



# FREELANCE TRAVELLER

The Electronic Fan-Supported Traveller® Magazine and Resource



Featured Adventure

## *Getting There is Half the Fun*

by Timothy Collinson

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## 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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Active Measures: Timothy Collinson

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# From the Editor



If I had to name exactly *one* thing that I like best about producing *Freelance Traveller*, I don’t think I could do it—from beginning to end, it’s just plain interesting, and for the most part fun. I think, though, that what keeps me willing—no, eager—to keep doing it is really a combination of *two* things: seeing the creativity and workmanship of what people submit, and knowing that my efforts as curator and editor are playing a not-insignificant role in spurring the community to put forth their best efforts to improve *Traveller* and share with others.

When I first shifted *Freelance Traveller* from a pure website to the monthly magazine format (four years ago!), I had in mind that it would, in some sense, fill the role of the original *Journal of the Travelers’ Aid Society*. In a very basic way, I think I’ve achieved that—certainly, some comments I’ve heard suggest that others think so, too—but in a very real sense, I neither can *nor should* do so completely. The

original *Journal* was quite definitely a “house organ” for GDW and *Traveller*. It was, in a very real sense, the “official” word, even though it printed articles that were not and would not be ‘canonical’. *Freelance Traveller* does not have any official status with Marc Miller/FarFuture, with Mongoose Publishing, or with any other *Traveller* licensee, and that lack gives me, as curator/editor, a certain level of freedom in evaluating material submitted for publication.

There’s a potential downside, though—for those who are submitting material for publication here. I run this in my spare time, and on as low a budget as I can manage. That’s part of why *Freelance Traveller* is free, and doesn’t pay for material. So, if you’ve been told that people think your material is publishable commercially, I have an obligation to suggest that you talk to the commercial licensees, and see if they’re interested in your work. If they decline, I’ll happily accept. But don’t deprive yourself of the opportunity to get paid for your work! ☺



## Spinward Encounters

Reviewed by "kafka"

*Spinward Encounters*. Various authors.

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

150pp. softcover

US\$39.99/UK£29.99

*This review originally appeared on RPG.Net in September of 2011, and is reprinted here with permission.*

This is a collection of adventures that are both done up as 63 Patron Encounters (done in the fashion of 760 Patrons) and 16 Amber Zones. For those not in the know, a Patron Encounter has a one to three paragraph setup for the potential job/employer and then a 1D6 for the resolution. Whereas, Amber Zones are bit more involved that have longer setups and more detailed interactions with multiple NPCs for things to get resolved. They usually have an elaborate setup.

But, the best thing about the book is that they are firmly grounded in the Third Imperium – The Original *Traveller* Universe written by some of the best writers of that campaign setting – the guys from ComStar/Avenger (sans MJD) collective. These adventure hooks make the Third Imperium come alive much as it did in the heyday of *Traveller*, sans the “Morally Superior Adventurers Love The World” scenarios instead offering a chance for blowing things up real good (“roll dice, blow stuff up”). That is not to say that there are not premises that are more cerebral than others. But, the emphasis is certainly upon action and violence. And, make no mistake these are guys who love the Third Imperium, as a setting but play with its limitations but also expands its scope. Showing that the Third Imperium is a Campaign Setting far from being stagnant or tired but one that is alive and filled with possibilities and potential for adventure of different sorts. For each encounter is keyed to a specific world in the Spinward Marches.

In this way, it does harken back to the early sandbox play of Classic *Traveller*. Because of the minimalist design, Referees must either make their



own maps and/or NPC descriptions or just fly-by-the-seat of their pants, for in most cases nothing beyond the setup is offered. And, the potential adventure outcomes are quite varied allowing the Referee to use the same setup multiple times with the same gaming group. Disappointing somewhat is that many resolution cite the same solution multiple times...but that is just how the die rolls sometimes and better this than completely off-base ideas.

The Amber Zones are the easiest to run as is. However, it would take a skilled referee to sort of run with them, as with the Patron Encounters – these adventures are not written for newbies in mind. For a new Referee would wonder where are all the maps and NPC write-ups – these adventures are like those ideas that you scroll on the back the napkin after the pizza guy has left and end up the best adventure ever. So, be forewarned that this is a book of adventure ideas – and it is still up to the individual Referee to find the way to make them work.

*(Continued on page 3)*

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Behind the gorgeous absolutely cover lie numerous drawings of Bryan Gibson. An artist who is no stranger to *Traveller* but often generates some controversy for his anime-like style (cool ships, BESM-style people) with some notable exceptions (and those are uber cool). The art has been seen in previous *Traveller* works but it still remains fresh and appropriate here (although not always appropriately placed). The gritty and mean speak to me what *Traveller* is all about. The lyrical and amusing are another aspect that I would rather in someone else's *Traveller* universe but still more *Traveller*/OTU than even of the offerings of Mongoose of late. However, as good as Bryan's work is...it is not gritty enough and lacks a consistent vibe in this book (say unlike the T20 Core rules). But, hey, art is subjective and I understand that Bryan's work defines many a *Traveller* Universe just not mine. Mine will continue to be defined the likes of Blair Reynolds and the Keiths from *Bad/Good Old Days* and contemporary artists like David Seeley and the montage of gritty photo realism that many artists are able to do (without the help of Poser – don't get me to start talking about Poser). Nonetheless, as I said, Bryan's art in this volume is very good and lends well to the feeling of the Third Imperium that the authors are trying to convey. I just wish there was more eye candy.

The authors have done a phenomenal job cleaning up the presentation and editing of the work. It is substantially improved from their last offerings – *Crowded Hours* and *Project Steel*. The book builds

substantially upon Mongoose's *Spinward Marches* book and makes that book become even more important. I can only hope that these authors are planning something more for the other Sectors and Sub-sectors that Mongoose has commissioned. However, I realize that the familiar stomping grounds of the Marches may not be everyone's cup of tea (as it is only marginally mine) – a Referee need only change the name of the world and find one that matches the profile and do tweaks (such as substituting the Zhodani for the Solomani and presto – this could easily take place in the Solomani Rim). On the other hand, why would you want to do this? The Marches are a rich sandbox of adventure as this volume amply shows.

There are very drawbacks to this product just a few entries, I found odd in that it allowed the Referee to choose the world. Ok, that is very sandbox (good thing) but if you don't have a copy of *Spinward Marches* on hand (bad thing). On the whole these adventures offer excellent campaign filler – the cement that binds the campaign together kind of like The Force save no Midi-chlorians would ever be allowed... Referees accustomed to spoon feeding will not be happy here. Another, drawback which is the nature of the product – one just craves more, so be prepared to roll up your sleeves and work. So, it is hoped that this collective gets the go ahead to highlight more parts of the Imperium in the same way or even better be responsible for writing a full-fledged Adventure or Campaign or three... This collective really has a pulse of the Third Imperium firmly in their sights. ☪



### Kerx

by Jeff Zeitlin

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

Kerx is most often found in Ilelish and the rimward areas of human space, and in the trailing areas

of Aslan space, although it is not unknown elsewhere. It appears to be related to several Terran games, including draughts, but there is enough divergence to make the actual origin questionable.

The game is played by two players on a hexagonal board of 37 spaces (four spaces along each edge). Each player has 18 pieces of uniform appearance,



which can be easily identified from the opponent's pieces (color, shape, marking, etc.). These pieces are initially placed on the board so that the three rows of spaces nearest the player are filled, and the remaining three pieces are placed on the three spaces to the right of the center space of the fourth (middle) row. The players decide who plays first using any method that they can both agree upon.

Play alternates with each player either moving a piece to an adjacent empty space in any of the six available directions, or jumping over a single opposing piece to an empty space beyond, in any of the six available directions. If making a jump places the jumping piece in position to make further jumps (in any direction other than the one from which the

jumping piece came), such continued jumps may be made. After all jumps are completed, the jumped pieces are removed from the board.

Jumps are compulsory; if multiple possible sequences of jumps are available to a player, the longest is compulsory. Failure to take a compulsory jump results in the opponent removing the piece that would have made the compulsory jump, then proceeding with his move as normal.

The game is won when all of the opponent's pieces are captured; a game that reaches a state where both players have only three pieces each is considered a draw.

Variations of Kerx using larger boards (and correspondingly more pieces) are common. ♣

## Active Measures

### Ten Blocks

by Bill Cameron

*This article was originally posted to the pre-magazine Freelance Traveller website in 2006, and is reprinted here with permission.*

#### Introduction

While otherwise engaged in startown, the players find themselves caught in an outbreak of civil disturbance. Putting it bluntly, the local mobs have decided to riot and the players must scramble for the safety of the starport and its extrality line.

#### Players' Information

Your group is on foot and on an errand. Perhaps you've just met with a potential patron, perhaps you've just had lunch, perhaps you've only been window shopping. It doesn't matter. You're in the depths of startown, several blocks from the port entrance, and trouble has found you.

Standing on the sidewalk you'll notice several things in quick succession. Doors will begin slamming shut up and down the block. Grates and barriers will swing down to cover store fronts and windows. Your fellow pedestrians will start running. The usual swarm of jitneys and pedi-cabs will speed by without picking up any passengers.

Before anyone can act, a harried passer-by will bump into a member of your party. He'll speak before any question is asked.

"Offworlders? If you value your skins get to the port *pronto!* One mob's burned Gemler's two blocks over, smashed up the whole place. There's other mobs are moving too, get to the port. Hurry!"

After passing along his warning, the man will run off before any in your party can stop him. Any thoughts of chasing after him or stopping someone else for more information will be cut short by a low roar. A block away a mob will spill out of a side street into the main avenue. In quick succession, a jitney will be overturned and set alight, windows smashed, and people struck down by clubs and fists. A pillar of smoke will begin to rise over the area.

Fortunately, the entrance to the port is ten blocks away in the opposite direction of the mob. You better start moving!

#### Referee's Information

The intent of this adventure is catch the players up in a rapid series of events. A riot is akin to a flash flood. The players will not be able to stop, consult each other, and plan their responses. They must act *now* or else risk a severe beating or worse at the

*(Continued on page 5)*

## Active Measures

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hands of the mobs. The session should move rapidly. From set-up to resolution, including the events listed and any combat that occurs, the session should not last longer than 20 - 30 minutes. Please see the notes on time keeping below.

The players are ten city blocks from the starport entrance and safety. You should goad them into moving towards the port immediately. If they dawdle long enough, do not hesitate to have the mob fall upon them. Use the mandatory mob event described later in this adventure and have all the players suffer a knockdown along with major injuries.

No transportation will be available. No trolleys are running. Cabs and jitneys have fled the area, as have any private vehicles. Any parked or grounded vehicles are worthless at best and death traps at worse. The players should have no time to break into any vehicles. If they do manage to enter one, there will be no time to start it. The mob will be on them, the vehicle will then be overturned and burned.

No shelter is available either. All shops, restaurants, and bars will be closed. Doors will be locked and windows barred. In many cases, gratings and gates will cover doorways and display windows. All attempts to force entry into a closed building will be met by gunfire from the people inside.

When describing the scenes, stress the chaotic nature of the streets. Do not stop to give precise numbers of the people involved unless required by an event. Play up the hurried nature of it all, the players will form impressions as they run and not draw maps. Describe people running every which way, waste receptacles already on fire, random gunfire, screams, sirens, beatings, vehicles abandoned mid-street, windows shattering, and the like.

As the players move through each of the ten blocks towards the starport, there is a possibility of a random event occurring. Once during the session a mandatory event should occur. The details of these events are listed in the two Events sections below.

After the players travel the ten blocks they will have reached the starport. Events at that time are covered in the Resolution section below.

### Mandatory Event

As the players move from one block to another, a small mob erupts out of the side street they're crossing and engulfs them.

Each of the players should immediately roll against their strength and agility to remain on their feet. Players within arm's reach of each other can help each other stay upright. Combine their rolls in that situation. Players may also use lamp posts, vehicles, and other objects to help them stay on their feet.

Players that are knocked down should roll against their agility to determine how many hits they take. Players that remember to curl into a ball and take other precautions should receive fewer hits.

The mob will move off rapidly leaving both the players who stayed upright and the who were knocked down behind. The players will find themselves within a half block of the avenue they must follow to reach the starport. The presence of a larger, more dangerous mob nearby means they will have to begin moving immediately. Badly injured players will have to be assisted.

### Random Events

Roll 1D6 whenever the players enter a new block. Apply the result found on the table below.

