



FREELANCE TRAVELLER

The Electronic Fan-Supported Traveller® Magazine and Resource



Featured Article:

After-Action Report: TravCon 14

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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From the Editor



Last month's From The Editor tooted a bit about how it was *Freelance Traveller's* first Theme Issue. Sadly, Your Humble Editor needs to peruse his cookbooks for workable recipes for crow; it seems that I designated the May/June 2012 issue as a Theme Issue (for 2300AD), and pride of place for Theme Issues must therefore go to that issue.

I promised last month that I'd give an overview of the list of themes I have for Theme Issues. I should note that what I say about a particular Theme should not be taken as a rigorous limit; if you can think of other ideas that would fit in with the Theme as described, go for it—don't rule it out just because I don't mention it below.

Right now, five Themes are waiting for material:

Cruise: For this Theme, I'd like to see a focus on taking a vacation/holiday trip. An ideal linkage would be a Shipyard article on a passenger liner, with deckplans; a "photo" tour of the public areas of the ship; a profile of a Personality aboard the ship, e.g., the Captain or the Chief Steward/Purser; and a shipboard adventure/seed involving the Personality. Examples of other good articles might include a

Jump Destination for the ship, looking at a world that's a Tourist Destination; a story (Raconteurs' Rest) that takes place there or aboard the ship; a Contact!-style article on a minor race that lives on the world, and so on.

Dark Imperium: Maybe the Imperium *isn't* as hands-off with respect to a world's governance as normally portrayed. Maybe the Imperium has its own 'political correctness'. Maybe the iron fist behind the velvet glove is a bit more visible, and the velvet a bit more threadbare and tattered. Lots of room here, and I have no specific linkage in mind—but maybe you do!

Prime Directive: When this setting—essentially, *Star Trek* (The Original Series)—for *Mongoose Traveller* is finally released, I'd like to kick off *Freelance Traveller's* support for it with a Theme Issue. One caution, which goes with all *Prime Directive* material for any system: *No cameos from the TV series, no sourcing from later series or movies*—as I understand things, this is a mandate imposed on ADB as part of the terms of their license for the setting.

Space City: This might be the startown of a highport; it might be an independent habitat. Either

Ships of Clement Sector 5: Traders and Scouts

reviewed by Megan Robertson

Ships of Clement Sector 5: Traders and Scouts. Lawrence Whittaker
Gypsy Knights Games <http://www.gypsyknightsgames.com>
80pp, PDF
UK£6.03/US\$9.99

Containing a full seven different starship designs within the category of Traders and Scouts, this is a good place to look if you intend the party to be operating their own vessel.

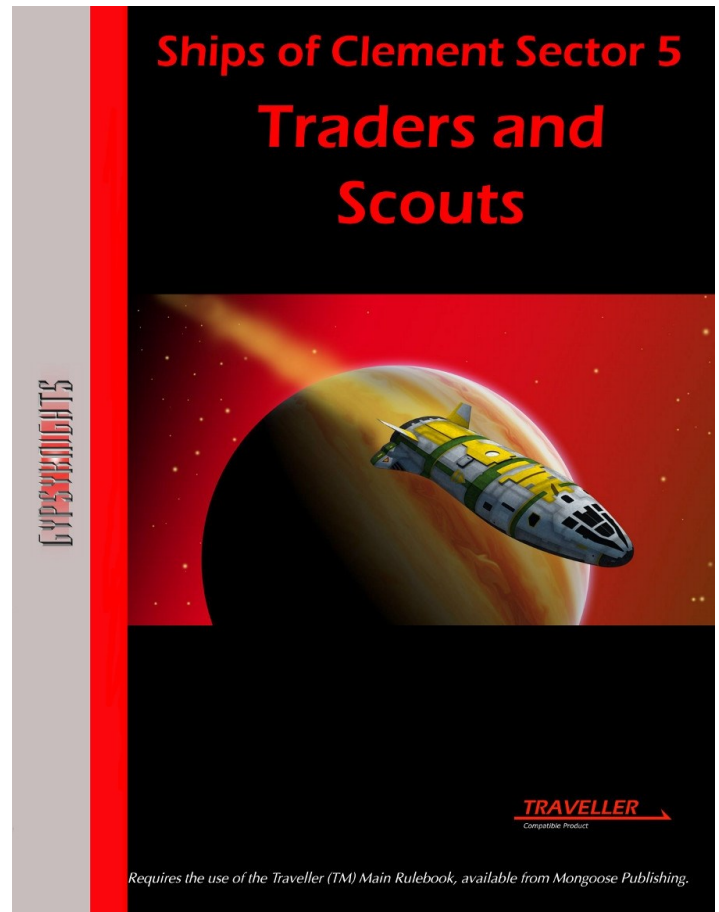
The first is a smallish trading vessel, just the right size for an adventuring party! Described in the 'as-real' pseudohistorical tone used by Gypsy Knights in most of their material, it is presented complete with illustrations and deckplans as well as full statistics.

