



FREELANCE TRAVELLER

The Electronic Fan-Supported Traveller® Magazine and Resource



Featured Adventure

The Bedlam Extraction

by Michael Brown

A Note About Production

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

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

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From the Editor



As this issue was going to press, we were contacted by the Coordinating Committee for TravellerCON/USA and informed that TravellerCON/USA would return for 2014, beginning Friday, October 10, and ending Sunday, October 12. Because of an inability to reach a satisfactory agreement with the previous site after the late cancellation of the 2012 Con, the 2014 TravellerCON/USA will be at a new location, right across the road from the 2011 site. Final cost information has not been announced, but there is a (fully-funded) Kickstarter* that you can still contribute to, either to support-but-not-attend,

or to pre-register. Contact and rate information for the new hotel is at the TravellerCON/USA website**. The Kickstarter will close March 31, but you’ll be able to pre-register through the TravellerCON/USA website beginning April 1. More information will be shared as it becomes available—watch this space, the TML and TNE mailing lists, the Mongoose and Citizens of the Imperium forums, and the Google+ Traveller community. Your Faithful Editor is planning on attending, and hopes to see as many of you as possible there.

* <https://www.kickstarter.com/projects/1163341869/travellerconusa-2014>

** <http://www.travellercon-usa.com/info/>





Supplement 12: Dynasty

reviewed by "kafka"

Mongoose Traveller Supplement 12: *Dynasty*. Bryan Steele
Mongoose Publishing <http://www.mongoosepublishing.com>
96pp, hardcover
US\$24.99/UK£16.99

Here is a supplement that many were looking forward to and me...well – my first reaction was meh...having being burnt on Imperium Games – *Pocket Empires*. Boy was I in for a surprise. This is an excellent supplement for *Traveller* filling a void for those who like to power game at very high levels of play.

What makes *Dynasty* so interesting is that it takes a simple mechanic, basic *Traveller* chargen, but magnifies it to stellar proportions (pun intended). STR, DEX, END, etc. have been replaced: Cleverness, Greed, Loyalty, Militarism, Popularity, Scheming, Tenacity, and Tradition. Each of the characteristics are descriptors for players to decide what path their interstellar entity (power base) will be built upon – true they can go outside the box – but it is better to leave that to individual player characters.

As a result, in the place of careers one has dynasty archetypes (power bases) – Conglomerate (industrial enterprises), Media Empire, Merchant Market (financial enterprises), Military Charter, Noble Line, Religious Faith, and the Syndicate (criminal enterprises). And, the brilliant thing here is that players are not restricted to following a narrow path, although, they cannot have multiple power bases until later. Power bases provide the human (alien?) resources needed to engage with other players who may play within the same dynasty or a rival dynasty. From this simple premise, it creates the framework for macro-level play, in which players can shift between humble PCs doing day to day adventures whilst running an interstellar entity. For regular characters can be servants of the larger entity. Simple, elegant but highly effective. This sounds a bit railroadish, I admit; to introduce this level of play, it would have to be brought about through the

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Supplement 12:
Dynasty

consent of both players and Referee but the reward would be adding a whole new layer or dimension to play. Perhaps, it is the legacy of level based play; I always assumed that players reach these heights through their hard work but having it as a framework makes more sense and congruent with what *Traveller* is all about.

There is the option of then using Build Points to augment your Dynasty archetypes. Background and Historic Events give the context and depth to the dynasty in the same way that Mongoose chargen adds personality to players. My only beef is the inclusion of Ancient Visitor which was also in parts of the original chargen – and I have since changed it to Ancestor. Heirlooms, gifts from the past (including knowledge) are more important than anything left over from precursor civilizations. {Mongoose seems to have a fixation upon the Ancients...but for me the Ancients represent the ultimate McGuffin and the Ancients are not who they say they are...} 'Nuff said,

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there are players probably reading this and back to the content of *Dynasty*.

Rules then are provided for building up what happens Through the Generations. Those events that shape and mould a particular long term viability of a dynasty over the long haul. Nicely paralleling *Traveller* chargen, it even asks “does the dynasty survive?” This is followed: Pawns, Schemes and Gambits. And, naturally all is not peaceful in the kingdom – thus there are rules for When Dynasties Clash – and the damage wrought by mini games that can be the result of: a Crime Spree, Hostile Takeover, Public Malice, Space Race and Waging War. Space Race, at first seems the most absurd, given that *Traveller* takes place in the Far Future but even in the Third Imperium – space is limited yet there are still frontiers, so it would take the clever Referee to put this in the right context...maybe it is funding a mission beyond Beyond or even planets one jump away that the Main World’s tech cannot exploit. Waging war is the most easy to imagine. Kudos to Mongoose for thinking about more events.

This is then followed by a chapter entitled Heroes and Villains – those standard PCs and NPCs we all create but just giving the overlay of how *Dynasty* will impact their choices, life events, skills, etc. Followed in succession with Roleplaying *Traveller: Dynasty*, reminding us that *Traveller* is not some elaborate simulation or wargame but also a game where players do choose their own path even if they are constrained by a larger destiny...Reminding us, that:

*All the universe’s a stage,
And all the men and women merely players:
They have their exits and their entrances;
And one sophont in his time plays many parts, etc.
His acts being seven ages. At first the infant,
Mewling and puking in the nurse’s arms.
And then the whining school-boy, with his satchel
And shining morning face, creeping like snail
Unwillingly to school. And then the lover,*

*Sighing like furnace, with a woeful ballad
Made to his mistress’ eyebrow. Then a soldier,
Full of strange oaths and bearded like the pard,
Jealous in honour, sudden and quick in quarrel,
Seeking the bubble reputation
Even in the cannon’s mouth. And then the justice,
In fair round belly with good capon lined,
With eyes severe and beard of formal cut,
Full of wise saws and modern instances;
And so he plays his part. The sixth age shifts
Into the lean and slipper’d pantaloon,
With spectacles on nose and pouch on side,
His youthful hose, well saved, a world too wide
For his shrunk shank; and his big manly voice,
Turning again toward childish treble, pipes
And whistles in his sound. Last scene of all,
That ends this strange eventful history,
Is second childishness and mere oblivion,
Sans teeth, sans eyes, sans taste, sans everything.
— by the reviewer, with apologies to Wm. Shakespeare*

So, does the average Referee need *Dynasty*? It depends upon the level of play that you and your players want to engage in. Certainly, if Campaign play is the norm, then *Dynasty* offers much in the way of making a campaign richer. If it is one-two shots, then *Dynasty* offers little. I personally like Campaigns, as I like to be able to tell a story over a long period of time and *Dynasty* comes around and provides me with a nice set of tools to do so. As I said, in the introduction, I was lukewarm by the announcement of *Dynasty* but at the end I was blown away.

I really appreciate how easily *Dynasty* allows creating a simple SFRPG into a more nuanced and complex one without sacrificing any of the fun of the role playing aspect of *Traveller*. This supplement provides an easy rule set that makes that high level intrigue possible and painless to execute. But, as with all supplements of this nature (unless you’re one of those who does solo or very small group play) – it is important to role play the rolls. For this book, if it

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does have a weakness is that it is very heavy on the Tables & Charts aspect. A secondary weakness or strength (I know the *Traveller* community is divided on this one) is that it is not grounded in the Third Imperium – rather it is generic. I can see, how one can build the Third Imperium (or any other balkanized galactic polity) around this framework but first time Referees might find that task a little daunting. But, if you build it will be yours and YTUMV. My own view of the Third Imperium is that it is in constant flux. *Dynasty* provides me with the tools to maintain that flux, that said it might be better suited to *Fading Suns* or *Twilight Imperium* (both games colour MTU).

Art, of the little that exists (which is fine) is absolutely excellent. There could be more but that would

probably up the price of the book and I should imagine as this type of high level play is not everyone's "cup of tea". I speculate that sales will be good but not excellent, as they would be for say something like *Zhodani*. Nevertheless, this book provides much in the way to think about for *Traveller* play and I strongly urge that all long time players/Referees who have a desire for campaigns to at least look at it. Maybe, your workarounds are better...however, maybe, you can learn something new just as I did and was surprised by what I learnt. Therefore, it is easy to say this book comes highly recommended to those who like High Level Play and those who still wish to live in a small ship universe will still find much to think about. 🌟

Active Measures

Getting Off The Ground

The Conservator

by Michael Brown

Synopsis: the adventurers are hired to recover illegally-transplanted animals.

Setting: Any world initially; another one jump away (J1 or J2, depending on the capability of any available ship) with breathable atmosphere and low population.

Equipment and Skills Needed: None; Hunting skill and a type K Safari ship may be useful.

Players' Information

The players are approached by the chief overseer and several members of the board of governors of the world's main zoological park. Several days ago, several animals disappeared from their popular exhibit habitat. An investigation showed that the bovus—a species of herbivore/grazer vaguely reminiscent of the Terran bison—had not escaped, but were deliberately released from their habitat. Further investigation showed that the responsible party was a conservationist the zoo has had contact with before, and that he might have taken the animals off-planet. The zoo is looking for individuals who can

head up a hunting party (if the PCs own a suitable starship) or join one (if they do not), find the errant bovus, and bring them back unharmed. The party will also consist of at least one experienced hunter, and a representative of the zoo. The zoo will pay Cr8,000 for each PC that participates, with a 25% bonus if the zoo need not provide a starship. Bringing back the ecologist to face charges will mean an extra Cr2,000.

Referee's Information

Bovus were a plentiful and popular game animal, nearly hunted to extinction. They are protected by planetary law with harsh penalties for harming them. Naturally, the animals' welfare is to be considered at all times, and the zoo rep will see to it.

The conservationist, Bellamy Kaine, is well-meaning but misguided. He is not a fanatic, but is committed to his self-appointed cause. He felt that not enough was being done to re-establish the creatures and decided to take matters into his own hands. With the help of a small group of like-minded people, he transplanted six adult and three young bovus to a suitable habitat on a world a parsec away. He is still on-planet there, acting as ob-

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Active Measures

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server and conservator. If confronted, he first tries to escape, but otherwise surrenders peacefully.

If the PCs have their own ship (but not a safari ship) they will need to devote 15 tons of cargo space—14 for transporting the captured bovis and another ton for feed and veterinary supplies. The zoo can provide portable cages.

The referee will need to designate a predominantly plains environment of at least 250 square kilometers in area. The bovis range freely within this area, shadowed by Kaine, who is equipped for long-term observation, including a wheeled vehicle, camping gear, long range observation equipment, and a rifle with tranq rounds for self-defense. The referee can also create encounter tables for the native wildlife if he or she desires.