1. A rioter attempts to grab one player as they move down the block. Have the player roll against their agility, dexterity, HTH combat, or brawling skills to avoid being caught. If the rioter does manage to slow or stop the player, he will attempt to beat the player with an eye towards robbery. The rioter will be armed with a club or knife. The rioter's physical statistics and skills should be chosen with the player's stats and skills in mind. Other players can assist the player who has been caught. The referee should keep track of the time spent in the effort.
2. The players witness two or more rioters beating and robbing an individual. The players can stop

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- and assist the victim if they wish. The rioters will run away if attacked. The victim is badly hurt and cannot walk unaided. The referee should keep track of the time spent in the effort.
3. The players will witness three rioters armed with clubs or cudgels attacking a single man armed with a knife. The rioters have the man backed into the entrance of an apartment building where he is protecting two children. One of the man's arms hangs limp and his head is bloody. The children are pounding on the building's door and screaming. The players can stop and assist the man and children. If attacked, the rioters will attempt to escape as quickly as possible. Immediately after the rioters are driven off, the apartment building's door will open and several armed people will allow the children and wounded man *only* to enter. The armed people will not answer any questions. If the players try to force an entry they will be shot at. The referee should keep track of the time spent in the effort.
  4. As in #1 but two or more players will be assaulted as they move down the block. The referee should keep track of the time spent in the effort.
  5. The players will witness several rioters using a bench as a battering ram attempting to break into a store front. Gunfire from within the store will drive the rioters back. That gunfire will spark more gunfire from the surrounding buildings. The players should take precautions to avoid being hit like using cover and moving in evasive patterns. Attempting to suppress the gunfire with gunfire of their own will be impossible as the shots are coming from dozens of locations along the block. Players that are hit will require assistance from the party. The referee should keep track of the time spent in the effort.
  6. A partial barricade has been built across the street by a group of thugs. They have overturned pushcarts, pedi-cabs, and jitneys and piled kiosks, fencing, and furniture to block both side-

walks. A 10 meter gap has been left in the street. The thugs had been trying to channel the flow of people running from the riot so that they could beat and rob them. Before they could finish the barricade however another group arrived and tried to take over the barricade. A wild melee broke out and has been joined by others trying to cross the barricade. The players can either try to climb the barricade or force the gap. If they climb the barricade, they run a chance of being attacked by a rioter with a cudgel. If they force the gap, they run a chance of being caught up in the fighting there. The referee should keep track of the time spent in the effort.

### Scenario Notes

#### Weapons

Military weapons and long arms such as rifles and shotguns should not be available to the players. First, whatever the planetary law level, walking around armed with ACRs is frowned upon by merchants and the police alike. Second, nothing short of several machineguns is going to put much of a dent in the mobs. A player emptying his ACR's magazine into a mob will committing suicide. He may kill a dozen or so but the hundreds left will stomp him into a thin red smear. Players unaware of this fact should be tipped off in some manner by other, wiser players or the referee.

Handguns, knives, and makeshift clubs should be all the weapons the players risk using. The referee is encouraged to make indiscriminate gunfire, even from handguns, carry a penalty. People in the barricaded buildings lining the avenue will not hesitate to use their own firearms if they hear enough gunshots outside. When shooting back, they will not be very interested in separating the 'good' guys from the 'bad' guys either.

#### Time Keeping

The referee should keep the pace of the adventure brisk, if not frantic. The players should be moving constantly and have little opportunity to consult with each other or plan. Travelling each of the city



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blocks towards the port should take 30 - 45 seconds. Events that occur in each block will add to that time as will assisting injured players and other characters. The players should be encouraged not to dawdle or look for shelter. Keep a mob and its danger on their heels, perhaps within a block's distance.

Marking time by tapping a hand on the table or using an egg timer are two of many ways to keep the pressure on your players.

As noted earlier, the referee should keep track of time spent in each of the random events. Any time the players spend more than 2 - 3 minutes acting in any random event the riot or a portion of it should catch up with them. Apply the mob rules from the mandatory event above when this occurs.

### Combat

Keeping in mind both the limited weapons and the limited time available, the players should be satisfied with simply knocking opponents down or driving them off. Taking the extra time needed to kill a fallen opponent is time that may allow the riot to catch you. Again, as with weapon use above, any of the more bloodthirsty players should somehow be tipped off to this by their fellow players or the referee. Just as the players should, NPCs the referee controls should try to flee from combat after a few hits, roll away after a knock down, and ignore fallen players too.

### Resolution

The Starport Authority are old hands when it comes to dealing with startown rioting outside the extrality line. All entrance points have been closed and the boundary fencing is being patrolled by contragravity. The extrality crossing the players are running towards is set back 30 meters from the actual extrality line and the boundary fencing forms a funnel angled towards the entrance building.

Within that area are a few hundred people who all ran for the starport when the rioting began. Most are on their knees with their hands clasped atop

their head. Speakers on the building are repeating orders for everyone entering the area to kneel and place their hands on their heads.

A few individuals have not complied. They have been tranquilized by rifles fired from within the entrance building.

The public address system also repeats instructions for anyone who need medical assistance. They or others are to signal by raising their hands. Medics and armed guards will arrive by grav-belt to check anyone who signals. First aid will be given and bad cases will be removed by g-carrier but *no* healthy individuals will be removed.

The players are now safe as long as they behave themselves. All they need do now is wait and spend a few uncomfortable hours on their knees in front of armed men.

### Complications

The referee can 'spice up' this scenario very easily. Tainted or thin atmospheres will require masks and compressors, both of which can be damaged or lost in a riot. A riot on a vacuum world will be very nasty also. 'Up-gunning' the scenario is difficult. Adding weapons to the adventure could result in a bloodbath for both bystanders and the players. The situation is chaotic and a heavily armed group of players shooting to clear their path *will* draw fire from many sources. A heavily armed group running towards the starport entrance will not be welcomed either. ☼

## 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. Registration opens April 1; the full weekend is \$30 for referees or participants (age 12+; there are no provisions for age 11-); \$35 for vendors. Room reservations will open April 8. There will be a discounted room rate at the Resort; mention TravellerCON when making your reservation. Further information at the TravellerCON/USA website, <http://www.travellercon-usa.com> ☼



### #9: Tablet Amanuensis

Reviewing a list of articles submitted to various *Traveller* magazines, I realised I'd just passed the 100,000-word mark in some two and a half years—which I find astonishing, as that's a good sized book.

One of the reasons I think it's been possible was the arrival of tablet devices in 2010<sup>1</sup>. Those of who've been fans of science fiction for a while have long dreamed of such things. The 1968 film *2001: A Space Odyssey* is often cited as an inspiration. *Star Trek* had them from the outset with Kirk being proffered (chunky) tablet devices to sign off and Picard often seen with several scattered across his desk. *Traveller*, of course, has long since had the hand computer. It wasn't much of a leap to believe, after a couple of palm-sized computers that I'd loved and carried everywhere, that a tablet might be the 'solution' I'd been waiting for.

What I hadn't expected was just how useful it'd be. There were a lot of nay-sayers who suggested they were only for media consumption, not for creation. And certainly, my spangly new tablet was great at browsing the web and reading ebooks and even watching catch-up TV. But I found the instant on nature of the device, the great battery life, and the ease of use contributed to a change in how I worked. To keep this to *Traveller* (though I could write the same about work and other areas of life), I

could at last easily access and comfortably read the many PDF *Traveller* books I've purchased. Sitting up at the PC for casual reading never appealed to me that much. Secondly, I could browse *Traveller* web sites and keep up with *Traveller* mailing lists much more handily, again away from the computer which I might have been sitting at all day at work. Thirdly, now, when I couldn't be bothered to boot up the PC and sit at it of an evening to create a character or write a review or plan an adventure, I could instantly pick up the tablet and scribble some ideas, or plan a scenario or make notes on a book I wanted to review. Just a few hundred words over a handful of evenings would turn into a 5000-word adventure without ever having to feel I'd had to work at it. I became accustomed to touch-typing on the screen but also bought a Bluetooth keyboard for moments when I really wanted to get going. I could even try my hand at artwork using various apps.

In addition, it was this greater engagement with *Traveller* and in generating material, that encouraged me to write at somewhat more length until I had enough material for an adventure I could consider offering to run at TravCon which led, as I've written previously, to my first experiences of refereeing *Traveller*. I'm not suggesting it couldn't have happened with just a PC, but the SF tablets of my youth certainly helped make it a reality.

<sup>1</sup> There is a second major reason, I believe, for the output I've been able to generate in the last three years, but I'll save that for another time.



### Critics' Corner

### Off the Table

#### Deathworld 3

Deathworld 3. Harry Harrison.

Original Publication: 1968.

Current Availability: Out of Print.

Shannon Appelcline established a useful goal in his series of reviews that have previously appeared in this section of Critics' Corner. However, there are only a limited number of books that truly have the sort of direct connection to *Traveller* that Shannon

used in choosing which books to review. I felt that there were more than a few stories that, while having no discernible direct connection with *Traveller*, nevertheless felt—at least to me—like they could happen in a *Traveller* universe, even if not the Official one. *Deathworld 3* is one such book.

As implied by the title, this is actually the third book of the series. The first establishes background information for the main protagonist, Jason DinAlt, and the inhabitants of the planet Pyrrus. While an

(Continued from page 8)

entertaining read, it's not strictly necessary to have read it before reading this book; all you need to know is that the world of Pyrrus is a nasty place, and the average Pyrran is faster, tougher, meaner than above-average inhabitants of pretty much any other world. In other words, Pyrrans are, well, PCs. And probably Mary-Sue/Marty-Stu PCs, at that. And so is Jason, who has proven himself tough enough to survive Pyrrus, even though he's nowhere near as tough as the natives. The second book in the series is essentially a solo adventure by Jason, with some social setups that just stretch my Willing Suspension of Disbelief a little bit too far.

### Story

The planet Felicity is home to two mutually-hostile cultures: a nomadic one on the high steppe, and an agrarian, town-dwelling one in the lowlands beneath the cliffs. The John Company has recently been driven off the world by the nomads, after trying to establish mining facilities on the steppe, where there is much potential mineral wealth. The nomadic lifestyle, and its opposition to any sort of permanent structures or camps, is essentially religious in its intensity, and fueled their opposition to the John Company.

Jason and a select group of Pyrrans propose to succeed where the John Company has failed. They start by attempting to infiltrate the nomads, who are recently united under a warlord similar to Genghis Khan (and whose name is, in fact, Temujin). Their ultimate objective is to take control of the nomads from Temujin, and eventually soften the opposition to mining. Jason—and by extension, his 'tribe' of Pyrrans—is found to be an outworlder, and is tossed, supposedly to his death, into a deep cave/crevasse. Unknown to the nomads, he survives, and the cave/crevasse proves to have an exit to the lowlands.

A parallel program to infiltrate the agrarian lowland culture also seems to have had results inferior to what was hoped. After discussing both programs with the remaining Pyrrans, Jason formulates a plan to give Temujin what he says he wants—domination over both the nomads and the lowlanders. He then appears to Temujin, who, in spite of Jason's denials, believes Jason to be a demon, and tells Temujin about the cave being a tunnel to the lowlands. With that knowledge, Temujin is able to invade and dominate the lowlands, but at the end realizes that in winning, he loses.

### Style

Harrison wrote the entire *Deathworld* series in a third-person limited viewpoint; we see and know only those things that Jason DinAlt does. It's rare that any sort of 'infodumping' is needed; when it is, it's done as reasonable in-story exposition. The small amount of 'as you know, Bob' exposition is set up so that the ostensibly known facts are laid out (by Jason) as the groundwork for a new interpretation/viewpoint, not obvious to the native Pyrrans. Often, Jason doesn't give all the details or his complete intent (and Harrison doesn't reveal it to the reader, either), but just enough to keep the plan (and the plot and story) moving.

### Why is it Traveller?

You have a party of unabashed PCs, doing a job with no actual expectation of personal gain (the payoff will go for maintaining the colony on Pyrrus). They have limited resources, and at least half the party thinks that going in with guns blazing is the "right" answer—but it's also unaffordable when fully analyzed. There's espionage, backstabbing, subterfuge, Pyrrhic victory,... all the sorts of things you would expect to find in a good adventure arc.

