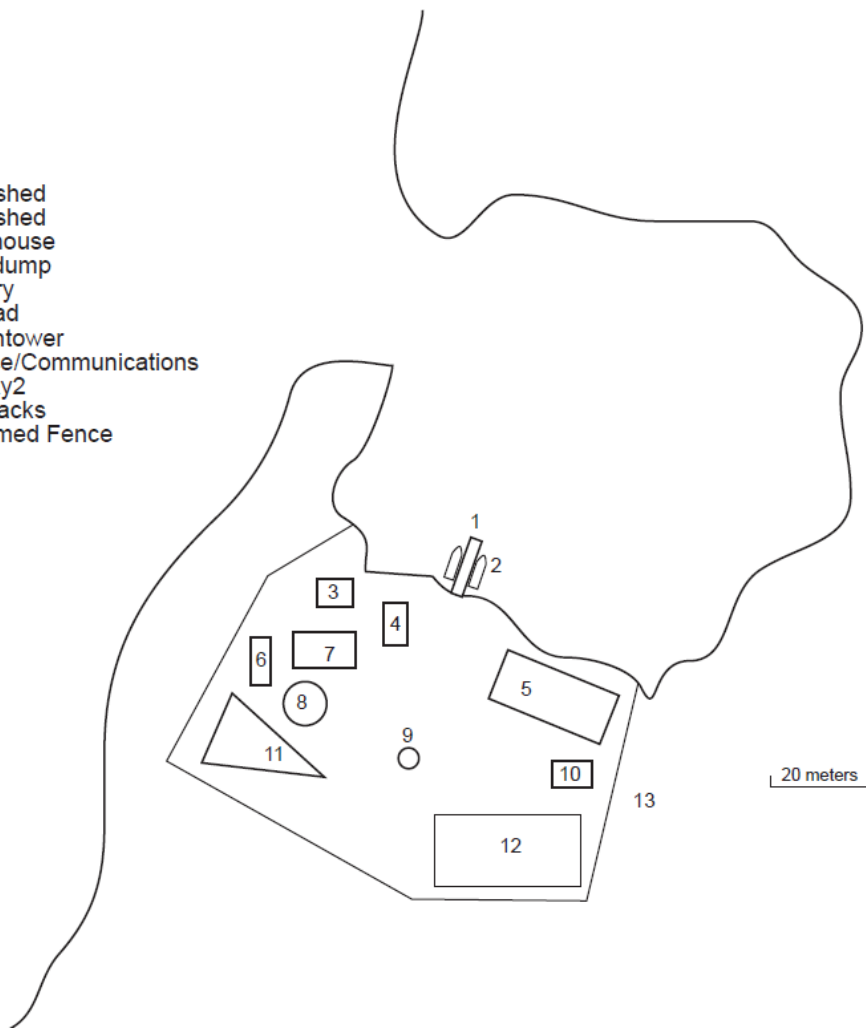
57 Weeks Singly, 46 Weeks in Quantity

COMMENTS

Originally built for the Protectorate navy as the Kwin y Rush Santa(Sea of Good Fortune) in -1377, the ship was declared surplus after the 3rd L'Polian-Luriani War and sold to a group of Sesheryn traders in -1281. The LuckyC has been passed down through several generations of crews since then. She exhibits the traditional longevity of most Protectorate and Sesheryn vessels, being in excellent condition despite being over 150 years old.

Active Measures

- 1 - Jetty
- 2 - Boats
- 3 - Storeshed
- 4 - Storeshed
- 5 - Lakehouse
- 6 - Fuel dump
- 7 - Armory
- 8 - Helipad
- 9 - Watchtower
- 10 - Office/Communications
- 11 - Lucky2
- 12 - Barracks
- 13 - Alarmed Fence