The PCs and their allies can conduct the hunt in whatever manner they see fit, subject to the bovis' behavior and the restrictions placed upon them by the zoo representative. The rep will take careful note of the methods used to capture the animals and will be sure to report any inhumane treatment.

Naturally, things may not go according to plan; the referee may choose from the following events to complicate the hunt, or throw the indicated number on 1D to choose randomly:

1. One of the professional hunters harbors a desire to bag a bovis for himself. His obsession grows as the time to start hunting the beasts draws near. When he finally gets one in his sights, he is likely to use a deadly weapon instead of a harmless tranquilizer. Anyone who tries to dissuade or stop him becomes a target themselves.
2. A biochemical firm discovered years ago that bovis produce an enzyme that has great medical promise, but the laws of their homeworld precluded harvesting the creatures. Now that a group of them has been removed from their proper legal jurisdiction, the company sends a team to recover the animals and eliminate all witnesses.

3. The party finds what appears to be a herd with far more bovis than they were told. The herd is attended by ranchers. This herd belongs (legally) to a biochemical firm doing research into certain enzymes and hormones found in the animals' blood. The animals are healthy and well-cared-for; only the blood is needed, and the firm does not slaughter the animals to get it. These bovis are *not* the same kind of animal as those from the zoo, though they are related. If the ranchers learn of Kaine and his stolen animals, they will assist in the effort to capture them, only to turn on the party at the end and try to eliminate them and incorporate the animals from the zoo into their herd.
4. Kaine did not perform due diligence; he overlooked a tribe of primitives that claim the bovis' new range as part of their ancestral lands, and who are unwilling to share. 4D+4 primitives armed with spears and knives will attack the intruders on sight. If this force is defeated, any survivors will race back to their camp with the news. Double the original number will appear a day later.
5. As 4, except that the natives have also decided that the bovis may be a source of meat. They have not attacked or killed any as yet, but if the offworlders are seen to "kill" (tranq) a bovis, they will attempt to take the "dead" bovis for their own, and will attack the party as above, while an additional 2D will attempt to seize the bovis.
6. A native carnivore/pouncer has decided that the two-legged prey would make for much tastier meals and begins stalking them. It will pick off any hero it finds alone or too weak to fight. The referee should determine the stats and abilities of the animal.

The referee should determine the flow of subsequent events. ❁



Drop Out

by Ken Murphy

Part 27

The following day, as the group prepared to enter the *Burr* through the *Waffles*' portside bridge airlock again, Captain Fyyg stood at the head of the line, offering each member a shot, in turn, of the prized Newton & McCenna single-malt Scotch.

If purchased today, the 20 year old Scotch would go for a hundred Creds a shot. Guessing the bottle was between something like forty and sixty years old, made figuring the cost of such a shot, if it were to be decided on, problematic.

Everyone accepted and drank down their shot, except Dave Trujillo, of course, who instead had a couple of smokes.

This time the group brought a flight of small, anti-grav Commobots along to provide improved communications between the *Burr* and the *Waffles*, allowing feeds from multiple sources instead of merely the POV from the Vacc Suits, Combat Suits and Combat Armor the crew wore.

Following directions from Second Officer Frieland, this time, instead of stopping at the Fuel & Quarters Deck like their last excursion, they climbed one deck beyond that, to the *Burr*'s Dorsal Weapon Deck, where the armored hulk had a pair of weapons mounted; one to port and the other to starboard, at each end of a long, wide hallway that went across the top of the craft.

According to Ilsa, who was reading the deck-plans by comm to the *Waffles*, the chances were good that a laser turret with as many as eight guns was there at port, and at the other end, possibly a double or triple weapon mount inside a barbette. Kalifra Donaldson, who'd served on a very similar IN ship, agreed with the Second Officer's projections.

On gaining access to the deck, the *Waffles*' group found three vacc-suited bodies lying on the deck, burnt to death, and lying within a few meters of the hatch; each likely the work of the Warbot.

The long wall running along each side of the hallway had storage racks for various melee weapons and firearms; most still fully loaded.

Down the hallway to starboard, amidships, was a heavy blast door.

Cut off from the starboard weapon mount, Milo commed, "So what do you want us to do now, Number Two?" as he was taking a poignard from the weapon racks for himself, and passing one to Kalifra as well. At this point several others took weapons from the wall mounts.

"Until we get the blast shield raised," replied Ilsa, "we can check out the portside weapon mount pretty easily, Milo."

Entering the portside weapon station, it was indeed a laser turret—a big one, with status indicating that three of its eight weapons had been damaged, while its ability to maneuver was seemingly unimpaired.

Kalifra, familiar with Naval technology and hardware, felt it likely that the weapon could be worked free for installation on the *Waffles*.

Unable to go past the Weapons Deck, the Roosters put their heavy weapons away, and Dave and the rest of the roustabouts spent the rest of the day sorting and moving supplies from *Burr*'s galley over to the *Waffles*, including a large table, several chairs, and the *Burr*'s heavy pool table, with its red felt and Latin motto, '*Habitant non iugo calumnia Imperial*'.

The next day the Black Gang descended to the *Burr*'s bottom deck—Engineering—to poke around; each member of the team wearing a Combat Suit or pressure suit; each sealed, maneuvering in sharp-edged vacuum; several heavy cutters and Haligan Tools divided among them.

Powering up the emergency lights, it was apparent that one of the three Garabaldi-Singhs had taken a pretty bad hit, and the Casimir Sublights had been ruined entirely. Four desiccated bodies lay in various places on the deck, one entirely lacking a head, though it still sat at the command station.

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"Poor bastard!" Gibby said, placing a foot on the corpse in the chair and giving a heave, knocking it to the deck, so he could sit down and check Engineering's Status Boards.

After most anything of value had been stripped from its galley, Chef Degrasse and his apprentice decided to go over things one more time to locate any serving pieces or cookware that'd been missed first go round; the cooking-related swag being packed into the bottom of the Chef's Thirty Year Bag, with Mary carrying the overflow: a large, silver, laser-etched ice bucket; the tongs wedged into one of her tight back pockets.

Later, Gibby sat on the edge of Captain Fyyg's large desk, discussing the situation in Engineering aboard the *Burr*.

"...completely smashed, Captain," the Engineer continued, sipping a shot of Newton & McCenna, "We could break it down for spares, I guess."

"I agree," said Fyyg, sipping his shot. "It just seems a dreadful waste, Gibraltar. The Transition Drive just sitting there, undamaged, yet too large to move into our little *Waffles*. And pretty much the same for those three reactors!" The Captain finished his drink, "Damn! I was just hoping we could've either installed the equipment in the *Waffles*, or worked it in whole as cargo."

Rubbing his jaw, Gibraltar came to a conclusion, "We could always part out the Transition Drive and reactors from the *Burr*. Use her for spares. Hellfire, we could even sell off some pieces-as-needed to other ships, boss."

"Aye," Fyyg agreed. "You and your men take the rest of the day off. You'll be going back into *Burr*'s Engineering section again tomorrow, 0600 hours."

The following day, within a few minutes of 0600 hours, the Captain insisted help was needed by the

Black Gang, and ordered all non-essential personnel to fall out and help down in *Burr*'s airless, floodlit Engineering deck—taking the salvageable bits from the ruined Maneuver drive, the damaged Plant and the pristine Transit drive, the crew muscling loads back, or using sleds found in *Burr* to help move the heavy loads over to the *Waffles*. This work regimen went on for a week and a half.

The next week found the crew working on the *Burr*'s heavy laser turret, removing the five undamaged weapons from their mounts, and moving them over to the *Waffles*' cargo hold for storage until an empty turret might be found and maneuvered into place.

On the *Waffles*, a sumptuous meal had been prepared by Chef Degrasse, his assistant, Li'l Mary, and several sets of additional helping hands, to celebrate what the Captain assured them was a successful salvage operation; everyone was waiting for Tam, Brodie, and Salome to return from the *Burr* so they could all eat in the Crew Lounge.

The trio had only recently suited up, exited the Starboard Bridge airlock, and trudged over the *Burr*'s ancient surface, down toward the Engineering Deck in an effort to open a vehicle bay from the outside. Using a heavy cutter, directional explosives, and heavy pry bar, exterior access to the hatch was gained fairly rapidly. Once the hatch was opened, getting into the armed gig was as easy as pie, and Brodie smoothly slid the gig out into space; taking a battering before entering the *Waffles*' empty vehicle bay some twenty minutes later.

The food and drink proved excellent, and Salome's red beans and rice were particularly well received.

After the *Waffles* had spent eleven days as a lamprey to the *Burr*, Captain Fyyg decided it was about time to disengage from the wreck, reel in the boarding pikes and airlock, and move off.

Raconteurs' Rest

(Continued from page 7)

As the battered merchanter *Chicken and Waffles* pulled away the last of its grapples, the craft rose slowly from the protective mass of the *Aaron Burr* into the the field of high speed debris under the control of 'Professor' Nergal Hopps, who had grown up mining asteroids, and was a deft hand at maneuvering and jinking a starship in tight quarters, amongst speeding objects.

Catching only the occasional *THUD* or scraping as the ship maneuvered, things were going pretty well, until the *Waffles* was slammed head-on at the forward view screen by a twisted, frozen body in an old fashioned Imperial Marine dress uniform, missing the left arm at the elbow, the cutlass, and her horse-hair crested helmet.

"Get that body free of our ship, Number Two!" Fyyg said to his Second Officer.

Sitting in one of the bridge chairs, she manipulated a pair of grappling arms until she'd managed to grasp the corpse by the right thigh and pulled it free of the *Waffles*.

"Obstruction away, Captain," Ilsa replied, as the woman's body spun away in a slow, clockwise motion. Ilsa watched for a moment or two until the unfortunate body was caught in the back by a large piece of shrapnel, and split, shoulder to knee.

Stepping close to the Captain, Number Two whispered, "This is a bad omen," as the 'Professor' avoided a fast-moving debris field.

Maneuvering through the shrapnel fields took some concentration and doing, and once one pilot had reached his limit, the other pilot took his place. Once the second shift pilot had reached his limit, the first pilot had the stick again. Then the second. Then the Auto-Pilot program took over.

If at any time any of the pilots were having a particularly rough time maneuvering through the field, a large chunk of some manner of flotsam would be found to grapple with, and the *Waffles*

would catch a ride for the duration, cutting free once the maneuvering was easier, or they approached the Outsystem Transition Point.