A good, entertaining read. If you can find this sadly out-of-print book, or the equally out-of-print *Deathworld Trilogy* omnibus, grab it. 🌟





## Choices

by Andrea Vallance

### Part 3

#### 149th of 2029 (340-97): Arrival in Winchel

Winchel, front line during the war, headquarters for the Imperial 70th Fleet Command, home to simmering anti-Imperial unrest and our destination. We dropped out of jump near the main gas giant. We'd refuel then head to Winchel itself. Things started to go wrong almost at once.

"Siish we've got incoming, the INS *Xosjah*, stand to and prepare for inspection." Isabella had taken over comms and computers since Mur Mura.

"What is she?"

"Give me a minute or two." Isabella was a top notch *dokhtor*, but she was no computer officer. "Destroyer, *Hega* class."

"Well, I guess we stand to and get ready, then. Pull the chip Isabella." We had a full Protectorate Navy database, not illegal but a little 'unusual' for a free trader, so we pulled the datachip for inspections. No point drawing attention to yourself. I brought the ship to a halt and went to get ready.

---

I was at the ship's locker getting my sidearm, an Armstrong MkIV<sup>27</sup>. I checked the cylinder, two rounds tranq and four HEAP. Isabella had come with me to hide the data chip. "Expecting trouble?"

"No, but you never know, you should get ready too." I handed her a p6<sup>28</sup>.

"And what, exactly, am I supposed to do with *this*?" She held it arms length with two fingers.

"Bad guys this side, safety off, pull trigger, it go bang."

"I haven't fired a gun since basic training. And even then I never hit anything."

"Just put it on and try to look menacing."

She laughed, "That's what the range master said I was with a gun, a menace."

I chuckled back, "Funny, mine said the same thing about me."

"Ah, sergeants, pretty much the same on both sides of the border."

"Do you miss it? The Imperium."

She sounded far away, "Yes, sometimes."

"Why don't you go home?"

It was a sad laugh this time, "Nothing to go home to. My family's disowned me, the Imperium wants me as a deserter, and my friends call me a turncoat. My life's here, now."

She was struggling to fix her holster. "Here, let me help." I started to fasten it to her belt. "So, why did you stay?"

Another laugh, a huge one, "A man, of course."

I grinned in reply "There's always a man."

"Augustine Sherin."

"As in Sherin Femrel's nephew, Augustine?<sup>29</sup>" I was stunned.

"Yep, we met at one of the Manish's parties, saw each other for about five months. When the armistice came, he asked me to marry him. I said yes and stayed."

"So why are you on this tub and not lounging around the Sherin estates?"

"His family didn't approve. It's fine to fool around with the 'enemy' but you can't marry them, you know. And, of course, Augustine toed the family line."

I'd finished fixing her holster. "And they weren't the only ones, rather hard to find a lot of friends when you're an ex-Imperial officer. The Manish's were good to me though. They would have found me a good position, but Siish needed a medic and I needed to get away."

I hugged her "I'll see if I can find some pictures of Augustine. I'm sure we can get you better with that pistol." She grinned.

---

When Isabella and I reached the airlock, the others were all already there. There was the heavy metallic thud as the boat's docking umbilical mated with the hull. Siish entered the code to unlock the airlock. Ariaryn was peering through the port to see who was coming through "Looks like marines, four

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of them." Siish unlocked the inner door, and we waited as the team of marines came through. They were wearing full combat armour and carrying gauss rifles. A motley bunch of traders could hardly represent that much of a threat, so they were either on to us or trying to intimidate us. I hoped it was the latter.

---

The lieutenant in charge stayed helmeted, giving no clue as to sex—the name badge simply said Lieutenant Zagduguur. The harsh, equally sexless electronic voice demanded "Papers." Siish calmly handed over a datachip; the marine inserted it in the reader and spent several minutes inspecting the data. Intimidation, looking for anything to be wrong. The electronic voice again "Your passengers: Lord Trace, Neilsson and Takawa—Imperial citizens?"

Siish, calm as ever, "Yes."

"Why are they travelling on your ship?"

"I don't know; you'd have to ask them."

"Crew's papers." One by one, each of our identity cards was minutely examined, looking for any error, any excuse. To do what I wondered, just what were they going to do? Minutes seemed to stretch into hours, but eventually apparently we were all in order.

That grating artificial voice again. "Where are the passengers." It was an order not a question.

Siish, calm as ever, "This way if you please." He lead the way to the lounge where Sakuya and his minders were waiting.

The lieutenant finally removed his helmet, a young man with hard eyes and no smile. "Lord Trace, may I see your papers please." Anna presented three cards, the lieutenant checked them briefly and asked "Your reason for travel on this vessel?"

Sakuya answered for them all "There was no Imperial ship available."

The lieutenant seemed to disapprove "Mmmm, perhaps you should have waited for one to be avail-

able. Very well, seems to be in order. I will check the cargo now. Captain, you will come with me, the rest will stay here with Corporal Maruma."

---

Siish left with the lieutenant and two of the marines; the rest of us waited. We waited in silence, Jane made a coffee, Ariaryn nursed his rifle, never taking his eyes off the gleaming white marine standing by the door. Sakuya sat glumly behind his grinning chaperones; they were enjoying this, he wasn't. Isabella looked nervous, Jane sat by her and smiled. Not a word was said until Siish returned with the lieutenant twenty minutes later. Zagduguur spoke "All in order, this time. You can go on your way, captain."

Siish smiled in quiet victory, "Thank you, lieutenant. I'll show you and your men off my ship." But you could hear the irritation and disdain in his voice. The sooner we were out of here, the better.

### 150th of 2029 (341-97): On Winchel

We'd refuelled and made planetfall without much more trouble; local customs had been much easier. Never understood the Imperium allowing their own worlds having a navy<sup>30</sup>. Sakuya hunted me out before disembarking. "I thought I'd say goodbye, *yasvati*, and thank you."

"You're welcome, Sakuya, it's been a pleasure to have met you."

"They sure went over the ship, the marines, that is."

I gave a snort, "Yep, we're likely not too popular here. Mind you, I expect we do the same to their ships."

He offered me his hand. I never quiet got the custom of shaking hands<sup>31</sup>, but the *Verasti Dtareen* do it too so I took it and shook. "Maybe I'll see you again sometime, *yasvati*."

"Maybe, you never know."

---

The cargo was unloaded and we met in the lounge to work out the delivery of the 'package.'

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There was some argument over who should actually deliver it. Jane believed she should, Siish thought he, as *kaptan*, should be the one.

"Siish, you'll be needed here to arrange a new load, we still need to appear to be innocent traders."

"I'm the *kaptan*; it's my responsibility. Besides, you'll be needed to prep the drives. We've gone a month without a decent check. Last thing we need is to break down in Imperial space."

"And if the Manish *Vebmral* gets caught smuggling gems, not only are we all gone, but it's going to look very bad for the entire Protectorate."

I took a breath "I'll go, it should be me. You're both needed here; I'm not."

Siish was first to dismiss the idea. "Don't be stupid, *dinkir*."

"Why is it stupid?"

"Um, we need you to do the pre-flight."

Jane joined in, sounding concerned, "Yeah, can't be you, deary. Pre-flight, remember."

I knew the reason; it had nothing to do with pre-flight, it was my once-pretty face. "Pre-flight takes maybe an hour, two tops, and Siish is more than capable. We need Siish to arrange cargo and Jane to prep the drives. Only one of each of you, but we have two pilots."

"She's got a point." Isabella at least could see it.

"Too dangerous, *dinkir*."

"I'll be with her." Ariaryn, too.

"But two Luriani will stand out too much, deary." What Jane meant was that I'd stand out too much.

"A bit of make-up can cover a lot of things, sweetie."

Siish sighed "Okay, but at the very first sign of trouble both of you get out."

---

Ariaryn and I left an hour latter. I checked the case, fifty million *keedits* worth of gemstones, twenty five bags of them. It was surprisingly light as we

made our way into startown, but it was starting to grow heavier. "We'll need a vehicle, Ariaryn."

He nodded "Yeah, one that can't be traced back to us."

"So, any suggestions?"

He produced a small case from his knapsack. "This." He crouched by the door of an old model air/raft. "You might want to keep watch."

I chuckled, "Well, aren't you a man of many talents, a lock cracker too. And just where did you pick up this useful skill?"

He beamed back, "Two years with the Verasosal<sup>32</sup>."

"So, that would be how you know Kirsov, then."

"Yep." There was a click as the door slid open.

"I suppose you know how to override the security lock too?"

His turn to chuckle, "Naturally." A few seconds later the air/raft's turbine was winding up.

---

The drop site was about twenty minutes away, a disreputable industrial part of the city, a quiet place away from prying eyes. It should be easy enough. Meet with the courier and hand over the case. I watched as the dark cityscape slipped past us. Ariaryn looped once over the site, a twisting maze of alleys and shanties looking for somewhere to put down. "There, Ariaryn." It was discreet and far enough away to be safe. He checked the site and landed. "Okay, lets get this over with."

"How many we expecting?"

"Just the one, why?"

He moved around, sensing the currents. "Bad air, won't be able to tell who's there<sup>33</sup>."

"I expect that's on purpose, puts us on the back foot."

"Maybe, but don't like it." Ariaryn unbuttoned his holster and flicked the safety off his pistol.

"Eyes and ears, just keep them open." We walked carefully into a back alley, watching and listening. No one, we waited. "They're late." Ariaryn sounded concerned.

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"Or being careful." I heard something, I scanned the shadows, a single figure. "Unseasonably warm isn't it?"

"A late summer perhaps." The code phrase, seemed good so far. A young woman stepped out of the shadows. She was short, red hair, I thought she should be out with her beau tonight, planning for the next day at school, not skulking in the dark.

"You have it?"

I placed the case on the ground and opened it. She took a step forward, I saw the red dot on her forehead. There was a soft crack and she fell. We drew our guns and wheeled, but not fast enough. Another crack. I saw Ariaryn fall, a dark red stain, almost black, growing on his tunic. I saw two figures behind us. I fired, wide. Another crack, I felt a burning pain in my side and stumbled to the ground, my revolver falling beside me.

A voice I recognized, "Anna, what the hell are you doing?" *Sakuya?*

"Your little walrus whore is a Protectorate agent, my lord," I could here the contempt in her voice "A nice little scene for the police, a dead terrorist and two dead spies."

"But she's not dead?" Sometimes the boy could be so thick.

I looked at my gun, she saw. "Kick it away." My foot sent the gun scuttling across the ground.

She sneered, "I had brother on the *Skanna*. Yes, I know who you are. I'm going to enjoy this." A malevolent grin covered her face as she took careful aim.

I heard the sound, I saw the spreading blood. Another, a sound of thunder, then a third. Anna fell heavily, Sakuya behind her, my revolver in his shaking hands. "I'm sorry, I'm sorry she called you that." And he shifted aim to me.

"I'm sorry she called me that too, Sakuya." Calm, careful, I could see Ariaryn's pistol nearby, I started to slowly move towards it.

"She was right though, wasn't she, you are a spy." He was trembling.

"Yes Sakuya, I am." Closer now.

"What have I done? She's dead isn't she?" I could hear the panic. Closer.

"Yes Sakuya, she's dead." Nearly there.

There where tears in his eyes "I killed her, didn't I? What should I do?"

I was close enough now. I knew what I should do, but I didn't. I just asked, "Help me, Sakuya."

"Help you?"

"Yes, help me, Sakuya. Ariaryn is badly hurt and I'm wounded, I need help to get him to the air/raft." He didn't understand what I was asking of him, but I did. I told myself it was better for him, but it was easier for me.

He lowered my revolver and came over "He's dead, he's not breathing."

"We don't need to, not all the time. He's alive." I lied, I didn't know if he was or not. I checked Ariaryn's pulse, slow, very slow<sup>34</sup>, but he was alive. "Help me with him, please, Sakuya."

He hesitated, then bent to help me get Ariaryn up. "We've got to go, Sakuya; the gunfire will bring the police." If it hadn't, what I was going to do next would. I rummaged in Ariaryn's knapsack and found it. An incendiary grenade. I set the timer and flipped the safety off.

We got Ariaryn to the air/raft and laid him on the rear seat. I ripped open his tunic and checked his wound. It was clean, straight through, but I think it'd hit a lung, both were collapsed. I ripped my blouse in half and made two pads. "Sakuya, sit in the back, pressure here and here. As much pressure as you can." I looked at my own wound, entry but no exit and it was still bleeding.

Sakuya saw the blood. "What about you?" He'd calmed down somewhat now.

I laughed "Only one blouse."

"Here." he took off his shirt and used it to make a bandage. He wasn't bad at it.