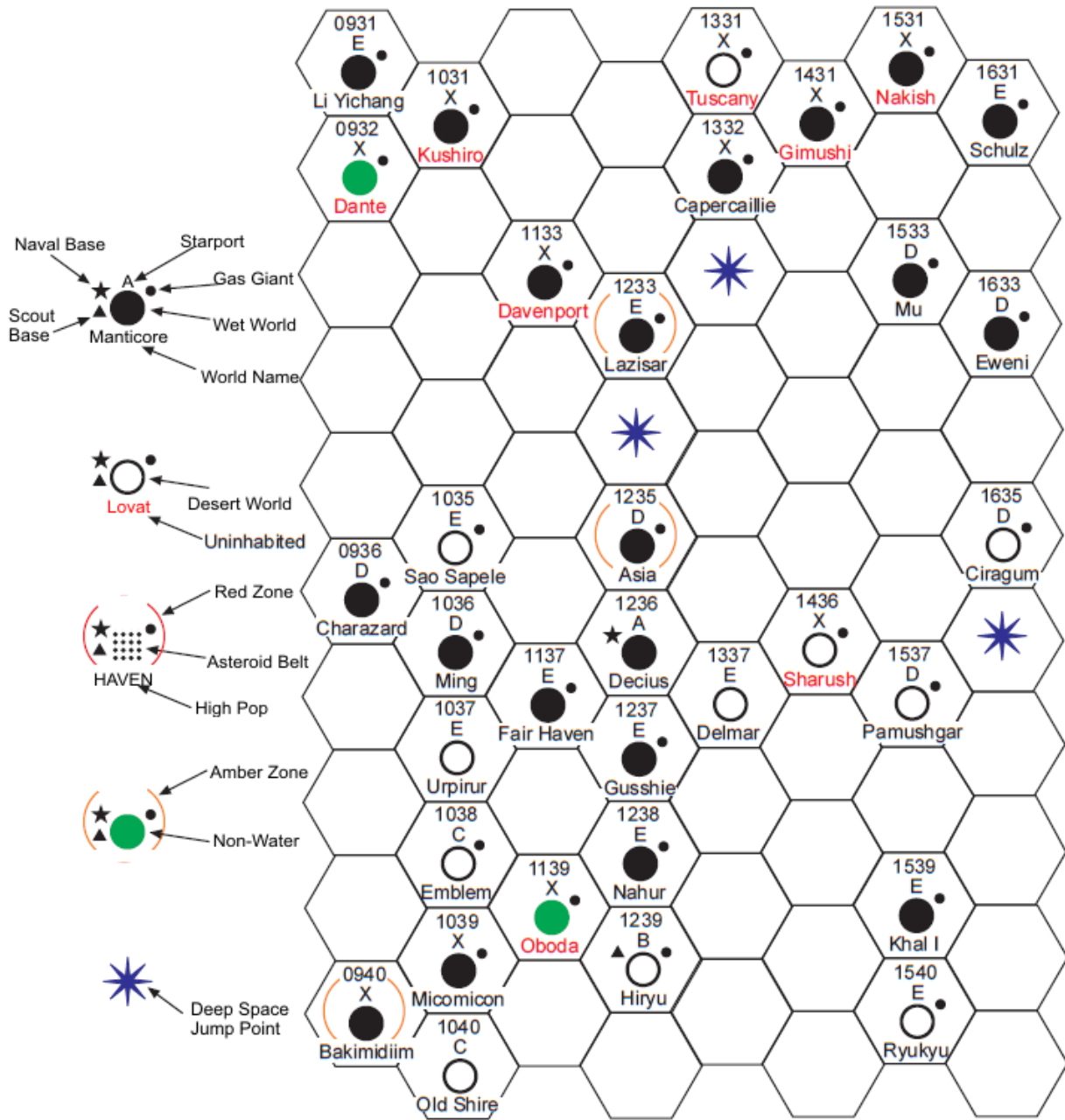
News About Traveller

Recent *Traveller* News and Findings

November, 2011

- **Spica Publishing** has released the *Outer Veil Sector Map* as a supplement to their *Outer Veil* setting.
- **DSL Ironworks** released *Quick Decks 1: Starter Pack*, a set of print-and-clip starship deckplan tiles for miniatures use.
- **Gypsy Knights Games** has released *Quick Worlds 16: Serapis*.
- **Mongoose Publishing** released *Supplement 12: Dynasty*, and the print edition of *Secrets of the Ancients*.
- **Terra/Sol Games** released *Six Guns Rescue Organizations* for their *Twilight Sector* setting.
- **Samardan Press** has released *Flynn's Guide to Azri Drakara: Republic Starships*.