As the *Waffles* approached the Outsystem Transition Point, what Brodie thought a large hunk of debris rotated into their path and all three of its turrets—lasers, missiles, and fusion guns—focused on the little merchanter.

"Oh shit!" Captain Fyyg said.

"Unidentified ship," the warship began, in accentless Anglic. "This is IN Corvette *Humphreys*. You have been found in violation of Imperial Law Section XXVI AFL90767765TY-G007-0 Violation of Restricted Space; Section XXVI AFL9076744TY-G057-2 Desecration of Artifacts Within Restricted Space, and Section XXVI AFL606623428TY-G757-7 Theft of Government Property. Stand down and prepare to be boarded."

Suddenly rattling at a gut-busting nine Gs, the *Waffles* rocketed to reach a safe point for engaging the Transition Drive; the *Humphreys* in close pursuit.

As the *Waffles* tore ahead, the signal for safe distance blared and the Garabaldi-Singhs poured all eighteen hundred seventy two megawatts down the throat of the Transition Drive, as the craft barreled ahead, straight into the massive hulk of an ancient ruin, and vanishing into Transitional Space the instant before impact. ☪

About *The Burrowwolf*

The authors/artists of *The Burrowwolf* have reached out to us, and let us know that they're planning on getting "back into harness", and resuming work on the comic. Watch this space for further developments.

TravellerCON/USA

TravellerCON/USA returns in 2014! The head of the ConCom has reached out to us, and let us know that it will be taking place October 10, 11, and 12, at the Lancaster Host Resort and Conference Center in Lancaster, PA. The cost hasn't been determined, yet, but mark those dates! We'll keep you informed as we learn more!



Supplement 15: Powers and Principalities

reviewed by Timothy Collinson

Mongoose Traveller Supplement 15: Powers and Principalities.

Andy Lilly, et. Al., eds.

Mongoose Publishing <http://www.mongoosepublishing.com>

158pp, PDF

US\$17.99/UK£10.95

Declaration/Disclosure of Interest: The reviewer acknowledges having contributed approximately 10% of the content of 101 Religions included in this volume, and also assisted in editing. Freelance Traveller's editor is also a contributor to the original 101 Religions, and those contributions may appear here as well.

It's not often a Bible verse makes it onto the front cover of a *Traveller* book, but the strapline of *Supplement 15: Powers and Principalities* uses the beginning of Ephesians chapter 6, verse 12 most appropriately: "For our struggle is not against flesh and blood..." Travellers face many different kinds of opposition in their quest for adventure, their drive to complete the mission, or in the rough and tumble of their journeys from world to world. Rivals or enemies; animals or antagonists; or sometimes, those in charge of the local surroundings. Even if the latter aren't directly in opposition to the player characters they can often be a force to be reckoned with. These are the flesh and blood. But there are also the more nebulous 'authorities' – in whatever shape or form – that can also form part of the ongoing struggle. So it's quite appropriate that this compilation brings together governments, corporations and religions that might be an enormous influence on what Travellers will find, and how they might behave, on any particular world.

As we're told in the introductory text, this Mongoose supplement carries on from *Supplement 13: Starport Encounters*. That volume collected the individuals that might be encountered; this steps up a level to the organizations that could be hindrances, could be helps, or could simply flesh out the details of an encounter, an adventure, or a campaign.

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Supplement 15: Powers and Principalities

For our struggle is not against flesh and blood

The introduction goes on to say, "The goal is to make every planet in your campaign unique and interesting ... with no extra work on the part of the referee."

It's a bold claim and certainly this will help to differentiate the *n*th Impersonal Bureaucracy the PCs encounter. But it will depend on an individual referee's style as to whether there's enough detail here in any one entry to be used with no further work.

For those who've not gathered, and once again Mongoose have not made it clear, this is a compilation of three British Isles Traveller Support (BITS) 'little white books' from around the turn of the millennium: *101 Governments* (1998), *101 Religions* (1998), and *101 Corporations* (2001). These have now been reissued as PDFs on DriveThruRPG or as a single CD collecting them all in an FFE-like package from BITS for those who prefer. So the situation is not quite as clear as when I wrote the review of *Supplement 13: Starport Encounters* as to how potential users might want to purchase this material. Hope-

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fully, some of the notes here will help buyers make a decision.

The text has been reproduced nearly verbatim (with the exception of the title page fiction of *101 Corporations* and each of the chapter straplines), a general introduction has been added and various illustrations have been sprinkled through the text from previous Mongoose titles. A couple of other changes have been made: rule changes have been revised throughout to match the Mongoose system (e.g. ½D has become D3 throughout and tasks have been updated; there are no longer any references to any milieu other than 1105. So mentions of and plots concerning *Milieu 0*, *Traveller: The New Era* or "Year 570" or "post 800" have all gone; cross references have vanished so if a religion, corporation or government is detailed somewhere else in the book, the passing mention in another entry gives no clue to that fact; and perhaps more positively, all of the quotation marks around words to suggest euphemisms or sarcasm and so on (scare quotes) have been removed. This last does lose some subtle nuances on occasion, but makes the text read much more professionally. In a handful of places there are some paragraph break glitches, and here and there a word or two has dropped out for some reason, but there's nothing major and no doubt these can be fixed for a PDF update or before the print edition comes out. The cover is the standard black with yellow trim of Mongoose supplement covers so again the three BITS covers have been lost as illustrations and, as noted, this is the 15th supplement – number 14 is still in editing and will apparently be called *Space Stations*.

The corporations are up first and there are indeed 101 of them. There is some prefatory text introducing the Universal Corporate Profile which, as is typical in *Traveller*, gives a string which summarizes a corporation. The original used spots and triangles to separate out various elements, the new version simply uses hyphens which are less distracting but

don't necessarily make the longish strings easier to read. The introductory text has been slightly revised by removing all the references to using parts of the profile as task rolls. Rather oddly, and with no reason offered, the explanation of 'revenue' (given as a percentage of the Gross Regional Product) has been removed making that part of the profile indecipherable to those without the original text. Worse yet, Form 23 – which does look much better in the larger size – mangles the revenue numbers which involve mathematical powers. This makes them very hard to read unless you've seen the original. A useful addition is a couple of paragraphs linking the use of this supplement with *Book 7: Merchant Prince*.

The corporations themselves cover admin, agriculture, manufacturing, mining, transport and more. There are also some old favourites in there that long time denizens of the *Traveller* Mailing List will recognize, such as Famille Spofulam, Gridlore Technologies and AuricTech Shipyards. A personal favourite is NITS which must be born out of the real life experience (exasperation?) of a certain editor. All of the corporations have a name, their UCP, a description, referee's notes and up to five plots that serve to get players hooked. This is easily enough to get a harried referee going should the need arise and the variety, interest, and imagination works well throughout the book. Finally this third of *Supplement 15* is rounded off by a one-page glossary and three pages entitled 'corporate scheming' giving a way of getting PCs involved in business without needing to go into the detail of *Book 7*.

The second section of the book covers governments and indeed there are 101 of these as well. It runs through the standard world government codes in order and varies from four government examples (codes 1 and 8) to 16 for code 'D' or religious dictatorships which links nicely into the final part of the book. As with the original, each entry has a description, notes for the referee, and a plot. It's simple, straightforward, but does give some ideas on how otherwise identical government types might be presented to players. Again, a glossary ends the section.

(Continued from page 10)

I'll be honest and admit that when I saw that BITS were reissuing the little white books in this way ('upcycling' them?), I wasn't convinced that *101 Religions* would make the cut as it is slightly more esoteric and perhaps, in some quarters, more controversial. But in fact, it sits very nicely within the trio presented here and the title chosen for the volume. Kudos to the editor for thinking this through. Again, the text is pretty much verbatim from the original. Each of the 101 religions has a description, notes for the referee and varying numbers of plots attached. Once again, the section finishes with a glossary and this forms the back cover of the book. As with the original, although each of the religions was designed with a Universal Religious Profile from *World Builders' Handbook*, licencing restrictions have not allowed that to be given. But the religions are arranged according to 'World View' – animism through to atheism – i.e. codes 0-14, and each gets half a dozen or so entries (with 'Interactive Monotheism' getting the most with 13 entries). As with the governments section there are lots of serious/humorous, nasty/pleasant 'faiths' here to spark ideas and to provide various ways that PCs can interact with those they meet. There is little or nothing to

give offence but plenty to give pause for thought both within a game and perhaps without as well.

So should you buy *Supplement 15*? As I noted with *Starport Encounters*, it's certainly going to benefit harried referees, authors stuck for a bit of inspiration, or even players generating their own 'Automatic Campaign' – although this likely won't work quite as well as it might do with the individuals presented in the earlier book. As noted above there are now alternative options on purchasing this material so preference for format or style will need to be taken into account. The Mongoose website suggests that a print version of this supplement should be out in June. Like *Supplement 13*, it's terrific to see such great resources collected into one volume and available once again to a new breed of Travellers.

The supplement's cover strapline, quoted above, comes from a scripture passage that is concerned about being strong in the struggle that is to come. *Traveller* adventures almost by definition must contain some form of struggle for the PCs to overcome and this supplement provides much in the way of potential ideas and food for thought for referees putting together detailed worlds for their players to encounter. Hopefully the PCs will indeed be strong in whatever trials they face. ☼

News About Traveller

Recent Traveller News and Findings

February 2014

- **Christian Hollnbuchner** has released *Starships Book I00II0: Kite Class Corvette*, *Starships Book I00III: Leech Class Boarding Shuttle*, *Starships Book I0I000: Transit Class Fuel Tender*, *Simia Aerodyne Limousine*, *Mule Aerodyne Liner*, and *Typhoon Freight Train*
- **Mongoose Publishing** has released *Supplement 15: Powers and Principalities*
- **Far Future Enterprises/GDW** has released *Starships and Spacecraft 1 - Scout Deck Plan Blank*
- **13Mann Verlag** has released *Traveller Adventure: Three Blind Mice*
- **Gypsy Knights Games** has released *Ships of Clement Sector 3: Moltke-class Cruiser*
- **Spica Publishing** has released *Through the Veil Part 9*
- **DSL Ironworks** has released *Quick Decks 6: Frontier Starports*
- **Trooper X** has released *Captain Sturmhammer's Command Cards*
- **Stygian Fox** has released *Colonial Times #4*



Talk Opera

by Jeff Zeitlin

This article was originally posted to the pre-magazine *Freelance Traveller* website in April of 2002, and is reprinted here with permission.