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I heard the grenade go off and saw the flames  
“Time to go, Sakuya.”

---

I flew low and fast, darting in and out between buildings. “You know, you’re not making it easy to keep pressure on him.”

“Just do your best, Sakuya, I need to make sure we’re not tracked.”

I picked up my communicator and called Siish “We’re on our way home, *kaptan*.” Another code, he’d know there was trouble.

“Should I make tea?” More code, you could hear concern in his voice.

“Ariaryn’s dying for a cup and I could use one myself.”

“I’ll have Isabella get one ready.” Concern had turned to worry.

“And keep the door open.” I switched off.

---

I kept flying, but I’d lost a fair amount of blood. We were only about a minute out now, but I was fading. Talk, keep focused, “So, Sakuya, what happened?”

“Uhh? Oh, why were we there?”

“Yes, seems a bit much for coincidence.”

“I guess it wasn’t. About a day before the end of the trip Anna asked me for a tracker, said there was something she wanted to show me after we arrived. So after we landed we waited. The tracker is short range and she needed me to follow it.”

“What, we checked for bugs before we left.” Both of us, thoroughly.

He sounded proud, “Yeah, it was one of my better. Anyway, we followed and found you. I didn’t know what she was planning, I swear it by the Maker.”

“What in Sesh’s name did you think she was planning?”

Now he sounded embarrassed “I thought it was a prank. We used to do that a lot at tech.”

“Tech?” It was getting harder to focus.

“Dirir Polytechnica, I spent eight years there getting my doctorate, mathematics, but I did some papers in engineering too.”

It clicked “So that’s how you made the bug.”

“Yes, like I said, one of my better.”

I could see *Raledenet*’s bay coming up. “We’re almost there Sakuya, just a few seconds more.”

“Good, I just want to go home.” He didn’t realise, he would probably never go home again.

### Notes

27. A heavy-frame 9mm revolver suitable for shipboard use. It can be loaded with full-charge ball rounds or low-recoil reduced-charge HEAP and tranq rounds for use aboard ship.

28. A 20-shot 8.5mm autopistol, standard Protectorate issue for second line personnel.

29. The Sherins were an influential and powerful family within the Protectorate with extensive holdings in industry and land.

30. Unlike the Imperium, the Protectorate maintained a strict top level monopoly on military force. There were no separate local armies and navies within the Protectorate. All military forces were under the direct control of the Lord Protector’s Council. This even extended to the armament of civilian vessels, which was heavily restricted, requiring the ship to either be a registered naval auxiliary or obtain a special licence. These licences were expensive and only granted to traders spending at least 40% of their time outside the Protectorate. These policies presented a substantial barrier to non-Protectorate traders operating in Protectorate space. They did however, also have the effect of limiting piracy as any armed vessel would be routinely subject to boarding and inspection.

31. The Luriani equivalent is to stroke the right cheek of the other person with the back of your left hand. As over 96% of racial Luriani are left handed, it is thought this demonstrates the person is unarmed. It is also a display of trust as it invites contact with the extremely sensitive nerve endings in the cheek.

32. The Protectorate’s most elite special forces formation. Its recruits were drawn from all branches of the Protectorate military.

33. A Luriani’s pressure sense makes it hard to sneak up on them.

34. To conserve oxygen, a Luriani’s metabolic rate can slow dramatically if needed.



## Fixing Standard Cargo Containers

by Jason Barnabas

Why are standard cargo containers in *Traveller* 3m wide, 3m high and 6m long? Because no one consider the implications of containerized cargo on Earth when they wrote that description decades ago. Nor did they consider the standards for starships in *Traveller*. The standard cargo container, as written, is unusable in the standard starships, as written, in *Classic Traveller*.

A subsidized merchant (Type R) cannot stack two standard cargo containers in its hold because the deck height is only 6m. There would be no room to maneuver them about. From past experience working in steel yards and manufacturing plants, I would say as a minimum the decks would need to be 6.3m apart in order to safely stack two 3m containers, and it seems the writers of *Fire, Fusion, & Steel 2* (Marc Miller's *Traveller* [T4]) would agree because they suggest a minimum door size that is 10% larger in dimension than the corresponding dimension of anything that will be moved through it.

So let's take a fresh look at containerized cargo for *Traveller*. On Earth, while there are occasionally containers dented by mishandling, it is rare, so a *Traveller* armor rating of 1 seems to be a reasonable 'guesstimate'. This is also the standard minimum for grav vehicles, probably for much the same reason.

If the deck heights will be 3m then the maximum height of cargo containers should be 2.7m since starships will be the primary mode of transport. Does anyone know the Imperium's standard axle size? Never mind, we'll leave the other two dimensions at 3m and 6m. An Imperial standard shipping container would have a surface area of 84.6m<sup>2</sup> and an external volume of 48.6 m<sup>3</sup>. Other important measurements depend on composition. See the table in the next column for details.

Containers are inexpensive and finding them "repurposed" to other functions would be quite likely. Researching "container architecture" might offer some ideas.

Standard Cargo Container Measurements

TL	Material	Volume*	Mass (kg)	Cost (Cr)
0	Light Wood	42.557	2.417	1,813
1	Wood	45.683	2.334	1,167
3	Iron	48.205	3.163	633
4	Soft Steel	48.252	2.785	558
5	Hard Steel	48.304	2.366	592
6	Titanium Alloy	48.403	1.578	1,973
7	Light Composite	48.452	1.037	1,038
8	Composite Laminate	48.501	0.790	790
9	Light Ceramic Composite	48.482	0.711	1,067
10	CrystallIron	48.526	0.742	668
12	Superdense	48.558	0.635	593
16	Collapsed CrystallIron	48.570	0.385	651

\* Internal volume available to shipper, in m<sup>3</sup>

None of these would be vacuum resistant and the TL 0 and 1 containers couldn't be made so. Adding a cargo door (e.g. one that was proof against vacuum) would add to the cost. Since most starships maintain shirt-sleeve environments in cargo areas this usually won't be a problem; however, for high end cargos it might be worth a shipper's while to pop for the added protection.

Cost of Vacuum-resistant Cargo Containers

TL	Cost (Cr)	TL	Cost (Cr)
3	3,647	8	6,825
4	4,708	9	6,582
5	4,604	10	7,131
6	5,661	12	7,540
7	6,227	16	7,707

A container could hold a kiloton of high density material so planetary standards bodies would probably call for a maximum gross mass. What that would be IYTU would depend on what standards exist for cargo moving equipment. Present-day ISO standards call for a maximum net load of 28.2 tonnes but present-day standard cargo containers are 21% smaller than those described here, so 38 tonnes would be comparable on a volume for volume basis.



## Doing It My Way

(Continued from page 15)

There are probably sub-containers available as well. These would be designed to fit inside the main container with little wiggle room. They might be standardized or not IYTU. Because they are protected by the main container they would have no minimum standards and could be as simple as plastic or cardboard boxes. Standard widths would be 2.8, 1.4, 0.93, 0.7, 0.56, 0.46, 0.4, 0.35, and possibly 0.31, 0.28, 0.25, and 0.23. Standard lengths would be 5.8, 2.9, 1.93, 1.45, 1.16, 0.96, 0.82, 0.72, 0.64, 0.58, 0.52, and 0.48. Standard heights would be less likely, especially on the smaller end, but if you had them they would probably be on the order of 2.4, 1.2, 0.8, 0.6, 0.48, 0.4, 0.34, 0.3, 0.26, 0.24, 0.21, and 0.2.

Note that the widths and lengths refer to their placement within the main container. One could have sub-containers that were longer from side to side of the main container than they were front to back, relatively speaking.

Most PCs won't know or care what's inside the shipping containers in the hull, but if you have PCs that do something other than standard merchant type activities this information could be useful. There are actually companies that arrange sub cargos for small concerns that cannot afford to ship full containers and they make good money saving their customers money on shipping by bundling their shipments with others to form full containers. 🌐

## Critics' Corner

### Campaign Guide

Reviewed by "kafka"

Mongoose Traveller Supplement 9: Campaign Guide. Uri Kurlianchik.

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

176pp. hardcover

US\$34.99/UK£24.99

Now, I do understand every so often in the life a gaming line, there comes a lemon; what makes this worse is that this book was widely anticipated and built-up and when it falls very far from meeting expectations it is particularly hard to stomach. *Traveller* adventures can take many forms – as all sorts of environments can challenge – from submarine skirmishes in the undersea depths, to using airships convoys over dangerous and icy mountains, to searching in the hellish atmosphere of a Gas Giant to find a lost ship, to trekking across the volcanic plains of an acidic and scorching planet with a runaway greenhouse effect. Or maybe, it will be combat between two starships, or laying siege to an entire world with a fleet of ships that players take command of the flagship, or rallying a Mercenary company to hold onto the world's Starport against the invading armies. That said, there are certain conven-

## TRAVELLER

### Supplement 9: Campaign Guide

tions that are laid down as to what *Traveller* is and what it is not. It is Hard Space Opera grounded in Real World Science with handwavium kept to the

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minimum; before *Firefly*, it was said to be "Shotguns in Space" where ordinary people not seeking to be hero(ine)s scale the challenges in an uncaring universe. And, maybe fame and fortune will always elude them but Trade and Profit though picking up an odd job along the way will keep the adventures flowing and themselves in the black. Some Referees will emphasize the Opera, other the Hardness but one thing is common – they try not to break too far away from what has been seen in previous supplements, adventures, campaigns, etc.

The Campaign Guide gives this notion, its best shot by creating a book of tables that could conceivably carry any *Traveller* adventure into a full length campaign (that is beyond 3-4 one-shots strung together). It sounds like a good start but the author clearly had no idea about how the Original *Traveller* Universe was constructed or laid out, thus committing the error replicating the worse of Mongoose products (and there have been some lemons or at least grapefruits). The problem with the *Campaign Guide* is that names, concepts are all dropped in at the drop of a hat, without any reference to history of *Traveller* that went before it. Ok, for example there was one table where major races are given a shallow description that could have been the description of a breakfast cereal rather than intelligent species controlling vast regions of the galaxy. The mistakes jump out – page after page, example after example. Granted that this is meant to be used as a generic product – it is after all a Supplement – but in that case, do not make references to the Official *Traveller* Universe. The Generators invariably spew out adventures that are more suited to "B" movies rather than any form of *Traveller* – including *Zombies*, even the author makes a point of joking about it. Furthermore, the indexing does not always line up, in which one table says turn to page  $x$  and then page  $x$  does not have the encounter table that is thought to be described. Sloppy, sloppy, sloppy. There are diamonds amidst the rough and rubble but whether

they are diamonds or simply quartz, the slap-dash nature of the book makes it hard to determine. And, what's more the seeds or suggestions are really nothing that a particularly creative Referee would have already come up with independently. So what is going on? Was it this book was farmed out to different authors... and is this a collective work 9,990 monkeys just 10 monkeys short of Hamlet? No, it is the case of 9,990 monkeys just hammering on the keyboard creating chaos. This product needs to be recalled as it tarnishes the entire *Traveller* line and has to be completely rewritten by someone who actually understands *Traveller*. How this got by the quality control circle that supposedly checks manuscripts... I don't know, but it would seem that whoever cleared it is playing a vastly different game of *Traveller* than I have been playing since 1985... MTU, which has been heretical and has included a planet that was one big Amusement Park and other adventures that can engage frivolous side of the game. So, I think that I am pretty generous by saying, "don't sully the brand with crap like this." I'm sorry, Mongoose, but this one is distinctly sour. Please, hire someone from BITS or Gypsy Knight Games if you want something written for the Official *Traveller* Universe or even as a generic *Traveller* supplement but maintain the *Traveller* vibe for a Campaign Guide.

Many a time, I have said that Mongoose *Traveller* is not your Granddaddy's *Traveller* game, by that I meant that Mongoose was updating concepts and getting rid of some of the sacred cows that dominated *Traveller* by modernizing key areas of the *Traveller* experience. For the most part, it has been a compromise with the past, as there is no *Traveller* writer's bible and if this book is to be judged it is left to the original author to research on their own particular aspects of *Traveller*. At least *GURPS Traveller* when soliciting manuscripts provided cues of where a writer must look. I strongly wished that Mongoose had given Uri Kurlinack similar advice for his book on Robots was written equally without reference to *Traveller* tropes instead using the *ABC Warriors*, as its model. I have no problem with exploring beyond

(Continued from page 17)

the Official *Traveller* Universe but these products are beyond the internal logic of the game that they produced and also the assumptions when one hears *Traveller*. If they had wanted making a generic Science Fiction game – then they should have not gone for the *Traveller* license. That said there are a few products that break the mould and still remain remarkably consistent with a Hard Space Opera. And, if the small presses are doing it better – soon the flagship line will be abandoned, in favour of the small presses when both should be existing in symbiotic relationship.