Active Measures



Li Yichang	0931 E4487AD-4	Ag	523 Na	Tuscany	1331 X410000-0	Lo Ni Ba	013 Un
Dante	0932 X6B4000-0	Lo Ni Fi Ba	025 Un	Capercaillie	1332 X76A300-2	Lo Ni Wa	812 Na
Charazard	0936 D435225-6	Lo Ni	514 Na	Delmar	1337 E450776-4	Po De	200 Na
Bakimidiim	0940 X959678-0	Ni	320 Na	Gimushi	1431 X865000-0	Lo Ni Po Ba	024 Un
Kushiro	1031 X641000-0	Lo Ni Po Ba	024 Un	Sharush	1436 X400000-0	Lo Ni Va Ba	005 Un
Sao Sapele	1035 E550776-0	Po De	723 Na	Fur Elise	1531 X201000-0	Lo Ni Va Ic Ba	023 Un
Ming	1036 D244203-5	Lo Ni	401 Na	Mu	1533 D77A657-4	Ni Wa	502 Na
Urpipur	1037 E680101-3	Lo Ni De	900 Na	Pamushgar	1537 D860732-1	De	902 Na
Emblem	1038 C980755-6	Ri De	723 Na	Khal I	1539 E2527BD-5	Po	423 Na
Micomicon	1039 X335312-5	Lo Ni	503 Na	Ryukyu	1540 E640302-5	Lo Ni Po De	202 Na
Old Shire	1040 C9608CD-7	De	710 Na	Schulz	1631 E353620-2	Ni Po	334 Na
Davenport	1133 X793000-0	Lo Ni Ba	024 Un	Eweni	1633 D756557-4	Ag Ni	124 Na
Fair Haven	1137 E986347-4	Lo Ni	602 Na	Ciragam	1635 D660543-5	Ni De	423 Na
Oboda	1139 X6A3000-0	Lo Ni Fi Ba	013 Na				
Lazisar	1233 E867777-3	Ag Ri	A 923 Na	Alliegance Codes			
Asia	1235 D413401-6	Ni Ic	A 224 Na				
Decius	1236 AA87734-9 N	Ag	300 Na	Un = Uninhabited World			
Gusshie	1237 E555624-5	Ag Ni	513 Na	Na = Nonaligned World			
Nahur	1238 E78A224-4	Lo Ni Wa	625 Na				
Hiryu	1239 B740694-8 S	Ni Po De	922 Na				

Consolidated Article Listing for 2011

This listing is by section; an individual article is listed giving its name, and the article author's name in parentheses, followed by the issue and page number, separated by a colon. For example, in Critics' Corner, the review of Diaspora was written by Jeff Zeitlin, and appears on page 8 of issue 014 (February 2011). Issue 001 was the January 2010 issue, and subsequent issues are numbered sequentially.

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The Gun Shop: Instellarms PW-S34 “Crowdpleaser” (Colin Campbell)	020:26
The Gun Shop: Norge GLP-15 (Scott Diamond)	023:12
The Gun Shop: Specialized Grenade Types (Scott Diamond)	013: 5
The Gun Shop: Sternmetal Polymer One-Shot (Scott Diamond)	015: 3
Major Strong's Iron Rations (Ken Murphy)	019:19
NHR Multifunction Robot (Ewan Quibell)	013:21
“Old Newshound” (Ken Murphy)	018:20
PersonaCore Expert System (Scott Diamond)	016: 3
Portable Chemical Detectors, TL9-TL11 (Sam Swindell)	023:16
Portable Low Berth (Ewan Quibell)	021:15
The Promenade: d'Orander's FRI (Ken Murphy)	018: 8
Robotic Wardrobe (Ed Swaneck)	020:22
The Showroom: <i>Archer</i> -class Planetary Missile Defense Submarine (Richard Perks)	021:12
The Showroom: <i>Bramford</i> -class Wheel Loading Shovel (Ewan Quibell)	017: 7
The Showroom: <i>Caduceus</i> -class Grav Ambulance (Ken Murphy)	014:11
The Showroom: Conurbation Commuter Bus TL8 (Timothy Collinson)	023:30
The Showroom: Eisenhardt-class Armored Limousine (Ewan Quibell)	024: 8
The Showroom: Island Commuter Catamaran (Timothy Collinson)	022:31

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The Showroom: <i>Lisse</i> -class Cargo Submarine (Richard Perks)	020:25
The Showroom: <i>Murphy</i> -class Police Grav Bike (Ewan Quibell)	018:18
The Showroom: <i>Porfiria</i> -class Steam Train (Richard Perks)	019:14
The Showroom: <i>Riptide</i> -class Attack Submarine (Richard Perks)	019: 8
The Showroom: TL1 Bicycle (Ewan Quibell)	022:15
The Showroom: TL1 Buggy (Ewan Quibell)	015: 9
The Showroom: TL1 Covered Wagon (Ewan Quibell)	021:10
The Showroom: TL1 Stagecoach (Ewan Quibell)	016: 7
Stim Stix (Ken Murphy)	014: 5
TL12+ AutoDoc (Scott Diamond)	020:10

Kurishdam

At Home, We Do It Like This: Slice of Life: Gloop (Mike Cross)	022: 6
At Home, We Do It Like This: Slice of Life: Highways and Traffic Grids (Mike Cross)	024:11
At Home, We Do It Like This: Slice of Life: Medievalist Society (Mike Cross)	023:11
At Home, We Do It Like This: Slice of Life: Smoking in the Twilight Sector (Mike Cross)	020: 4
At Home, We Do It Like This: Slice of Life: Synth-Meat (Mike Cross)	021: 4
The Club Room: The Plann in Hyperlite (Tim Bancroft)	018:11
Lecture Hall and Library: The 17 th Disjuncture (David Drazul)	021:11
Lecture Hall and Library: Jump Destination: Bryant's World, Amberstar System (Ken Pick)	022:19