The recently popular performance art form of Talk Opera is an adaptation of the Aslan dramatic form, *Trokh afera* (this form henceforth), which is considered by Aslan to be the “highest” (and is certainly the most popular) form of performance art. In *Trokh afera* (usually translated as “Bardic Evocation”; literally, “belly-mind”), the performers are not restricted to a stage, as in most other performance art, but are expected to circulate through the audience as appropriate, and interact directly with members of the audience, getting the audience’s views on the story line, which usually involves a dilemma that the main characters must resolve. This can, and not infrequently does, result in an ongoing dialogue between the performers and several particularly articulate members of the audience; the resolution, as often as not, is determined by audience consensus.

In the typical Aslan performance, dilemmas of honor are usually the focus of the story; a character must find a solution to the dilemma that will satisfy the honor of all parties to the dilemma. The human interpretation of the art form is more likely to center around ethical, philosophical, romantic, or political dilemmas.

In its “pure”, Aslan form, *Trokh afera* is performed without props, and costumes are minimal-

ist—enough to evoke the role being portrayed, but no more than that, to avoid distracting the audience from the process and story. Most human adaptations use more elaborate costumes (as appropriate to the role), and props and setting elements are not unusual, though minimal by normal standards.

Several “classic” human dramas have been adapted to *Trokh afera*, including the Terran *Romeo and Juliette* and *Hamlet*, the Vilani *Dilaama Gushilamuu Libamira*, and the Sylean *Sekhnara Artiroka*. In general, these adaptations have been well received.

Several non-Aslan dramatic forms have influenced adaptation of *Trokh afera*, including “Theater in the Round”, Arcturan “Incorporative Dance”, and Vargr “Aleatoric Performance”. The resulting art form has been characterised by human reviewers as “more dynamic” and “more intense” than the Aslan form; Aslan reviewers claim that it exhibits a “less than full understanding” of the nuances of “pure” *Trokh afera*, but acknowledge the need to relate to non-Aslan “in ways that they better understand.”

Reaction to these adaptations among Aslan in the Regency (including assimilated Aslan) has been mixed. A marked preference for “pure” *Trokh afera* among Aslan has been noted, but attendance by Aslan at adapted performances is significantly higher than at performances in more traditional human styles. Also noteworthy is the fact that adaptations of *Trokh afera* are in general better attended by Aslan than are many performances in Aslan styles other than *Trokh afera*. ☼



8: LARP

I don’t know how *Traveller* fans feel about Live Action Role Playing in general. I can’t say I’ve come across very much, although I’ve read about it. The TravCon convention certainly tends to be very much table based. It was thus, with a considerable amount of uncertainty, that I thought I might introduce not one segment, but three to my second attempt at refereeing. I’d long had the idea of getting the PCs to

tell after dinner stories, but why not have the players themselves deliver a minute or two of their PC’s story? (In the event each took four or five minutes.) I’ve written elsewhere about how astonishingly well that went and I’ve certainly not ruled out revisiting the idea if I revisit the characters. I’d also thought it would be fun to actually serve up one of the courses and have written in these pages concerning how I went about doing that – although I only committed to it fairly late in the day.

Confessions of a Newbie Referee

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In between, I'd thought it would be interesting to have the very very wealthy PCs encounter a beggar in the corridor of a starport and see how they reacted to him. Rather than just announce the incident in play and get six nearly simultaneous reactions that might or might not be influenced by the others around the table, it occurred to me that there was an ideal corridor in the TravCon venue and that with the right pretext, the PCs could be sent off down and encounter the beggar for real. Their reaction would influence certain events later on. The only snag was in trying to run that and the game. In one game I was able to prevail upon another harried referee sitting a session out in the lounge so he could finish preparing his own game for the next slot. In the other game I made my excuses, handled the first player and then got him to stay put in the corridor

and perform for the other five as they took their turn. Fortunately, they all had enough reading of handouts and preparing of their after dinner tale that the whole process, which took about half an hour, didn't hold up the game awkwardly.

The storytelling was definitely worth it; the food and the beggar I'm not so sure about. Not because they didn't work at the time – I believe they did – but because of the logistics of organizing them and the added stresses they put on me at a time when I had quite enough going on. I'd love to run the adventure again another time, but I dread the toll it takes in managing it! Next time perhaps I should poll the players after the event about just how much they feel it added to their experience. But next time I'm thinking I will just have a couple of handouts and I'll take it easy with no added live action. I can certainly see why it's not something I've encountered much. ☼



Doing It My Way

The Eaglestone Trade Index

by Rob Eaglestone

(Introduction by Jeff Zeitlin, based on notes sent by Rob Eaglestone)

Introduction

The Eaglestone Trade Index has its origins in some longstanding debates on various *Traveller* forums concerning trade, piracy, and Naval presence in the Imperium. This was coupled with Rob's need to estimate the magnitude of traffic through a port as part of developing the setting for a game.

Rather than simply being an absolute measure, the ETI is more intended as a tool for comparing traffic on different trade routes. How you interpret the ETI with respect to absolute traffic levels is up to you; there are some ideas for interpretation later in this article. As long as your chosen interpretation is consistent, though, it serves as a useful and neutral comparison tool.

(A modification of the Eaglestone Trade Index is incorporated into *Traveller*⁵ as Importance.)

Calculating the Trade Index

Overview

Usually, any given world will have one major neighbor whose traffic surpasses the others by an order of magnitude or more. In such cases, it's only really necessary to figure out which neighbor that is, and then you've pretty much pinned down the total traffic through your port.

Traffic is determined between pairs of ports. First, select two worlds. Next, determine the trade indices of each world. Finally, use those indices to find the trade volume passing between these ports.

Details

Basic Trade Index

Add up all applicable modifiers from the table below to determine the composite trade index for a world. Separate modifiers are given for freight and passenger traffic, but for a general view, use the freight modifiers if you don't wish to calculate both.

Doing It My Way

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This produces a value ranging anywhere from -12 to 8. Figure out the trade indices for two worlds, and call them V1 and V2.

Trade Index Modifiers		
Feature	Modifier	
	Freight	Passenger
Class A or B Starport	+1	+1
Class D, E, or X Starport	-1	-1
Tech Level A+	+1	+1
Tech Level 7-	-1	-1
Military, Naval, or Scout Base	+1, non-stacking*	0
Capital (sector, subsector, polity)	+1, non-stacking*	+1, non-stacking*
On XBoat Route	+1	+1
Trade Class Hi (High Population) or Ri (Rich world)	+1, stacking*	+1, stacking*
Trade Class Ag (Agricultural)	+1	0
Trade Class In (Industrial)	+1	-1
Trade Class Lo (Low Population) or Po (Poor world)	-1, stacking*	-1, stacking*
Amber Zone	-1	-2
Red Zone	-8	-8

*A non-stacking modifier is applied only once for a given world, even if multiple instances of the modifier apply, e.g., a world with both Naval and Scout Bases only gets a +1 modifier. Stacking modifiers are applied for each criterion that the world meets, e.g., a world with trade codes Hi and Ag gets +1 for each, or +2.

Suffice it to say that there are many interpretations of the UWP, and this system is tailored with the general view in mind rather than a perfect and detailed view.

Distance Effects

Overall traffic density and distance to the neighbor world both affect trade volume. For the purposes of this discussion, we can assume that there are three possibilities for overall traffic density: Sparse, Moderate, and Busy. The Trade Index values that have been calculated should be assumed to be for a Moderate-density setting.

The Sparse Imperium. If your interstellar traffic is sparse, then you may want to subtract one point

per parsec between the two worlds being looked at before applying distance modifications; or alternately, you could halve the trade indices before applying distance mods.

The Busy Imperium. If you prefer more trade, then you may want to double or treble the trade indices before applying distance modifications; or, alternately, if you want far-flung trade, you could subtract one point from the trade indices for every eight parsecs.

After accounting for overall traffic density, for each two parsecs between the worlds being looked at, subtract one point from both world indices.

Interpreting the Trade Index

Discard Negatives. Negative trade indices indicate that the port in question receives no publicly-advertised regular traffic. Now, if that world happens to have a class A starport, one might wonder just what is going on there, whether there is actually corporate or government traffic, or if something sinister is going on...

Determine Traffic Volume. Traffic volume is determined by multiplying the trade indices together, taking their square root, and rounding to an integer. The resulting number, x , should be treated as a magnitude (assume an exponent of ten). In general, interpret it thus:

Magnitude of Traffic Volume		
x	Passengers per Week	dTons of Freight per Week
1	Tens	Tens to Hundreds
2	Hundreds	Hundreds to Thousands
3	Thousands	Thousands to Tens of Thousands
4	Tens of Thousands	Tens of Thousands to Hundreds of Thousands
5	Hundreds of Thousands	Hundreds of Thousands to Millions
6	Millions	Millions to Tens of Millions
7	Tens of Millions	Tens of Millions to Hundreds of Millions
8	Hundreds of Millions	Hundreds of Millions to Billions

For the general index, this number represents passengers per week through the pair of starports in question. Freight can be assumed to be between 1

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Doing It My Way

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and 10 times this amount, in dtons. My preference is to multiply the traffic number by 2.5 for the passenger count, and by 10 for the freight count.

Examples

It should be noted that these examples do not look at all of the worlds that might have trade with the named world.

Example: Inthe.

Inthe 2410 B575776-9 A Ag X 423 index=4
Yori 2110 C360757-A Ri De 713 index=2 dist=3
Risek 2712 A325579-A N Ni X 401 index=4 dist=3
Macene 2612 B000453-E N Ni As 911 index=3 dist=3

The distance to each of these worlds from Inthe is 3 parsecs; using rules for Moderate traffic, this reduces each trade index by 1. So, the trade level with Yori is $\sqrt{(1 \times 3)} = 1.7$: perhaps 30 passengers per week and 500 dtons of freight. Trade with Risek is $\sqrt{(3 \times 3)} = 3$, or 2,500 passengers per week and 10,000 dtons of freight. Trade with Macene is $\sqrt{(3 \times 2)} = 2.4$, or around 250 passengers per week and 1,000 dtons of freight. The total for Inthe (from these three worlds) is 2,780 passengers per week and 11,500 dtons of freight.

Example: Jae Tellona.