However, if there is said to be something positive about this product is that interspersed through-

out there are fabulous illustrations that capture the dirty, gritty *Traveller* vibe perfectly—I just wish it could have been the text. Similarly, the binding is strong but it will be sitting on my shelf with me occasionally wiping down the dust to get a concept from outside the box or more likely will just wilt there like some other lemons that are there.

This product is stinker and sinker, undoubtedly some might find some gems that are really diamonds, as did I when I read through the third time. But, they are too interspersed to call it campaign guide – rather it serves as a generator no different than any of the other d66 that have been produced before. I cannot recommend this product to neither seasoned *Traveller* players nor newbies alike. 🎲

## The Shipyard

## Classic Traveller Designs

### Venture-class Frontier Trader

designed by Scott Diamond

Built on a non-standard 400-ton streamlined hull, the *Venture*-class Frontier Trader is designed for exploratory trade in areas where starport facilities may not be well-developed. It mounts Jump Drive E, Maneuver Drive F, and Power Plant F, giving performance of Jump-2 and 3G acceleration. Fuel tankage of 150 tons supports four weeks of power plant operation and one Jump-2, plus an additional 40 tons to support either extended operations or an additional Jump-1. The ship is equipped with fuel scoops and a refiner, allowing wilderness refueling and the use of unrefined fuel. Adjacent to the Bridge is a Model/3 computer. There are 10 staterooms. The ship carries an Air/Raft and 120 tons of cargo. There are three hardpoints and three tons allocated for turrets and firecontrol, but no turrets are installed by default. The ship requires a crew of five: Pilot, Navigator, two Engineers, and a Medic (if sufficiently skilled, one of the other crew members may double as Medic). If turrets are installed, one gunner for each is additionally required. As shown,

the ship costs MCr191.9 (including the cost of the air/raft), plus architect's fees of MCr1.92, and takes 14 months to build.

### Design Worksheet

Component	Volume (tons)	Cost (MCr)
Hull	400	40.0
Streamlining (incl scoops and refiner)	-	4.0
Jump Drive E (Jump 2)	30	50.0
Maneuver Drive F (3G)	11	24.0
Power Plant F	19	48.0
Bridge	20	2.0
Computer (Model/3; CPU 5/Storage 9))	3	18.0
Staterooms (10)	40	5.0
Hardpoints and Firecontrol (3)	3	0.3
Air/Raft	4	0.6
Fuel Tankage (J2 + J1 + PPlant)	150	-
Cargo Hold	120	-
<b>Totals</b>	<b>400</b>	<b>191.9</b>

One of a long line of exploratory merchant ships, the *Venture*-class is the first of a highly successful design. *Ventures* are the third most common ship in frontier areas, behind *Beowulf* and other Type A Free Traders and the Type S Scout/Courier.



# The Shipyard

(Continued from page 18)

## Financial Profile

If the ship is financed on the usual terms (20% down,  $\frac{1}{240}$  of the purchase price monthly for 480 months), and operated for 25 jumps per year (plus 2 weeks annual maintenance), the ship's cost profile will appear as in the worksheet at right.

Revenue is Cr8,000 per passenger per jump, with a maximum of five passengers per jump. The worksheet below shows the required cargo profit per ton per jump to cover costs, based on the indicated percentage of use.

Percentage of Capacity	Passenger Revenue	Required Cargo Profit (per ton)
20% (1 Passenger, 24 tons cargo)	Cr8,000	Cr19,207
40% (2 Passengers, 48 tons cargo)	Cr16,000	Cr9,437
60% (3 Passengers, 72 tons cargo)	Cr24,000	Cr6,180
80% (4 Passengers, 96 tons cargo)	Cr32,000	Cr4,552
100% (5 Passengers, 120 tons cargo)	Cr40,000	Cr3,575

This ship was built using the Classic Traveller rules as set out in the 1981 printing of Book 2: Starships.

Cost Item	Per Week	Per Jump (25/Year)	Per Month (1/12 Year)	Per Year
Ship Mortgage	Cr183,943	Cr382,600	<b>Cr797,084</b>	Cr9,565,000
Life Support <sup>1</sup>	<b>Cr10,000</b>	Cr20,800	Cr43,334	Cr520,000
Annual Maint <sup>2</sup>	Cr3,840	Cr7,680	<b>Cr16,000</b>	Cr192,000
Crew Salaries				
Pilot	Cr1,385	Cr2,880	<b>Cr6,000</b>	Cr72,000
Navigator	Cr1,154	Cr2,400	<b>Cr5,000</b>	Cr60,000
2 Engineers	Cr1,847	Cr3,840	<b>Cr8,000</b>	Cr96,000
Medic	Cr462	Cr960	<b>Cr2,000</b>	Cr24,000
Fuel				
Jump <sup>3</sup>	Cr19,231	Cr40,000	Cr83,334	<b>Cr1,000,000</b>
Power Plant <sup>4</sup>	<b>Cr3,750</b>	Cr7,800	Cr16,250	Cr195,000
<b>Total Costs</b>	<b>Cr225,612</b>	<b>Cr468,960</b>	<b>Cr977,002</b>	<b>Cr11,724,000</b>

Bold figures represent the "basic" cost from which others are derived.

- 10 staterooms, Cr2,000 per stateroom per 2 weeks. Assumes that the ship must maintain life support during Annual Maintenance
- Per week cost is based on 50 weeks, rather than 52, to account for actual Annual Maintenance period
- Jump fuel costs are based on Cr500/ton for refined fuel, 25 Jumps per year at J2 each (80 tons per Jump).
- Power Plant fuel costs are based on Cr500/ton for refined fuel, 30 tons per four weeks.



## News About Traveller

### Recent Traveller News and Findings

March 2014

- **Christian Hollnbuchner** has released *Starships Book IOI000: Transit Class Fuel Tender*, *Starships Book IOI00I: Derelict Cutter*, *Starships Book IOI0I0: Derelict Gunship*, *Typhoon Freight Train*, *Coast Guard Speedboat*, *Steam Gunboat*
- **Mongoose Publishing** has released *Supplement 16: Adventure Seeds*, *Special Supplement 4: Rescue Ops*, *2300AD: Hard Suits*, *Combat Walkers and Battlesuits*
- **FarFuture Enterprises** has released *Traveller<sup>5</sup> Starships & Spacecraft-2*
- **Stygian Fox** has released *Colonial Times #4*
- **Gypsy Knights Games** has released *Career Companion*, *Clement Sector Fillable Character Sheet*
- **Nienhaus Games** has released *Class E+D Starports*, *Modular Base 'Commodus'*
- **Jon Brazer Enterprises** has released *Foreven Worlds: Fessor Subsector*
- **Moon Toad Publishing** has released *Ship Book: Lune Class Freelancer*





## Getting There is Half the Fun

by Timothy Collinson

This adventure is designed for 4-6 PCs who are academics at a university travelling to deliver conference papers at a prestigious gathering. Their university has paid for tickets on a large 20,000-ton liner jumping between worlds and the action centers on the week in jumpspace aboard such a ship.

Set in the Core of the Imperium where the liners are large and comfortable, this will be very different to the typical small ship adventure out at the fringes of the Imperium. It is also designed to focus on the role playing possibilities; for more high adventure and derring-do, see FASA's classic *Action Aboard* set on the 5000-ton liner *King Richard*.

There's also a deliberate irony, perhaps, in the attempt to make the tedium of jump more interesting with academic characters!

### Player Characters

Note that all the PCs have Ph.D.'s and warrant the title 'doctor'. By virtue of their positions at their university, they may also use the title 'professor', which is regarded as a higher honor and takes precedence. They would typically use title and surname even amongst each other as a mark of respect until specifically invited not to. Outside of academia it is somewhat affected and snobbish to insist on the title 'doctor' although it's perfectly correct to do so; 'professor' may be used more affectionately even after retirement when technically the title become 'Professor Emeritus'. All the characters struggle with similar issues of unwanted administration, academic rivalry, and balancing time conducting their research with teaching students—undergraduates can often generate particular opprobrium, although even post-grads and the post-docs they supervise have their failings in the professors' eyes! Another thing they all have in common is that they are single. If the players wish to create family back home, that may be perfectly appropriate. Depending on the proclivities of the players and the referee, they

may or not wish to treat the trip as a 'time apart' and that "what goes on on a conference trip, stays on a conference trip". Role playing God's gift to the opposite sex, or an unhappily married spouse, or a multiple philanderer, or simply someone on the lookout for the perfect person to spend the rest of their life with can certainly form part of the PC's ship board activities.

*[Author's Note: The PCs were chosen from random statistics limited to starting UPPs of Education = 12, Intelligence from 7-12, and a Social Standing of 6-9. No more than two further points of Education were allowed during character generation. The Investigator skill package has been distributed randomly amongst the six.]*

The PCs are from five different faculties of the University of Gambicer on Figue (Fornast 0623). They are all top scholars in their fields and conducting research which they've been invited to present at an inter-disciplinary conference at Mortphostu University on Norwalk (Fornast 0423), which is one Jump-2 trip away. The university is paying for mid-passage staterooms there and back, a small per-diem allowance (Cr150/day) for the two weeks in Jump and five days at the conference, and their conference fees which include accommodation in hotels near Mortphostu. If they wish to extend their stay on Norwalk after the conference, they may do so at their own expense—the return mid-passage will still be valid for up to a month after the conference. Larven and Wanmali have actually managed to persuade their respective Department heads to pay for High Passage; this may be of some irritation to the others.

**Jeffy W. Jaakub** 535BE8 Age 38, Cr240,000

5 terms, Scholar: Scientist, Rank 5, Pension: Cr10,000  
Born: 1067, Homeworld: Misharkin (Fornast 0226),  
D856952-9 Ga Hi

Eng. (Electronics) 4, Phys. Sci. (Physics) 2, Admin 1,  
Advocate 1, Computers 1, Diplomat 1, Investigate 1,  
Language (Luriani) 1, Persuade 1, Sensors 1, Ani-  
mals (Farming) 0, Art (Instrument) 0, Comms 0,  
Medic 0, Space Sci. (Xenology) 0, Streetwise 0, Trade  
(Civil Eng.) 0.

Scientific Equipment

## Active Measures

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Jaakub is a 'hands on' academic although he can be something of a klutz. He conducts research in the field of electronic engineering and is a jovial lecturer well liked by the undergraduates who he has a lot of time for. Early in his career he was accused of an inappropriate relationship with a student but was cleared of any misconduct. Some colleagues feel, however, that he is still a little overly friendly with the young and attractive. In 1092 he won the prestigious Ashleka Award for a paper describing a particularly elegant method of reducing the size of certain meson communicator components. A few years later Jaakub had the opportunity to become head of his department but only by falsifying some of his records to beat colleagues to the job. He chose not to do so but was promoted a couple of years later in any case thanks to a considerable breakthrough in the practical application of his earlier theory.

**Soothir Wanmali** 556BE7 Age 46, Cr90,000  
6 terms, Scholar: Field Researcher, Rank 4, Pension:  
Cr12,000

Born 1061, Homeworld: Brangwen (Fornast 0527),  
A563856-D Ht Ri

Language (Trokh) 4, Soc. Sci. (Linguistics) 3, Investigate 2, Admin 1, Art (Acting) 1, Computers 1, Diplomat 1, Life Sci. (Genetics) 1, Medic 1, Sensors 1, Advocate 0, Carouse 0, Comms 0, Life Sci. (Cybernetics) 0, Soc. Sci. (History) 0.