The Shipyard

<i>Covenant</i> -class Consular Ship (Scott Diamond)	022:29
<i>Gatekeeper</i> -class Armed Trader (Peter Bradley)	019:13
<i>Scot</i> -class System Probe (Ewan Quibell)	014: 7
<i>Vagrant</i> -class X-boat Service Hull (Donovan Lambertus)	013:23

Multimedia Gallery

Burrowwolf: A Traveller Graphic Novel (Ch 4 Pt 1) (David Billinghamurst, Dave Redington)	016:21
Burrowwolf: A Traveller Graphic Novel (Ch 4 Pt 2) (David Billinghamurst, Dave Redington)	017:17
Burrowwolf: A Traveller Graphic Novel (Ch 5 Pt 1) (David Billinghamurst, Dave Redington)	018:21
Burrowwolf: A Traveller Graphic Novel (Ch 5 Pt 2) (David Billinghamurst, Dave Redington)	019:21
Burrowwolf: A Traveller Graphic Novel (Ch 6 Pt 1) (David Billinghamurst, Dave Redington)	023:31
Contributions (Ian Stead, Per-Olof Bergstedt)	015:10
Grav's Out! (Mike Keeran)	023:19
Searching the Lab (Jeffrey Schwartz)	024:38

Freelance Traveller Contests

#1: Wooden Ships and Iron Men (Contest Statement, Jeff Zeitlin)	020:26
#1: Wooden Ships and Iron Men (Winning Entry, Timothy Collinson)	022:33

Freelance Traveller Projects

Wooden Ships and Iron Men, or "Yes, the Map Really <i>Is</i> Flat": The Two-Space <i>Traveller</i> Project (Project Statement, Jeff Zeitlin)	022:30
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Feedback

Please tell us ...

- what you think of both magazine and website
- what you think of the articles we publish
- how we can make our magazine better
- how we can make our website better
- what kind of articles you do or don't want to see
- what you think of our look
- how we can make it better

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

- e-mail: feedback@freelancetraveller.com.

- feedback form at <http://www.freelancetraveller.com/infocenter/feedback/ftfbf.html>.

- Forums:

Traveller Fanzine section of SFRPG: <http://www.sfrpg-discussion.net/phpBB3/viewforum.php?f=36>

Lone Star at Citizens of the Imperium: <http://www.travellerrpg.com/CotI/Discuss/forumdisplay.php?f=13>

Note: you must be registered with the forums to be able to use this method.

Traveller on the Internet

IRC: The #Traveller and #LoneStar channels

Freelance Traveller sponsors channels for *Traveller* fans on the Undernet and Otherworlders IRC networks, and the two channels are “bridged” so that if you're visiting either, you can see what's going on in the other, and talk to people there. For more information about both channels, see our informational pages at <http://www.freelancetraveller.com/infocenter/travnet.html#IRC> and <http://www.freelancetraveller.com/infocenter/travchat/index.html>. Come talk “live” with other *Traveller* fans about anything at all, *Traveller* or not, and make both channels “jumping” places to hang out!

You can also run “play-by-IRC” game sessions in either channel; please stop in and ask one of the channel operators (FreeTrav or EMT_Hawk) to schedule it, so we can ensure that the ‘bridge’ and the ‘bartender’ are set into a nondisruptive mode.

Please watch the *Traveller* Mailing List, the *Mongoose Traveller* forum, and the *Lone Star* section of the *Citizens of the Imperium* forum for announcements of *Topical Talks*!

Multimedia Gallery



The picture at left was taken from Jeffrey Schwartz's *Second Life Traveller*, and depicts a lab/warehouse being searched.

A Note About *The Burrowwolf*

At the time this issue of *Freelance Traveller* “went to press”, no new chapter of *The Burrowwolf* was ready for inclusion due to other pressures. We are assured that the comic will resume as soon as possible.

Submission Guidelines

What is *Freelance Traveller* looking for?

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

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

...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 supported *Traveller* rulesets or settings, by all means, submit it! If it's support for those systems beyond *Traveller*, we'll accept and hold the submission, but will not print it

unless/until we've had a reasonable level of expression of interest in such support from our readers.

How should I submit my article?

What needs to be in the submission?

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

What format should I submit it in?

That depends, 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 pixelated.

If you're submitting a graphic that you'd like to see us use for a cover of an issue, please make sure that it will fit nicely on both US Letter and ISO A4 pages—we'll crop the picture to fit, to avoid distorting shapes, so please leave reasonable “margins”; don't run “critical” imagery right to the edge where it will look bad if we crop it. A good resolution is 100 dpi or more.

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

How do I get it to you?

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