Jae Tellona 2814 A560565-8 N Ni De X 913 idx=3
Rhylanor 2716 A434934-F A Hi Cp X 810 idx=6; dst=2
Porozlo 2715 A867A74-B Hi 201 idx=4; dst=1

Rhylanor is the dominant partner by far; we have $\sqrt{(6 \times 3)} = 4$; maybe 25,000 people per week, and freight would be on the order of 100,000 dtons per week through Jae Tellona. Pretty heavy. But don't worry; Rhylanor is handling about twice that, because a similar volume is arriving from Porozlo (about ten times the Porozlo/Jae Tellona traffic).

Example: Mora.

Mora 3124 AA99AC7-F A Hi In Cx X 112 idx=7
Fornice 3025 A354A87-C Hi X 202 idx=4; dst=2

$\sqrt{(7 \times 4)} = 5$, giving us 250,000 passengers arriving at Mora per week from Fornice, and 1 million dtons of freight arriving per week!

Starport Capacity. Once you have the weekly passenger volume, you can develop a traffic breakdown to estimate what the port is built to handle:

Traffic Breakdowns				
Weekly	Daily	Hourly	Monthly	Annually
100M	14M	600K	400M	5B
10M	1.4M	60K	40M	500M
1M	140K	6K	4M	50M
100K	14K	600	400K	5M
10K	1.4K	60	40K	500K
1K	140	6	4K	50K
100	14	1	400	5K
10	1	-	40	500
1	-	-	4	50

Starport Shuttles. Use this table to determine quantity and type of shuttles the starport uses.

Shuttle Distribution					
Pass/Hour	1000t Shuttles (200p,760t)	100t Shuttles (16p, 72t)	VIP Shuttles (30p, 20t)	Parkbays	Down-ports
600,000	2916	300	400	329	36+
200,000	974	100	133	110	18+
100,000	487	50	67	55	9+
60,000	292	25	40	33	5+
40,000	194	25	27	23	4+
20,000	95	25	14	13	3+
10,000	49	14	7	7	2+
8,000	39	14	6	6	2+
6,000	28	14	4	5	2+
5,000	23	14	4	5	2+
4,000	19	14	3	4	1+
3,000	14	14	2	3	1+
2,000	10	4	2	2	1+
1,500	7	8	1	2	1+
1,000	5	4	1	1	1+
600	3	4	1	1	1+
400	2	4	-	1	1+
200	1	4	-	1	1
100	-	8	-	1	1
60	-	4	-	1	1
30	-	3	-	1	1
1	-	1	-	1	1



The Bedlam Extraction

by Michael Brown

Synopsis: The adventurers are hired to break a young woman out of the mental institution in which she is held prisoner.

Requirements: “The Bedlam Extraction” is intended for 4-6 Classic *Traveller* characters of varied career backgrounds. It is assumed that the group has been working together for some time prior to the adventure. The setting can be any convenient world. No particular skills or equipment are necessary for the adventure.

Players’ Information

The adventurers are approached by a distraught and restless young man. Durang Mamadi explains that he needs their skills to rescue his sister, Sukai, who disappeared several weeks ago. Through many comm calls, buttonholing of officials, and calling in of favors, Durang learned that she is being held against her will, along with some disturbing information: her boyfriend, Arvin Gaetan, has ties to local organized crime. When Sukai tried to break things off with him, Gaetan had her locked up in a mental institution. When Durang subsequently tried to go through legal channels to free her, he found out the hard way that Gaetan has friends in high places.

Sukai is not insane. Durang is certain that Gaetan is trying to drive her so as retaliation for daring to leave him. He’s also convinced that perhaps Sukai learned something about Gaetan’s operations, so the gangster wants to insure that she can’t testify against him in court—should things come to that—by destroying her credibility.

Since the legal route is out, Durang wants to hire the PCs to break Sukai out of the hospital and get her to the starport, where he will have a ship waiting to get her offworld. For their help, he will pay Cr50,000 and (if they don’t own a starship) one middle passage each. He gives them the location of the asylum, enough information to identify Sukai, his commcode to contact him on completion of their

mission, and information on Gaetan so they know who they’re up against. Gaetan is a local businessman who made his money in real estate and investing. His ties to organized crime are not public knowledge; as far as anyone knows, he’s an up-standing citizen.

The Hospital

The adventurers’ destination is Akavrin Psychiatric Hospital, a private 120-bed facility 50 km from the starport. Akavrin has a generally respected reputation, and regularly passes its government inspections with flying colors.

To spare the referee the chore of spending lots of time finding or creating floorplans, an abstract representation of Akavrin Hospital is provided. Areas accessible from each other are connected by solid black lines. Lifts are denoted by circles with arrows indicating the direction of travel from the main floor. Stairways can be assumed to accompany the lift shafts. Symbols indicate the location of supply rooms and nurses’ stations. The numbers inside the area blocks are DMs applied to the throw to determine if an area has a comm system or a computer, respectively (see below). If a room indicates lack of either of these devices when common sense dictates that it should be present (for instance, a computer terminal in the Admissions office), the referee can rule that it’s perhaps malfunctioning or is tied up in some way. Area entries in bold on the map denote areas open to the outside or to the public. Other areas can be assumed to have varying levels of restricted access.

The representation should not be taken as the size of the facility or even the exact layout. The referee can scale or alter the map to suit the adventure, add areas if necessary, or substitute whatever ready-made floorplans (s)he has available.

The hospital currently has 20D patients, with a nurse/patient ration of 1:6—including three Head Nurses—and a doctor/patient ratio of 1:15. The nurses staff the facility around the clock; the doctors are only available during planetary business hours, with

Active Measures

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at least one on-call after hours. Two orderlies staff each ward around the clock, as well. Other staff members (office workers, nutritionists, pharmacists, etc.) can be added as needed. Security is provided by a staff of nine guards; three of which are on duty per eight-hour shift. One typically mans the monitors in the Security Office, while two others patrol the grounds. They are armed with auto pistols loaded with tranq rounds and stay in constant radio contact.

Tasks

To locate a computer or a comm in a given map area:

ROUTINE; DMs per the text.

To locate a supply closet in an area other than where indicated on the map:

DIFFICULT; INT; 15 seconds.

REFEREE: The closet is locked on a throw of 8+.

To locate fire suppression equipment or an emergency escape (neither indicated on the map), or a comm in an area other than where indicated on the map:

EASY; INT; 1.5 seconds.

REFEREE: Emergency exits typically trigger alarms when opened. Fire suppression equipment can mean anything from a handheld fire extinguisher up to computer-controlled systems depending on tech level.

To locate a computer in an area other than where indicated on the map:

ROUTINE; INT; 15 seconds.

Key Areas

Admissions: the main intake area of the hospital during business hours. A large circular desk manned by a disarmingly-friendly receptionist dominates the area. Several private discussion areas are nearby. If trouble occurs, the receptionist can easily hit a panic button that summons Security and puts the entire complex on alert.

Administrator/Director: the hospital administrator runs everything from this plush office. He is only

here during business hours unless there is an emergency. His computer holds incriminating evidence that he is taking payments from Gaetan to keep Sukai prisoner while chipping away at her psyche. The computer is protected by software:

To defeat the computer defenses:

FORMIDABLE; Computer; 1 minute

REFEREE: Only three attempts may be made, with a cumulative DM of -2 after the first.

Pharmacy: The hospital pharmacy is well-stocked with drugs (heavily skewed toward psychoactives) totaling into the hundreds of thousands of credits. At least two people staff the area during business hours.

Doctors' Offices: uniformly sized but differently-furnished, there is a maximum of 8 offices here, typically staffed during business hours (throw 7+ for a particular doctor to be making his or her rounds). The computers in each office hold various patient records. These computers are also protected; use the procedure above to access them.

Atrium: a large, open, well-lit space with tasteful décor and lush plants, this area is the heart of the complex. It is typically unstaffed, but sees a lot of foot traffic from staffers, patients, and visitors.

Clinic: this serves as the first point of contact for many of the hospital's patients. It is staffed at all times, although much more lightly during the graveyard shift. It handles all the outpatient functions of the facility.

Wards/Patient Rooms: these are largely self-contained areas consisting of identical single-occupancy patient rooms off a nurse's station and a shared day room. There are a maximum of 120, 30 per ward, comfortable but Spartan. If the tech level is high enough, each room is computer-monitored at all times, with anomalies reported to the nurses immediately. Otherwise, the nurses make rounds once an hour. Which rooms are occupied is up to the referee, per the total number of patients as determined above.

Active Measures

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Psychological Triage: an acute-care area geared toward intervention of severe psychotic episodes. It contains at least one stereotypical “rubber room” and at least one room dedicated to last-resort techniques such as electroconvulsive therapy and neuro-hacking. If this room is staffed, it is due to a treatment underway.

Scanning: an area dedicated to scanning devices such as EEGs, MRIs, or meson scanners (depending on tech level). As with Psych Triage, this room is only staffed if a treatment is in progress.

The referee can place Sukai in any of the wards. To find her, the adventurers will have to either access her patient records or conduct a physical search. Her records indicate that she has been admitted due to deep and long-term psychosis. This is, of course, a lie. Since Sukai was admitted to the asylum, the director has ordered psychosis treatments for her over the objections of her doctor. The treatments have been chipping away at her sanity and she is close to the breaking point. Once her final mental barriers come down, she can be declared permanently unsound. Meanwhile, she is extremely disoriented and paranoid, and may make attempts to escape from the PCs.

Another complication the group will encounter are spies that Gaetan has inserted in the facility to make sure Sukai stays there. One has gotten himself hired on as an orderly, and another has replaced one of the security guards. Between the two of them, they keep constant tabs on Sukai and make regular reports to Gaetan. Once the PCs put their rescue plan in motion, the spies will alert Gaetan, who will send goons to stop them. These opponents—numbering one more than the PCs and armed with auto pistols—arrive 6D minutes after they’re summoned. Meanwhile, the spies will do whatever they can to hinder or kill the adventurers.

If fighting breaks out in any of the wards or moves to those location, the patients may get involved. Some are being treated for PTSD and various psychoses and the stress may trigger violence. 20% (round up) of the patients will attack PCs and goons alike using whatever they can pick up (treat as cudgel or dagger). Patients not entering combat will attempt panicked escape, creating chaos. Combat throws will suffer an additional DM of -2 within the wards due to the tumult.

Assuming the group is successful, as soon as they contact Durang, he tells them where to deliver Sukai. Once they do, he hurriedly pays them off, thanks them profusely, and hustles his sister aboard a nearby starship. The PCs may have to fight a rear-guard action against pursuing criminals to allow them to get away safely; remember that the starport authorities frown on gunfights in the concourses.

The referee should determine the flow of subsequent events.