Ally: Elinda Rapier – “eccentric but brilliant” mentor who inspired Soothir to develop his linguistic skills  
Enemy: Karlui'yelaiyfteisaea'wya'fiiyyelr'eiktuiei – sometimes called Karl Louis in Imperial space (although not by Wanmali, who would take care to pronounce his formal name correctly—if only to demonstrate that he *can*)

Wanmali is the oldest of the scholars in this group although not, as it happens, the highest ranking. Somewhat serious in his demeanour, he is a specialist in linguistics and particularly the Aslan language. His students hold him in some reverence

although they can struggle with his (ironically) rather accented Galanglic. He can be somewhat touchy about government interference in university research since politicians tried to suppress some of his work at the behest of an Aslan clan who felt Wanmali's findings impugned their honour. But generally his work has been well received by Aslan who appreciate the scholarship and excellence the researcher brings to their language. Indeed, in 1096 they awarded him the Ftastyahitia Medal for his work. Late last year his research data was altered by “unknown parties” and he was nearly hauled over the coals by the University for falsifying results. He was able to show that the alterations were not his fault, but has despondently stepped down from his post to avoid any public blackening of his name. This trip will be his last contact with the University and they've only agreed to send him because it would damage the reputation of Gambicer for him to pull out of the commitment.

**Tephen Larven** 645AE9 Age 32, Cr30,000

3 terms, Scholar: Field Researcher, Rank 3

Born: 1072, Homeworld: Jefe (Fornast 0824),  
D438756-8

Sensors 4, Phys. Sci. (Electronics) 3, Space Sci. (Planetology) 2, Athletics (Co-ordination) 1, Medic 1, Investigate 1, Soc. Sci. (Philosophy) 1, Stealth 1, Art (Holography) 0, Comms 0, Computers 0, Diplomat 0, Language (Gvegh) 0, Life Sci. (Biology) 0, Life Sci. (Psionics) 0, Soc. Sci. (Psychology) 0, Space Sci. (Robotics) 0.

Four enemies: Ristoff Kargina, Gyorn Dratechms, Karren Belshanser, and Naami Ordillern (all Imperial political prisoners accused of using psionics)

Larven is something of all rounder and a polymath. He is at home in a variety of sciences and as well as his specialities, dabbles with interest in several others. He's not overly tall but is good looking and well-liked by his students. He can be somewhat condescending towards Jaakub who he sees as a 'technician' on the engineering side as distinct to his own more theoretical abilities in the realm of phys-

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## Active Measures

ics. In fact, his own research into the physical nature of the electronics underlying sensors, as well as his own natural ability, has given him quite a considerable practical ability of his own in interpreting data from a variety of devices. Very early on in his time in the department, Larven was expected to perform some experiments on prisoners the Imperium accused of using psionic talents; his job was to see if certain attributes could be detected at a distance. He carried out the work despite it going against his conscience as he was young enough not to see any alternatives; he also gained three enemies in the prisoners who vowed they'd never forget him. Some years later however, he was persuaded to carry out similar investigations on one further prisoner. Three years ago on a trip to exchange data with Solomani researchers in the same field of research, Larven was stranded on a backwater world for over two years. For various reasons he was declared dead and returned home to find his post had been given to someone else, but the university, in an effort to provide some little recompense, have sent him to this conference while they decide what to do with him.

**S'rah Cornelius** 7B4AE9 Age 34, Cr60,000

4 terms, Scholar: Scientist, Rank 3

Born: 1071, Homeworld: Armstrong (Fornast 0627), B8A3101-D Fl Ht Lo

Computers 3, Phys. Sci. (Electronics) 2, Sensors 2, Streetwise 1, Comms 1, Investigate 1, Art (Writing) 0, Diplomat 0, Medic 0, Seafarer 0, Trade (Biologicals) 0.

Scientific Equipment

Ally: Nel Caine - mentor

Enemy: Groba Orden – fellow academic

Enemy: Erlet Buller – fellow academic

Cornelius is a computer specialist and an associate of Larven working in a closely related department within the same faculty. A very attractive, slender and graceful woman, she's known amongst her students for delivering lively lectures with plenty of demonstrations and human interest stories.

She was surprised at the strength of her relief on discovering that Larven wasn't dead but isn't convinced he has any feelings for her at all. Given an opportunity to stab someone in the back—figuratively—to advance her own career, Cornelius took it but it backfired on her when she failed to get the promotion and she gained an enemy in Groba Orden. On the other hand, a senior colleague in her department, Nel Caine, has taken her under her wing as it were, to help guide her undoubted abilities. It is Caine who has encouraged her to take up writing as an outside interest. When a second opportunity for advancement came at the expense of yet another colleague, Erlet Buller, Cornelius took it and was promoted on that occasion.

**Martina ffrost-Allison** 464AE8 Age 38, Cr100,000

5 terms, Scholar: Physician, Rank 2

Born: 1067, Homeworld: Steiner (Fornast 0324), E541832-5 Lt Po

Medic 4, Investigate 2, Life Sci. (Biology) 2, Advocate 1, Computers 1, Animals (Riding) 0, Carouse 0, Comms 0, Diplomat 0, Language (Zdetl) 0, Phys. Sci. (Chemistry) 0, Survival 0, Trade (Hydroponics) 0.

Scientific Equipment

Contact: Kiowa Lake

ffrost-Allison is a widow who has kept her husband's surname. She has a doctorate but despite her medical ability isn't formally a medical doctor (although she could probably act as one). She's short and stocky and lectures in a terse style which isn't always very accessible to students; but her personal tutorial skills are second to none and she's often responsible for helping those who might otherwise drop out, stay on course. She was actually set on the medical research path by a patron who was a former vice-chancellor of the university. She didn't feel she could refuse her but has never talked about exactly what it was that she was asked to do. ffrost-Allison has won the prestigious Strephon Cross for her services to medicine in the research she's carried out to improve certain operating theatre techniques. Unfortunately, those in the medical profession aren't im-

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## Active Measures

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mune to illness themselves and Martina contracted Brackenbree Syndrome in 1098 which has affected her strength and endurance somewhat. More recently she's made the acquaintance of Kiowa Lake, a medical sales rep who's been able to get frost-Allison some ex-display equipment cheaply for the university labs.

**Bordy Anjon** B78DD7 Age 30, Cr40,000

2 terms, Merchant: Free Trader; 1 term, Scholar: Field Researcher

Born: 1075, Homeworld: Beatric (Fornast 0726) E000466-A As NI

Comms 3, Investigate 2, Computers 1, Gun Combat (Energy Pistol) 1, Persuade 1, Pilot (Spacecraft) 1, Soc. Sci. (Sophontology) 1, Broker 0, Drive (Grav) 0, Life Sci. (Cybernetics) 0, Phys. Sci. (Electronics) 0, Space Sci. (Robotics) 0, Steward 0, Vacc Suit 0, Zero-G 0.

Scientific Equipment

Rival: Richmond Marr

Anjon is the youngest of the PCs and even in the exalted company of the other scholars is quite the most intelligent and the strongest physically as well. It's quite hard for a certain arrogance not to manifest itself! There's also a particular pride in the fact that of the six PCs, Anjon is the only one to have worked 'in industry' as it is often described, having for eight years been a Free Trader. It's also quite hard for Anjon to lecture in a way that ordinary mortals can understand and the setting of very exacting assignments which can cause undergraduate students some distress doesn't exactly help in the popularity stakes. However, the experience brought from real life service outside of the university makes for insightful and highly relevant teaching. Anjon also doesn't find it easy to make friends after a betrayal by Richmond Marr soon after starting as a merchant, but finds a certain camaraderie in academia much more pleasant—perhaps the petty back-biting and in-fighting experience is yet to come!

## Introductions

None of the PCs have formally met before. They are aware of each other's reputations – perhaps only peripherally – and could possibly even have seen a presentation at internal conferences or lectures at the University of Gambicer. They meet as passengers on a shuttle that the University has hired to take them all to the main highport on Figure, which is a journey of 90 minutes or so. This will give the players an opportunity to introduce their characters and for the PCs to begin to get to know one another. Note that Anjon's sex has been left unspecified to either provide a balance of male and female characters, or a slight preponderance of males in the party.

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*Note the styling of 'University of Gambicer'. Each of the PCs will be aware that this is the correct form and be somewhat condescending to anyone who refers to it as 'Gambicer University'. It's a branding thing; and they're sensitive about it.*

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At the highport there is the usual hassle of getting through the crowds in the large concourses of a class A facility, dealing with luggage, locating the correct departure gate, and eventually boarding the ship. Tempers may well be frayed by all of this for academics who are used to being the masters of their own small universes. The High Passage holder will of course be shown to his or her cabin personally by a steward. The others will be pointed in the right direction by a steward welcoming them at the main hatch. Interior layouts of the vessel are available for their handcomps or for a credit they can hire a gravguide from the steward which is a small floating sphere which will show them the way by moving just in front of them and using sound and light as desired. Once it reaches its destination it will return to the steward. It's a large vessel with many decks and until the scholars are oriented it will take a little getting used to.

## The Astoria Reaches

The *Astoria Reaches* is a 20,000-ton *Reaches*-class liner, with 2000 staterooms, carrying some 1800 passengers and 200 crew. 300 of the passengers can be carried in deluxe High Passage. It costs nearly 9 bil-

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## Active Measures

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lion credits and operates in core regions of the Imperium. At over 500m long and ten decks high with a scintillating domed dorsal recreation deck, the *Astoria Reaches* is a magnificent ship and ticket prices reflect the quality of its fittings and facilities.

Design Worksheet: Reaches-class Liner			
Component	TL	dTons	Cost
Hull CH		20,000	MCr2,000
Partial streamlining, Titanium Steel armor	7		MCr100
Drives and Fuel			
Maneuver Drive (2G)		250	MCr125
Jump Drive (J2)		600	MCr1,200
Power Plant 2	B-E	400	MCr1,000
Fuel Tankage: J2 + 2 wks operation		4,267	
Command		100	MCr10
Computer: Core 5; Rating 60	B		MCr30
Electronics: Basic Civilianx3	9	3	MCr0.15
Accommodations			
Staterooms×2000		8,000	MCr4,000
Emergency Low Berths×300		300	MCr30
Cargo Hold		4,879	
Luxuries Storage×100 (10 per deck)		100	MCr10
Hangar Space			
Cutters×8 (55 tons each)		440	MCr88
Cutter modules×16 (33 tons each)		528	MCr105.6
Ship's Boat		33	MCr6.6
Armaments			
Turrets×100	7	100	MCr20
Particle Beams×50	8		MCr200
Missile Rack×25	6		MCr18.75
Sandcaster×25	7		MCr6.25
Standard Software Package: Reaches-class Liner			
Program	TL		Cost
Maneuver	8		0
Intellect	11		MCr1
Jump Control—2	11		MCr0.2
Evade—3	13		MCr3
Auto Repair—2	12		MCr10
Library	8		0

The ship could theoretically have 200 hard-points, although only 100 are specified and provided with turrets. If the Referee feels that core regions of Imperial space would be unlikely to have any need for a passenger liner to defend itself from attack, the turrets and weaponry could be removed for a small additional amount of cargo space.

High passengers can, as usual, bring up to one ton of baggage. Middle passengers are allowed 200kg, twice the usual allowance.