NPCs

Sukai Mamadi

Other; 886797; 1 term; Age 22; Cr5,000
Computer-1, Medical-1

Nadharuk Bruck, Orderly

Other; 848574; 1 term; Age 24; Cr1,000
Body Pistol-1

Bruck carries his pistol hidden at all times. When trouble starts, he attempts to get surprise on opponents.

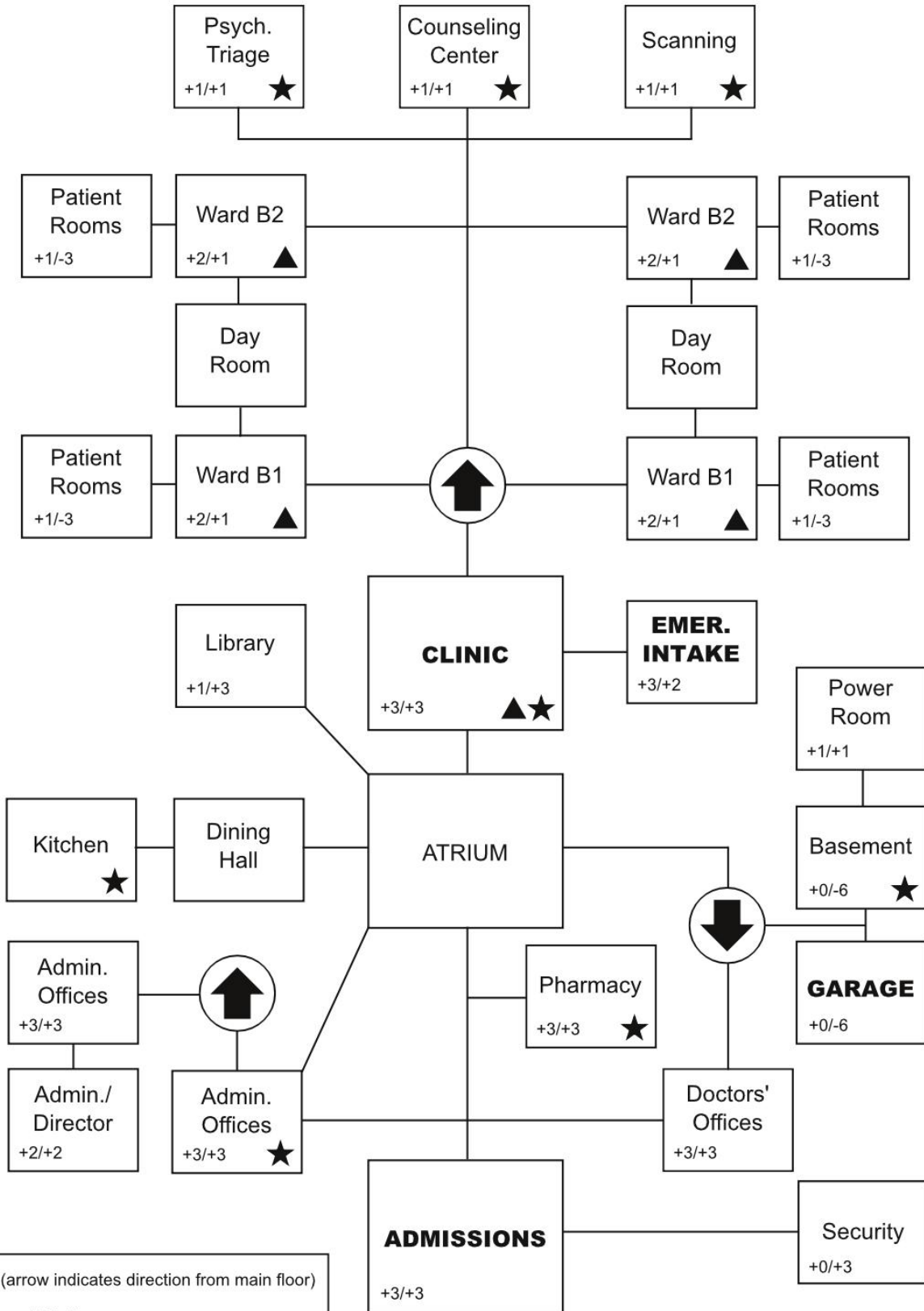
Gerhardt Roland, Security Guard

Ex-Army; 379659; 1 term; Age 23; Cr1,000
Auto Pistol-1, Electronic-1
Auto Pistol, Short-range Communicator

Since he is actually working for Gaetan, Roland secretly carries a clip of live rounds for his auto pistol. When trouble with the PCs starts, he takes the first opportunity to switch out the clips.



Active Measures



- ⬆ = Lift (arrow indicates direction from main floor)
- ▲ = Nurses' Station
- ★ = Supply Closet/Cabinet
- +0/+0 = Commo/Computer DMs


Autonomous Space Mine

by Ewan Quibell

CraftID: Space Mine, TL15, MCr 1.938074
 Hull: 1/1, Disp=0.5, Config=9USL, Armour=50, Unloaded=13.3047 tons, Loaded=13.6497 tons
 Power: 1/2, Batteries=0.938 Mw, Solar=0.1134 Mw, Duration=20 minutes/unlimited
 Loco: 1/2, Low Pw H-Grav=1 ton, MaxAcel=0.075 G
 Comm: Radio=Far Orbit
 Sensors: EM Mask, Magnetic, Pass EMS=Interstellar (1 AU), ActObjScan=Rout
 Off: Missile=xx3 (Fixed Mounting)
 Batt 1
 Bear 1
 Def: DefDM=+2
 Control: Computer=0, Panel=Dronex1, HUDx1
 Accom: -
 Other: 5 kl of planetoid tunnelled, Cargo=0.345 kl, ObjSize=Small, EmLevel=Faint (None)
 Comment: Construction Time=8 weeks single, 6 weeks multiple, Full Price=MCr 2.4225925

The TL15 autonomous space mine can be left in orbit round planetary bodies or stars and programmed to engage targets of choice given specific parameters.

The mine's solar panels allow it to run all instruments except the missile tubes, and trickle charge the battery to full charge in 149 hours. The mine has 20 minutes combat duration (one combat round), allowing the missile tubes to fire.

The mine is also fitted with drone control points allowing it to be remotely controlled by friendly space craft. Fire control information can be fed to multiple mines allowing them to fire as a massed battery. 

Critics' Corner

Adventure 2: Prison Planet

reviewed by Jeff Zeitlin

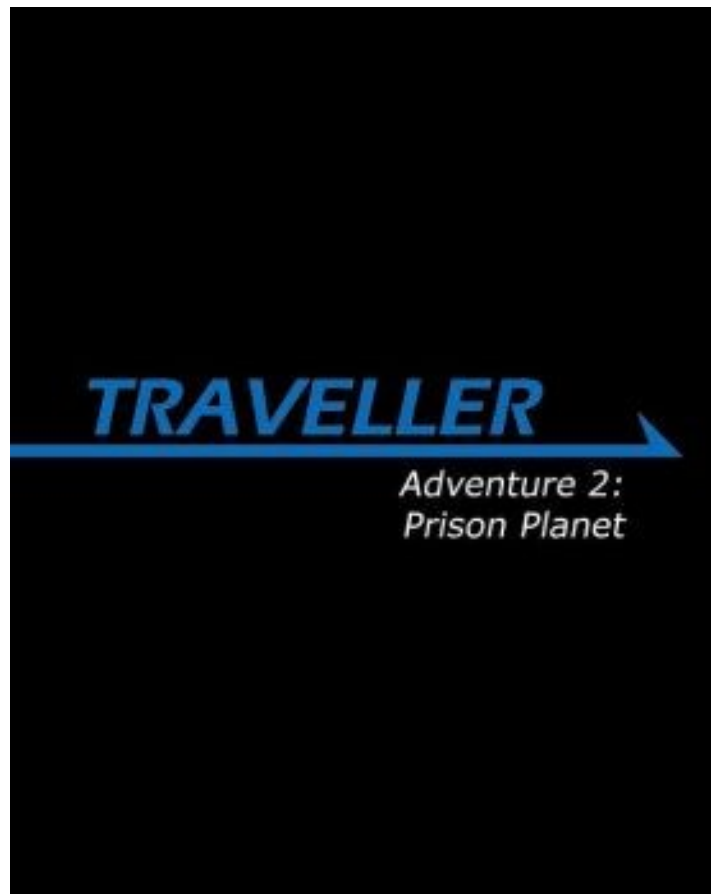
Mongoose Traveller Adventure 2: Prison Planet. Gareth Hanrahan.
 Mongoose Publishing <http://www.mongoosepublishing.com>
 132pp, softcover
 UK£15.00/US\$24.95

This review was posted to the pre-magazine Freelance Traveller website in July of 2009, and is reprinted here, with moderate edits, with permission.

Mongoose has revised and expanded on the Classic *Traveller* adventure of the same name, and in doing so, has made it potentially more interesting to more player-character party mixes.

Initial Impressions

The editors at Mongoose seem to have a knack for organization—the adventure is well-organized, unfolding in a logical manner that corresponds to the way that the PCs might expect to really encounter situations such as those outlined. Useful thumbnail sketches of essentially the entire prison population, from the warden on down to the lowest prisoner, and even a few regular visitors, are provided, and could conceivably be used as NPCs in other campaigns or adventures where similar characters



would come in handy. The six modules, essentially mini-adventures in their own right, offer opportunities for using a wide range of skills, with both risk and reward possible.


(Continued from page 20)

On Closer Inspection

After an introductory overview of the adventure, the book plunges right in to the core portion of the adventure—the initial incarceration of the player-characters, and their familiarization with the environment they find themselves in and certain key individuals in it. Most of this is provided as descriptive text principally for the referee, but with many vignettes that should be made known to the players, either by direct reading or interactively in basic day-to-day activities and incidents. This is followed by the NPC profile section—66 prisoners, 18 guards, 9 staff members, and 8 frequent visitors. A referee's section on running the adventure comes next, describing the prison routine and regulations, the various kinds of outcomes that can result from encounters or minor events, and the effect on the characters, including their reputation (or how they are perceived by others). The following section is rumors

which the referee can use to provide information (possibly misleading or wrong) to the player-characters, and that is followed by a section of incidents—not necessarily more important in the scheme of things than an event from the earlier section, but more useful in providing information to the player-characters. Six modules follow, covering a disease outbreak, the arrival of a new batch of prisoners and their effect on the prison's social structures, prison politics, a security computer malfunction, the finding of a largely-intact alien outpost, and an escape attempt. A list of useful equipment that the PCs might obtain follows the modules, and this is followed by an overview of the planet and the area around the prison, along with some additional encounters that may follow from the modules. Finally, a short section providing a core-book-level outline of a 'Prisoner' career rounds out the book.

Summary

A worthy successor to its Classic *Traveller* namesake, and well-worth adding to a collection of pre-generated adventures. 

Less Dangerous Game

Harpooner

by Scott Diamond

This article was originally posted to the pre-magazine *Freelance Traveller* website, and is reprinted here with permission.

Harpooner

Temperate Forest Terrain					Standard World, Dense Atmosphere, 40%-80% Hydrographics		
	# Enc	Mass	Hits	Armor	Wounds	Weapons	
(climbing/running) Hunter	1	25kg	12/7	mesh-1		claws+1, teeth+1	A6F5S1 (running) A6F5S2 (brachiating)

The Harpooner is an arboreal omnivorous predator living in temperate forests. There appear to be two subspecies, with minor color and pelt density differences, but interbreeding is possible and the offspring fertile, and some xenobiologists theorize that they are actually the same animals who migrate through the dense forests along subtle climate de-

marcations and that the animals merely adapt temporarily for the climate change.

The Harpooner averages 25kg and has 3 pairs of limbs. The two rear pairs are used for locomotion by running along the underside of tree branches as well as by brachiating when speed is needed to escape predation. The rear limbs have short, thick claws on

(Continued on page 22)

Less Dangerous Game

long heavy toes which are ideal for gripping into the tree limbs but are not used for defense or attack. The forward set of limbs is longer and used in clutching prey and in defense if the animal is attacked. The oversized hands have 4 fingers (10cm long) equipped with 9-12cm long claws that are razor sharp. The fingers are webbed but the claws extend beyond the webbing.

The head and shoulders of the Harpooner are plated with a thin articulated layer of cuticle plates that protect the animal from the poisoned spurs of its primary prey, the Devil Squirrel. The rest of the animal is covered with a thick pelt of dense fur, giving it a shaggy appearance. The fur is brown with gray mottles and the cuticle plates are black. The animal has a flattened face (some describe it as simian) with very wide jaws armed with sharp carnivore teeth to the front, and heavy crushing molars to the rear. The heavy jaw and powerful muscles aid the omnivore in devouring its prey, bones, shells, and all.

The Harpooner is so named for the barbed, bone dart that is anchored to the inside of its mouth (under the tongue) by a thick elastic length of cartilage. The dart is envenomed with a strong neurotoxin that causes almost paralysis in animals 3kg or less. Anything much larger than that is attacked with the forelimbs and jaws, but the primary prey of choice is rarely larger than 5kg. The dart is propelled by a strong puff of air produced by a specialized air bladder in the neck. The Harpooner “coughs” and the muscles contract around the bladder to “fire” the dart up to 3 meters, then the elastic band the dart is attached to rapidly retrieves the dart, plugging the bladder again when the dart returns to its socket. The socket contains the gland secreting the venom the dart is coated with.

When the Harpooner hunts its primary prey (the Devil Squirrel), it creeps along the branches above a mob of the squirrels. The squirrels cannot fly up at

the Harpooner, so this way it can avoid being attacked by an angry mob. The Harpooner then hangs down very slowly by its hind legs over the mob until it is in reach of the squirrels below. When a squirrel is in range the Harpooner “fires” its dart, impaling a squirrel which is almost instantly paralyzed. The elastic band the dart is attached to recoils, and the Harpooner uses its front claws and webbed hands to catch the squirrel and prevent it from falling away while it pulls it off the dart. This attack is so fast that if the Harpooner captures a squirrel out of sight of the rest of the squirrel mob the others may not realize a hunter is above them, and the Harpooner can catch several prey this way. If it is seen by the mob, then the Harpooner can run away before it is attacked, brachiating through the branches while holding what prey it has captured in its basket-like fore claws to eat later.

Harpooners are solitary except during the mating season when males make loud hooting sounds in search of females. The females are attracted to these hoots and come to the males – if she is impressed by his display of size and sound then they mate, after which they both go their separate ways. The young will be raised by the female who will bear 1 pup each year.

If another male shows up at the same time as a female, the two males will perform a ritualized display involving hooting sounds of increasing volume, brandishing claws and teeth, while brachiating up and down the tree. Sometimes actual combat happens, but deaths are rare. Generally the winner may inflict a few cuts on the loser with its fore claws and the loser escapes before serious injury is suffered.

Harpooners are rarely dangerous to humans, though their venom is highly toxic and known to cause a violent allergic reaction. Travellers who explore the forests of Gehenna are cautioned to carry antivenom and anti-allergen medications with them in case of the rare attack by a startled Harpooner. 🌀

Genichi-class Personal Watercraft

designed by Ewan Quibell

CraftID: *Genichi* Class Personal Watercraft, TL7, Cr46,312
 Hull: 1/1, Disp=0.25, Conf=4 Planing, Armour=1C, Loaded=0.9538 tons, Unloaded=0.71992 tons
 Power: 1/2, Gas Turbine=0.2924 Mw, Duration=12 hrs
 Loco: 1/2, Waterjet=1 ton, Top=46 kph, Cruise=34.5 kph
 Comm: Radio=Regional (500 km)
 Sensors: Headlight
 Off: Hardpoints=1
 Def: DefDM=+2
 Control: Electronic×1,
 Accom: Crew=1 (Operator), Seats=None×1.75*
 Other: Fuel=0.2339 kl, Cargo=0 kl**, ObjSize=Small, EmLevel=Faint
 Comment: Cost in Quantity=Cr 37,050

* There are three seating positions provided although they are very close together and if the operator was to wear a back-pack no other passengers could be accommodated.

** While there is 69 litres of free space in the vehicle design this is filled with buoyancy foam to keep the vessel upright on the water and right it in the event of a capsizing.

The *Genichi*-class Personal Watercraft is built by Hess Motors of Udesh and is designed for recreational use on water. The planing hull allows this ve-

hicle to skim across the top of the water. Sea conditions dictate the safe speed of the vessel.

Designer's Notes

My first go at the Wet Navy design rules in Challenge 53 and 54. This isn't really a Jet Ski because it uses a water jet and a gas turbine, however it looks just like one!

The top speed is a little low (25 knots) when compared with the real thing (60 knots), however, it's reasonably in the ballpark. Upping the design speed really increases the power needed to move the craft, and as gas turbines have the best power-to-weight ratio it won't get any better than that presented above.

I took a liberty on the crew positions due to the way the people sit on a Jet Ski, and filled the cargo compartment with foam. If the craft was more than 1 ton it would sink, however, it's not too bad a representation of reality, so I'm going with it. ☼



Doing It My Way

Character Detailing Rules

Background Skill Generation

by Ken Bearden

This article was originally posted to the pre-magazine *Freelance Traveller* website in 2004, and is reprinted with permission.

I created this character generation add-on for my games, which are based on *Classic Traveller* (CT). It can easily be modified for use with other similar Traveller rule sets, such as *MegaTraveller*, Marc Miller's *Traveller* (*Traveller4*), and *Mongoose Traveller*. It is meant to be used after the character's stats are generated normally, but before the character enlists/is drafted into a career.

The use of homeworlds is recommended, but not mandated.

Roll the character stats normally, then, before starting career resolution:

Roll 2D and compare total to EDU. If the roll is less than EDU, the Player gets a number of throws on the chart equal to the difference. Otherwise, if

this roll is exactly 2, the character gets one background skill. If the roll is equal to or greater than EDU, and not a roll of 2, the character gets no background skills; proceed with career resolution.

After you know how many rolls you get, then throw on the chart! Roll 1D for the table, then roll 1D for the skill. Each result will either give you a skill, give you a choice of skills, or direct you to another chart.

Award of a skill results in Skill-0 the first time you roll it (unlike normal chargen). Subsequent awards of the same skill increment the skill level normally.

You will typically end up with a few Level-0 skills that will give you clues to the character's background. If you're really lucky, you may even get a first level skill or two.

If you're using character homeworlds, keep them in mind when rolling background skills. Avoid giving characters skills that are inappropriate to

Doing It My Way

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homeworld law level or tech level. The referee should resolve these issues on a case-by-case basis. The recommended handling would be to substitute an appropriate analogous skill (e.g., Equestrian instead of Vehicle, if the character is from a pre-Industrial TL), but allowing a reroll or simply ruling that no skill is awarded if an inappropriate skill is rolled are both justifiable. Homeworld TL and Law Level will both have an effect on what skills are available, especially Law Level with respect to weapon skills, or tech level with vehicle skills or other technologically-based skills.

I allow homeworld-inappropriate skills to be awarded if the character rolls SOC or less on 2D. Alternatively, *MegaTraveller* offers two useful rules for allowing characters to obtain homeworld-inappropriate skills: first, characters who join the Rouge, Pirate, and Other (and the like careers) have access to weapons at 1 LL lower (that is, more permissive) than the rest of the populace. You haven't resolved the character's career yet, but this is good stuff to keep in mind when rolling up background skills too (it's role playing, man, role playing). Second, a character can overcome a homeworld restriction by rolling 2D for 7+. I like this because it takes into account that characters can learn skills in all sorts of ways imaginable. A third good rule along these lines from *MegaTraveller* is that Nobles are not restricted by homeworld codes. That gives a nice benefit to noble characters.

I would still give your character the default skills you think he should have. If he's from a late-industrial TL world, you'll probably want to give him Ground Vehicle-0 so that he can drive. A character from a Vacuum world will probably have Vacc Suit-0, etc. If these default skills are rolled, go ahead and raise those skills up to Skill-1 as appropriate. These are player characters after all.

Just to be nice, if a player rolls snake eyes on the initial 2D throw mentioned above, I'm going to give

him a single roll on the background skills chart. That way, even if you have a character with a very low EDU, you still have a small chance of getting one Level-0 background skill.

Don't forget, if you use Heaven-and-Earth or the *MegaTraveller World Builders' Handbook*, different TLs can be generated for worlds specific to types of industry. You may want to consider these, if you have this info handy (I do a simple click in H&E, and boom, there it is).

These are background skills, unlike the more extensive skills a character will get during his career. Remember that this chart is determining skills the character gains before age 18. It's unlikely that we'll see a character like this learn Demolitions-0. However, if the referee allows, I've included a way for this to happen (because I know referees have unique skills in their own games). One of the results on the **Combat** chart is "Special". Use this result to award any special skills you think a character should have a small chance of getting (but you don't want to award it as a default skill).