### General Arrangement

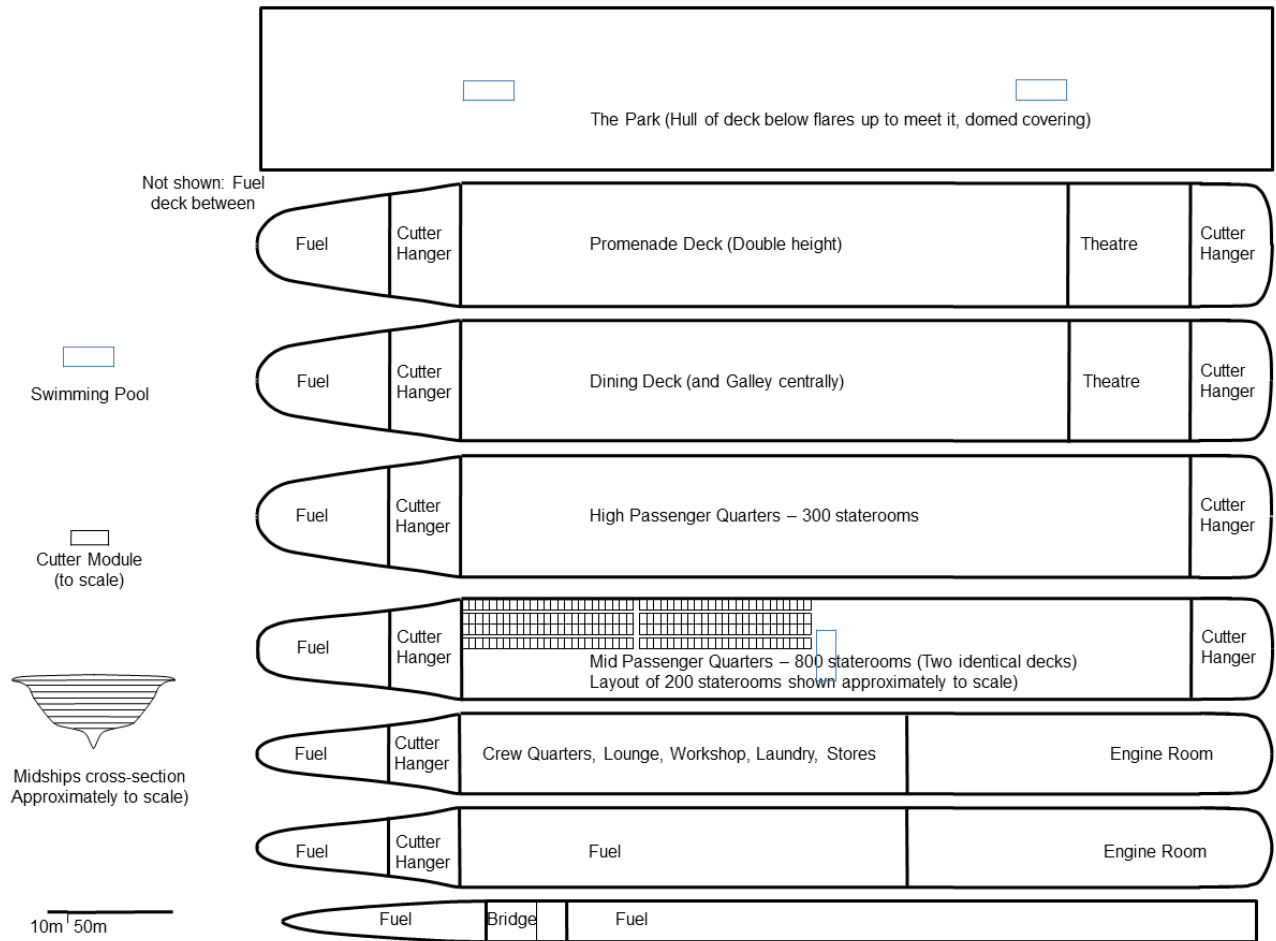
The *Astoria Reaches*, like all of its class-mates, is shaped roughly like a 'wet' liner. Decks are numbered from the ventral hull of the ship, but will most commonly be referred to by name:

- Deck 0, **'Bridge Deck'**: Fuel tanks with Bridge forward
- Deck 1, **'Engine Deck'**: Fuel tanks forward, lower portion of double height engine room aft
- Deck 2, **'Crew Deck'**: Crew staterooms, lounge, workshops, laundry, stores; upper engine room
- Deck 3, **'Lower Cabin Deck'**: 800 Middle Passenger staterooms (3m×4.5m)
- Deck 4, **'Upper Cabin Deck'**: 800 Middle Passenger staterooms (3m×4.5m)
- Deck 5, **'Salon Deck'**: 300 High Passenger staterooms (4.5m×4.5m); various salons
- Deck 6, **'Dining Deck'**: Dining rooms and galley; bottom of treble height theatre.
- Deck 7/8, **'Promenade Deck'**: Double height; upper levels of theatre. Shopping and other recreational facilities. Deck 8 designation used only for single-level shops in upper portion of shopping area.
- Deck 9 (unnamed): Fuel tanks (not shown)
- Deck 10, **'The Park'**: Covered with clear dome.

At each end of the ship is hanger space for four cutters and 12 modules fitted out to carry passengers for a total of 8 cutters and 24 modules. Each module can carry 48 passengers and two crew as stewards. Further forward and aft of the hangers the liner's structure curves away to a pointed prow and stem to comprise the full length of the vessel and provide further fuel tankage. The top deck is park land covered with a dome which curves gracefully over the space reaching a maximum height of some six metres in the centre and which stretches from the

# Active Measures

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Reaches class liner 'The Astoria Reaches'

bow to the stern. The deck is laid out in such a way that serious walks can be taken or casual strolls for passengers to be 'seen'. At the after end it is laid out as wilder land, slowly turning to gardens, before a formal layout and finally a small hedge maze in the most forward section. The dome is transparent in normal space and usually displays day and night skies of various worlds—most typically the destination planet—during Jump. Sound and light shows may also be on offer at certain times.

Other facilities include a 1500-seat holothatre which can be used to project the latest 3D productions or to perform live theatre 'in the round'; three 25m swimming pools; three 500-seat dining rooms as well as smaller, more exclusive restaurants; a shopping mall on the promenade deck; a gravball hall; casino; fitness centre; and several sim-suites for

anything from rock climbing and nugolf to zagrat and firing ranges.

## Daily Routine

As usual, the Referee should calculate the length of the Jump:  $148 \pm 6d6$  hours. This will give a range of anything from just over 6 days to just short of 8 days. The ship runs on a standard 24-hour day throughout a journey.

Each day in Jump, the PCs should specify three activities. For simplicity, treat each day as three eight hour periods: Overnight, Day, and Evening. Referees may wish to add further detail by subdividing the day into smaller periods. PCs are expected to choose one of the periods for sleep. They can forgo one such rest and take it in the next period with the loss of one point of dexterity, one of endurance and

## Active Measures

(Continued from page 25)

one of intelligence for the period before they sleep. They can forgo a sleep period entirely but with a loss of three points of dexterity, three of endurance, three of intelligence and one of strength for periods 4-6 and an additional one point per characteristic per subsequent period without sleep. An additional loss of one point of social standing per period applies after three periods if personal hygiene and clothing changes are not attended to.

Many activities can be done at any time—the park, pools and casino are always open. Food can be obtained at any time, although the main dining rooms and restaurants are not open during the Overnight period. The main dining rooms can seat nearly all the passengers at once, so formal meals need not be held in two sittings as on many less prestigious vessels.

The accompanying table shows various fixed activities the PCs may wish to choose from. There are many other things going on simultaneously and this only provides a flavour of key events.

Certain activities are either mandated by regulation (e.g., the Muster Drill) or traditional. All passengers must participate in mandated activities; traditional activities may be skipped, but it is generally considered a serious social *faux pas* to do so without a compelling excuse (e.g., medical incapacity).

**Muster Drill:** required under Imperial law within 24 hours of leaving a berth, and before entering Jump. At the specified signal, everyone must participate. All passengers will have a designated muster point which will be supervised by crew assigned to that point. In general, it's a convivial time of feeling slightly embarrassed while standing around with (packed) rescue balls. Some will be assigned points with access to the cutter modules but not everyone will be so fortunate.

**Welcome Dinner:** a formal meal to which all passengers are invited. It includes an after dinner comedian as entertainment as well as a lively briefing on the various possible activities.

Day	Time	Featured Activity
0	Overnight	Boarding
	Day	Boarding and Muster Drill
	Evening	Welcome Dinner
1	Day	Tournament first rounds
	Evening	Holoshow
2	Day	Classes
	Evening	Theatre
3	Day	Classes
	Evening	Captain's Banquet
4	Day	Tournaments
	Evening	Holoshow
5	Day	Classes
	Evening	Theatre
6	Day	Tournament Finals
	Evening	Grand Ball
7	Day	Classes*
8	Day	Jump Emergence Party*

\* These activities occur only if the ship has not emerged from jump at this time. Once the ship has emerged from jump, the next three periods will be debarkation.

**Captain's Banquet:** another formal dinner to which everyone is invited. Twenty guests will be invited to dine at the Captain's table. These will usually be chosen randomly from amongst the High Passengers, but two seats traditionally go to Middle Passengers. Each PC should roll 2d6 for 12+ to attend. Social Standing DM may be added; also add +1 if the PC has offered to deliver more than one lecture across the week (see 'Classes', below). In fact, this 'lottery' happens for every evening meal on board during Jump, but this is the one everyone wants to be picked for.

Other organized activities are planned throughout the Jump. Attendance at these is optional, and passengers are expected to manage their own schedules for them.

**Tournaments:** Any number of tournaments are offered in various activities from 3D chess to fencing. Passengers can sign up for as many or as few as they wish. Any skill levels are welcome but be warned that some of the passengers will be fairly skilled and take it very seriously! If PCs choose to



## Active Measures

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participate in any combat-oriented tournaments, they'll be matched against other beginners to start with so they may have a chance despite their lack of skill. But this will almost certainly quickly change. Results can be determined using quick die rolls if desired, or fully worked out using the combat rules.

**Holoshow:** In the main theatre, one of the latest holovids is shown. Drama, documentary, comedy: usually three are shown during the day and two are shown each evening except on 'Theatre' evenings when a live performance will be the main event of the evening followed by a holovid.

**Classes:** a wide range of classes can be taken from language lessons to art and craft instruction, from physical exercise to weapons mastery. Some are rated according to skill level (usually beginner, intermediate and advanced); some can cater for all skill ranges. [Referee's Note: treat beginner, intermediate and advanced as representing skill level 0, 1 and 2.] For PCs attending a beginner class, they can expect, with some diligent application, to go from unskilled to level 0 in the week of Jump. In addition to this, small lectures go on throughout the week. PCs may wish to offer their time for this kind of activity. They are respected enough and have the credentials to offer lectures on various topics for which they have the requisite knowledge. The biggest difficulty is presenting something interesting and accessible to the typical passengers on the liner. However, the Purser can give guidance as they've dealt with such speakers before and can also make the arrangements for venues and advertising any such sessions in the ship's bulletin. These can of course provide good opportunities for those less familiar with presenting to non-specialist audiences. Roll 8+ to give a well-received performance with a DM of +1 for every hour of preparation and a DM of -1 for any missed sleep period or inebriation before the lecture. DM -2 for no preparation at all. The Referee may wish to impose further DMs according to the PC's lecturing style noted under their character descriptions.

**Theatre:** Twice during the week there is a live theatrical performance, performed by ship's crew; they're near professional level and quite spectacular depending on the precise nature of the show. They vary from classics to modern productions, serious drama to musicals, intimate character studies to zero-g ballet. The 'in the round' nature of the staging often puts the audience right in the thick of things.

**Grand Ball:** This is held in the Park where temporary flooring is laid and a live orchestra plays. Anyone who is anyone will want to be seen here and formal dress is expected. High Passengers generally consider this to be a 'Traditional' activity.

**Jump Emergence Party:** if Jump emergence hasn't taken place by now, it will be expected at any moment and this very, very informal party allows passengers to gather together, let their hair down, and wait for the expected moment.

### NPCs

**Melios Athanasia** male 77658A Age 55. Captain of the *Astoria Reaches*.

**Marcus Thasslan Smitherz** male A96766 Age 23. Earnest young student

**Partina Grannt** female 898989 Age 54. Skilled at fencing (or whatever tournament a PC chooses to get involved in)

**Nafees Koirala** male 598A72 Age 39. Potential suitor for one of the PCs

**Ling Tan** female 3887B7 Age 32. Potential suitor for one of the PCs

**Kat'rin Besquin** 6667B7 Age 69. Takes a shine to one of the scholars and appears at whatever he or she is involved in—particularly if offering lectures

**Anet d'Crecie** female 572949. Maitre d'hotel of the dining rooms

**Khemraj King** male 8B5873 Age 47. Steward

**Boipelo Ekejiuba** male A6B66B Age 39. High Passenger

**"Arietty"** female 475B56 Age 45. High Passenger

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### Rumours and Encounters

Most of these can take place in virtually any location, but a couple of them would be most suitable for specific locations which are noted. The Referee should either randomly assign these to random PCs, or choose those thought to be most appropriate to the characters, their role playing and what they have chosen to do each day. PCs who resolutely stick to their cabins for the duration of Jump will of course be less likely to encounter anything, but this should be discouraged in any case. The first rumour connects with events from the section 'Those Dastardly Drugs' and should be included if that scene is being played out. Referees should feel free to create other rumours for fun or on-going adventure as desired.

1. Either: Wanmali thinks he's seen Karl Louis on board across a busy room or in the distance; or Larven thinks he's seen Ristoff Kargina.
2. A heated discussion between 3 or 4 people concerning the exact odds of being selected to eat at the Captain's table.
3. A petulant argument between two children with a girl saying 'I saw a rat, I'm not making it up.'
4. In one social space or another, an elderly traveller, Jonti S'Vice, will strike up a conversation with one (or more) of the PCs and go into great detail about his journey from the Spinward Marches. He won't be telling interesting stories, but recounting the Jump connections he's made and why one route was better than another.
5. Two stewards looking absolutely livid with each other and shouting things in an alien language. If it is Jaakub who hears this, he should recognize it as Luriani. (Or if the Referee wishes to increase the presence of aliens and/or the down-trodden status of Vargr, it could be Larven hearing something in Gvegh.)
6. A young couple overhear two of the PCs talking about something that grabs their interest and they politely ask questions about it.