You'll see a mixture of skills on the table I created. Feel free to customize it for your game. I've included mostly CT and MT skills, but you'll see some T4 and the occasional TNE skill in the list. Note that you need EDU 8+ to roll on the **Technical Education** and **Advanced Education** tables. When rolling on the **Transportation** table, be mindful of homeworld TL restrictions, if you're using homeworlds.

When rolling on the **Combat** table, think of your homeworld restrictions, too. Note that a result of *Archaic Weapon* can improve your character's Sword skill (or, you could pick a bow, sling, blowgun, boomerang...even the *Early Firearm* skill). *Blade Weapon* in my game is a catch-all title for any type of melee weapon. If you roll *Blade Weapon*, you can choose a polearm, or a sword, or a club, or a spear... whatever. If you roll *Gun Combat*, you can pick an appropriate handgun or rifle. But, if you roll *Handgun*, you can only pick an appropriate pistol.

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Doing It My Way

(Continued from page 24)

The Tables

If multiple skills are listed in a single space, select any one of them. If a skill is in *italics*, it is a cascade skill, and a specific sub-skill to that skill, from the appropriate rule set, should be selected. If a 'skill' is listed in **bold**, it is a reference to another table or subtable; roll 1D and select a skill from the indicated (sub)table.

	1	2	3	4	5	6
	Personal Development	Interpersonal Development	Education	Economic	Transportation	Combat
1	Perception, Determination, Willpower	Interview, Interrogation, Investigation	Academic, Research	Bargain, Persuasion	Environment	<i>Archaic Weapon, Early Firearm</i>
2	Athletics, Throwing	Recruiting	Linguistics, Native Language	Liaison, Diplomacy	Equestrian	<i>Blade Combat</i>
3	Leader	Steward	Computer, Robot Ops, Robotics	Admin, Legal	<i>Watercraft</i>	Brawling
4	Tactics	Carousing	Jack-of-all-Trades	Broker, Trader	<i>Aircraft</i>	<i>Handgun</i>
5	+1 STR, +1 DEX, +1 END	+1 SOC	+1 INT, +1 EDU	Bribery	<i>Grav Vehicle</i>	<i>Gun Combat</i>
6	Vice	Economic	Technical Education (EDU 8+ only)	Vice	<i>Ground Vehicle</i>	SPECIAL, Referee Discretion

These tables can only be rolled on if directed by a roll on the above table.

	Vice	Technical Education (EDU 8+ only)	Advanced Education (EDU 8+ only)	Environment
1	Gambling	Instruction	Ship's Boat	Hunting, Guard/Hunting Beast Handling, Tracking
2	Disguise, Camouflage	Communications	Vacc Suit	Survey, Planetary Navigation, Prospecting, Sensor Ops
3	Forgery, Artisan	Mechanical, Armory	Zero-G Environment, Zero-G Weapons	Survival, High-G Environment
4	Stealth	Electronics, Gravitics	Gunnery	Swimming, Mountaineering, Climbing
5	Intrusion	Medical	Engineering	Recon
6	Streetwise, Intimidation, Fast-Talk, Bluff	Advanced Education (EDU 8+ only)	Pilot	Transportation

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Skill Notes

This is how I interpret some of the skills when using them in my games:

Leader is a good skill in my game: it improves a character's initiative throw during the combat round.

Tactics is another good skill in my game. I use it as a "pool" of points the character can use to improve throws after the fact during the game session. Tactics is only used for combat rolls.

Athletics is a good skill to use when doing any task throw that's based on physical stats (running, climbing, jumping, forcing a stuck hatch, throwing a rock, etc).

Camouflage is a T4 skill that indicates expertise in hiding things on your person as well as hiding yourself (hiding in shadows type of thing).

Perception, I use when I want a character to throw to see if he notices something.

Determination is a skill I use that characters can roll on to stay concentrated on a particular task when distracted (you're trying to open a lock, but bullets are slamming into the door...make your roll, or your intrusion task just got a lot harder...)

Willpower is a skill similar to Determination. A character may make a Willpower roll in order to keep from passing out from blood loss to a wound.

Throwing is a T4 skill. If a character has Dagger-1, he uses that in a melee type of situation. But, if he tosses the dagger, then he uses the Throwing skill.

Artisan is a skill I use anytime a character needs to craft something. We're usually not talking about real "art" here. A creative use of this skill may be to disguise a pit on the ground with bamboo and leaves. The Artisan skill throw tells me how hard it is to detect the trap.

Intrusion is a MT skill. We're talking about lock-picking here.

Native Language. Each character in my game get's this skill as a default skill. I typically play close attention to the languages and dialects that NPCs speak. Not everybody speaks Anglic. In fact, a lot of people do not speak Anglic.

Jack-of-all-Trades (JoT). I use like Tactics, in a "pool" of points a player can use to improve throws after the fact, but JoT is only applied to non-combat throws. JoT is also used to help a character when he needs to throw on a non-default skill, like Medical or Pilot or Engineering. In my game, characters cannot attempt those types of tasks unless they have at least Skill-0 (you've got to have at least some knowledge to even try), but JoT allows them to try without the required skill. JoT characters are resourceful.

Planetary Navigation is, well, finding your way on the surface of a planet, as opposed to Navigation, which is what starship navigators use to plot jump routes. ☼



Up Close and Personal

Lyons Carlton

profiled by 'John Mitchell'

This article was originally posted to the pre-magazine Freelance Traveller website in 1997, and is reprinted with permission.

A likeable but disorganized rogue, Carlton (who calls himself Captain Carlton, although he has never

actually held that rank) is involved in a complicated scheme to start up a passenger liner between several worlds in the subsector. The complications involve his attempted exploitation of a recent policy of encouraging development of underdeveloped worlds.

(The policy in question may be official or unofficial at the referee's discretion. If it is unofficial, an

(Continued on page 27)

(Continued from page 26)

influential noble at the subsector level is quietly encouraging projects like this, suggesting that they would be well-received at court. In such an event, Carlton will have a nice letter from the noble's *aide-de-camp*, *senseschal*, *privy advisor*, etc., who likes the idea as explained to him.)

Carlton's plan involves gaining start-up funding from several different Imperial authorities for a passenger line between several moderate-population, low-starport worlds. Needless to say, each of the Imperial departments thinks it is the only one supporting the otherwise-commercially sound project.

(Possible sponsors may include the Bureau of Colonization, the Bureau of Trade, the Imperial Interstellar Scout Service, individual wealthy nobles, or any Imperial agency or armed service through its Pension Fund).

Carlton claims to be an Imperially Qualified pilot, engineer and navigator, but his claims are supported by copied documentation—the originals have been forwarded to him from the Sector Capital, but are apparently stuck in Imperial paperwork. In reality, he has been struck off the register pending his provision of documentation from a badly-failed safety inspection.

Similarly, his commercial references are from a couple of subsectors away, and do not stand up to intense scrutiny (he has actually spent most of the last 15 years doing salvage of small caches of old IN gear, via a fifty-year-old datatape of locations of Imperial Reserve Caches. The gear dates back several hundred years to the war scares accompanying the Solomani Rim War, when the Imperium feared other attempts at secession. The equipment was obsolete when cached, and in most cases is now valuable only as scrap).

His cash position is incredibly poor—in fact, he is broke, and his administrative and financial skills are clearly not up to scratch for organizing such a project. To his credit, he has arranged several con-

tracts for tens of people and hundreds of tons of cargo to and from each planet—but these plans are contingent on getting a brand new 2G jump-3 freighter to run the routes. He has also lined up local governmental permission at some (but not all) of the worlds. Closer examination may reveal that grandiose promises have been made to the local authorities on each.

Carlton is currently seeking crews and trainers for the project. Part of what has been promised is that the new line will take on a particular number of trainees, who will be trained to Imperial standards—training that is usually not available for citizens of dirtball worlds in the boondocks. Unfortunately, the plans as written will require too many trainees for the number of skilled crew on the ship for either safety or proper training of the trainees ...

Adventure Hooks

The PCs may find themselves chasing around the subsector doing financial viability on the project for an interested patron (who almost certainly doesn't want to be told 'No'), being recruited by Carlton to help run the project, cleaning up the mess afterwards when failure is finally declared, being a creditor's representative trying to get money for unpaid bills out of Carlton, or being contracted to actually find and negotiate for a suitable ship.

Another adventure hook is to have the company go under, and a dozen people turn up at the now-closed headquarters, broke and clutching Middle Passage receipts from their homeworld to the world of the company HQ. Especially if these people were selected for this wonderful future after getting the rough end of the pineapple when another Imperial-sponsored scheme went under in spectacular fashion. Being sent to bail these employees out after they present rubber cheques from Mr Carlton is a fun little excursion for a party.

Lyons Carlton 868744 Age 48 Cr(*Negligible*)

3 terms Free Trader

Streetwise-2, Liaison-3, Brawling-1, Pilot-1, Legal-1, Navigator-1, Broker-1, Engineering-2



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- 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!

Information Center: Request for Information

Here is a list of all of those publishers that we are aware of that are currently putting out material for *Traveller* (any version) or *Traveller*-compatible material not specifically for *Traveller* (this list is based on products that the editor owns, and notifications from "follow your favorites" from DriveThruRPG). If you know of others, or if any of those on this list are not in fact currently operating/publishing, please write and let us know. We'd also appreciate either lists or pointers to lists of all of the *Traveller* and *Traveller*-compatible material put out by any of these companies, or any companies that we may have omitted from the list. If you have contact information, we'd appreciate that as well.

List of Traveller/compatible Publishers

3Hombres Games
Avalon Game Company
Avenger Enterprises
Christian Hollnbuchner
D.B. Design Bureau
DSL Ironworks
Expeditious Retreat Press

FarFuture Enterprises
Forever People
Game Designers' Workshop(!)
Gorgon Press
Gypsy Knights Games
Jon Brazer Enterprises
K-Studio
Loren Wiseman Enterprises
Mongoose Publishing
Postmortem Studios
QuikLink Interactive
Samardan Press
Sceaptune Games
Screaming Eye Games
Spellbook Software and Games
Spica Publishing
Steve Jackson Games
Terra/Sol Games
Toxic Bag Productions
Zozzer Games

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 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, *Avenger Enterprises' Far Avalon*, and the forthcoming *Traveller Prime Directive*, and any others we may have forgotten.

...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 on what you're submitting. Generally:

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

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

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”.