7. Two suited business men/women are overheard talking about two rivals of the *Astoria Reaches'* line and a possible merger which would make them the biggest cruise corporation in the sector.
8. Two other delegates of the conference are heard planning out what lecture streams they want to attend. (This could easily extend to overheard remarks about one of the PC's papers - for better or worse!)
9. Partina Grannt is a hot favourite to win the fencing tournament.
10. What sounds like two people animatedly discussing a recently carried out assassination attempt turns out to be the after-game discussion of a holosim.
11. A father with a toddler asks for directions to some part of the ship the PC may or may not be familiar with. (For best effect, this should occur early in Jump.)
12. A group of female teenagers are chatting about boy bands, with several "names" bandied about as particularly favourite or rubbish and with one of the opinion that there are quite enough boy bands in the Imperium, thank you very much.
13. A child at a nearby table is getting very uppity and is demanding to be allowed to see the Bridge. "I don't want to eat my kalgani, I want to see the Bridge." (Location: Dining Room)
14. The new Gertner body pistol is selling even better than expected. (Location: Firing range)

### Presentation Preparation

PCs may also wish to formally prepare for their conference presentations. The number of hours devoted to this and the locations they conduct their practice should be stated; players should also write the opening two or three sentences of their talk which may be pure double-talk, or perhaps if allowed a few minutes access to the Internet might enable them to create reasonable statements about their subjects; or they may be tangential beginnings. In the latter case the player must provide a 'connection' with the topic at hand. The Referee

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## Active Measures

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should determine how useful the preparation has been: spread out through the voyage and in reasonable surroundings, a DM of up to +3 may be assigned; one quick review of scribbled notes sat at a casino table in the middle of the night, might give a DM of -3. A DM should also be given depending on the opening lines and how convincing they are. Usually this will be a positive DM. For every public lecture given on board the ship which has a favourable reception, another DM of +1 may be added to a maximum of 3. The Referee should make a note of all the relevant DMs for each player, but not reveal what total has been arrived at. (And depending on the style of the Referee's handling of the game, may not even wish to reveal the process.)

### Getting There...

Once each day, as the PCs outline their planned activities, the Referee should determine any 'results' of their activities. This maybe something that is immediately conveyed to the player, such as an encounter or rumour; or it may be something that's privately noted for future reference, such as partial skill development or lecture preparation.

The Referee may wish to prepare schedules of tournaments in sports or games the PCs express an interest in and resolve the entire progress of a competitor with quick die rolls for example; they may wish to detail language, art or other classes which are on offer and suit the particular background of the universe being played in; or it might be the social interaction that is important and complex networks of liaison and gossip could be developed. *[Many articles that e.g., The Journal of the Travellers' Aid Society or Freelance Traveller have offered over the years include various activities, sports and games that could be included here. Other articles have presented characters that might also be travelling on the liner.]*

The practical upshot of all this activity should be to make the players feel their week in Jump is not only full but interesting. In fact, they may feel there

is just not enough time to fit in everything they'd like to do. It should be the complete opposite of a dull week in Jump that is quickly elided over with just a sentence. There should be opportunities to role play, meet people, maybe fall in love, hear rumours that may or may not lead to further adventures, and perhaps even pick up some basic skills. For example, players may be drawn to learning weapon skills and the Referee should allow this but keep a tight rein on what's achievable in just a week.

### Those Dastardly Drugs

*[Author's note: if role playing the above is sufficient for the players, this scene can be ignored. If some form of climax is required then it can be used in its entirety or up until the arrival of the hijackers as desired.]*

Sometime soon after Jump emergence, the PCs will be rounded up by ship security. Until now they may not have even been aware that there is much in the way of security. Discrete though these smartly uniformed sophonts are however, they'll know their job and politely but firmly take the PCs to one of the cargo holds on Deck 2. There, they'll find the First Officer standing over a crate that's about 3m×1.5m×1.5m. It's open and appears to be full of fruit: sagranges, pale purple and about the size of a small grapefruit but tasting sweeter. They have a soft outer skin and unlike a grapefruit make quite a 'splat' if dropped.

The First Officer gestures at one of the guards who brings either Larven or Wanmali over to the crate. (This is the connection to rumor #1, and the same PC should be used for both.)

"So. Can you tell me the meaning of this?" He gestures at a packet nestled in amongst the fruit. It doesn't look as if it belongs. It doesn't. Anyone who's watched any holodrama will recognize it as a packet of drugs (or, at the very least, powder made to look like drugs).

Either: Ristoff Kargina has placed the drugs to discredit Larven in revenge for the experimentation which happened earlier in his career - it's taken till now for him to be released and to catch up with

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Larven. Or: Karl Louis has done it to discredit Wanmali. Clearly this would be a dishonourable way of seeking revenge but the Aslan is a frustrated minor player in his clan and thinks this will improve his standing. Whoever it was, they then tipped off ship security as to the drug's presence. The other PCs have been dragged in by security because of their known connection and travel with the incriminated scholar. The Referee should choose which scholar based on the player's ability to role play the earlier rumour, or the desirability of including Aslan in the adventure, or the future needs of any ongoing campaign. It could conceivably be one of Cornelius' enemies but they're more academic and unlikely to go this far.

This can all be cleared up as a simple misunderstanding or involve much investigation and eventually the local police at the starport as desired. The Referee can have DNA or equivalent evidence planted with the drugs to incriminate the scholar as desired for the level of complexity required.

Alternatively, while the discussion in the cargo hold is taking place a group of hijackers is attempting to take control of the ship and some have been sent to round up the First Officer last reported to be on the way to the cargo bay. Three hijackers arrive at the hold and attempt to take out the security presence first. This will give the unarmed PCs a chance to duck behind the cargo container. After an initial exchange of gunfire, only one of the hijackers remains standing and blocking the exit, while on the PC end, only the First Officer is still conscious and armed along with the PCs (unless they failed to take cover). Do the scholars stay well out of it, or do they try to create a diversion - say with a barrage of fruit - so the XO can finish off the last of the intruders? Or has the XO been wounded giving one PC the chance to be a hero with a gun?

To be clear, the hijacking attempt is nothing to do with the PCs or the drugs. It's just unfortunate

timing. It can be resolved by the ship's crew and anti-hijack measures regaining control of the vessel; the arrival of an SDB or the military to restore order; or even the hijackers maintaining the upper hand for some while which might jeopardize the PCs' attendance at their conference and the delivery of their papers - much to their annoyance.

### The Conference

As a finale to the events, the PCs should resolve their conference presentation. Time permitting, their opening remarks should be delivered in character. Each player then rolls 8+ and the Referee applies the DMs noted earlier. Success earns an average round of applause. An effect of 1-5 earns enthusiastic applause; an effect of 6+ earns a standing ovation and a +1 to Social Standing for at least the duration of the conference. [N.B.: *The Referee may wish to limit any Social Standing rise to no more than A.*] If the Referee wishes to reward a particularly good effort with regard to a player's preparation and/or delivery of their PC's presentation, there is a 'best paper' award for the whole conference which is highly sought after - even if no one would admit to wanting it.

### Adjusting the Adventure

The adventure as written could be set in virtually any location where two relatively populous worlds capable of supporting a couple of universities are one Jump apart.

Obviously, if the PCs as academics don't appeal to the players, then any six characters could be used in their place with a little adjustment, as long as they all have some reason for travelling on the same liner at the same time. The ending would need some revision, but the group could be six friends on holiday, a family on a once-in-a-lifetime trip, six work mates needing to get from A to B and going in some style, half a dozen nobles not satisfied with even their High Passages, or even a group of agents investigating the liner's crew or other passengers aboard. 🌟



## Urntia-class Planetoid Tanker

designed by Ewan Quibell

CraftID: Tanker, Type TP, TL10, Cr453,392,500  
 Hull: 45000/112500, Disp=50,000, Conf=8USL, Armor=50P, Unloaded=621,222.414 tons, Loaded=664,801.087 tons  
 Power: 90/180, Fusion=8604Mw, Dur=5583/16749  
 Loco: 16402/32805, Maneuver=0.1, Cruise=90kph (Vacuum only), Top=120kph (Vacuum only), Agility=0  
 Comm: Radio=Syst×3, Laser=Syst×3, Maser=Syst  
 Sensors: PassEMS=Interst, ActEMS=FarOrbit, Rad=VDist×5, Headlight×50, ActObjScan=Rout, ActObjPin=Rout, PasObjScan=Form, PasEngScan=Rout  
 Off: Missile=xx4  
     Batt 1  
     Bear 1  
 Def: DefDM=+2  
 Control: Computer=Mod3×3, Panel=dynlink×1245, Special=HeadsUp×10, Env=BasicEnv, BasicLS, ExtLS, grav plates (accom only)  
 Accom: Crew=16, (Bridge=3, Engineer=4, Gunnery=3, Flight=4, Command=2), Small Staterooms=50, SubCraft=1000 ton *Loch*-class fuel shuttle, 20 ton *Glen*-class launch×4  
 Other: Cargo=3,225.913 kl, Fuel=576,468 kl, Fuel Purification Plant (purifies tankage in 2882 hours), No Fuel Scoops, ObjSize=Large, EmLevel=Strong, Battery Round=12 missiles, Magazines=32 ton magazine (30 battery-rounds), No Inertial Compensators  
 Comment: Triple Turret Missile×4, Tunnelled volume=607,500 kliters, Excess power=4.964Mw, Construction Time=192 weeks single, 144 weeks multiple; Price is not discounted

The *Urntia* is the first in the new class of fuel storage tankers produced by Darnikki LCC in the Darnikki system of Home County and resulted directly from the purchase of numbers of military surplus *Loch*-class fuel shuttles. While there is only one 1,000-ton craft bay the *Urntia* works with a number of shuttles each of which docks and unloads in turn.

The specification of the *Urntia* is somewhat unusual for a number of reasons. It has only limited manoeuvre capability (0.1G) that is only needed for station keeping once the craft is in position. There are no inertial compensators install as the tanker can't

achieve significant changes in acceleration, and this has resulted in grav plating only being installed into the accommodation sections. The design requirements for fuel processing were only to provide refined fuel for the tanker itself and for its complement of *Loch* shuttles, although the plant could process the whole of the fuel stored if needed. The plant can process more fuel (200 kliters/h) than is needed by the power plant and can provide enough fuel for a *Loch* in 6.5 hours. While not processing fuel for the *Urntia* or the *Lochs* the plant is used to remove impurities from the hydrocarbons it stores, which is done far quicker than processing fuel. The 15+ year duration is calculated from the complete fuel tankage however it is never expected that the *Urntia* will ever have empty fuel tanks. The crew specified does not include those of the *Loch* shuttles associated with the tanker, or their relief crews who take limited r&r onboard the *Urntia*.

The *Urntia*'s primary mission is the storage of gas giant skimmed hydrocarbons for export to the Home system.

The *Loch* and the *Glen* are by Antony Farrell and full specifications can be found at <http://www.skaran.net/megatraveller/megindex.html> ☪

## The Freelance Traveller Forums

Because of continuing connectivity issues, we have once again suspended the return of the Freelance Traveller forums. We are looking for alternatives that will support all of the capabilities we are seeking in a forum, or, alternatively, hosting at an acceptable cost which will allow us to set up our preferred configuration. We apologize for the continued delay in restoring this service.

## 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.

## Feedback

Please tell us ...

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

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

- e-mail: [feedback@freelancetraveller.com](mailto:feedback@freelancetraveller.com).

- 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](mailto:editor@freelancetraveller.com) and ask.

Some things that we want that you might not think of as “*Traveller*” would include reviews of non-*Traveller* products that easily lend themselves to being ‘mined’ for ideas for use in *Traveller*, or reviews of fiction (in any medium) that “feels” like *Traveller* in some way. In these cases, your article should focus on the *Traveller*-esque aspects of the item. There may be other things, as well; if you're not sure, write 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](mailto:submissions@freelancetraveller.com). Your subject line should specify the type of article that it is, and what section you think it should be put in, e.g., “Combat Rules for Doing It My Way”.