Next up is the *Palomino*-class runabout, an historic design that was never a great success in its original incarnation but which is now enjoying a considerable revival amongst those who want a small craft to transport up to four people (although it can be flown solo in a pinch).

Then there's a larger vessel, a real workhorse of the starways called a *Billings*-class Free Trader. It needs a crew of five (but has room for more), and can carry ten passengers (and a further ten in cold sleep) in some degree of comfort. The crew and passenger areas are separate, each with their own common area, and there is ample space for cargo as well.

A *Goldrush*-class belter ship, a very self-reliant craft, an *Explorer*-class Type LS Long Range Scout and a *Ningaloo*-class Survey and Exploration ship follow; each fully-detailed with text descriptions, deck plans and statistics and all well-suited to their stated roles. The last has space for scientists, lab space and a magnificent sensor suite.

Finally, there's the *Dromedary*-class Tanker. Big and a bit lumbering, it's designed to deliver fuel supplies to ships and stations out in the black.



As well as all the details provided for each vessel, there are bits of atmospheric fiction and numerous illustrations to set the scene. I'm fond of having a wide variety of ships plying the spaceways in my universe and these will soon be making an appearance. ❄️

TravellerCON/USA

TravellerCON/USA 2014 will be taking place October 10–12, at the Lancaster Host Resort and Conference Center in Lancaster, PA. Registration is open; the full weekend is \$30 for referees or participants (age 12+ only); \$60 for vendors. (Vendors *must* register before September 19.) There is a discounted room rate at the Resort; mention TravellerCON when making your reservation. Come play with us, and have the chance to meet such Names from the *Traveller* community as Greg Lee and John Watts. More information can be found at the Con website, <http://www.travellercon-usa.com/info/> ❄️

QREBS in the Shopping Mall

by Timothy Collinson

Amongst the earliest *Traveller* notes I have from over thirty years ago is a reference in one of my first adventures to several versions of the same piece of equipment. The idea was that the players could choose one of them for the task at hand and at least one choice would be less reliable than the others. There would, of course, be the possibility of it failing at a critical juncture during the adventure. I'm almost certain this was inspired by *Double Adventure 1: Annic Nova* which offers three atmosphere testers and goes on to reveal that some of them are faulty and subject to recall.

It was therefore with some interest that I saw the QREBS rules in *Traveller*⁵ (pp. 190-196). This subsystem introduces the idea of quality, reliability, ease-of-use, burden and safety to pieces of equipment such that not all apparently identical pieces of kit are the same. While it's not suggested that every item of gear has QREBS values assigned, it certainly provides the referee with the opportunity to give the players real choices when it comes to purchasing equipment, and spices up adventures with the very present possibility that something will fail at a crucial moment. It also allows for some fun role playing as PCs might, for example, be able to show off some really cool piece of kit they've purchased to admiring NPCs. Of course, the reverse could be true as well as they're mocked for some useless clunker that they've bought cheap. What's also great about the QREBS rules is that they can be used in other *Traveller* rule sets such as *Mongoose Traveller* or classic *Traveller* with no modification.

The following offers a variety of items and three variants of each with their QREBS evaluation. Notes comment on these and what they might mean in game terms. One missed opportunity in the rules seems to be in linking pricing to quality. *Core Rules* p.599 suggests QREBS can affect price, but gives no mechanism for doing so. However, $Q = A$ is going to

be a very different experience to $Q = 1$ and PCs may wish to spend the time seeking out goods of higher quality; indeed, their social standing might require them to. They should also, generally, expect to pay more for such items. A rule of thumb might be +5% cost for every level of Quality over 5; -5% for every level under 5. Similar variations could be used for the reliability, ease-of-use, burden and safety. Perhaps an additional $\pm 1\%$ per QREBS point for each value. Don't forget that Burden is reversed: Negative numbers are better. Thus an item with $QREBS = 8 + 0 - 1 + 0 + 3$ would mean an additional 17% on a 'book' price ($3 \times 5\% - 1 \times 1\% + 3 \times 1\%$). Or $QREBS = 3 + 2 - 1 - 1 + 0$ would mean 8% of the price subtracted ($-2 \times 5\% + 2 \times 1\% - 1 \times 1\% + 1 \times 1\%$). See "Alternative Calculations" at the end of the article for other options; the rest of this discussion will assume the price adjustments shown in the sidebar below.

If the book price (from rules or supplements or other sources) is considered the price for a mid-range or average item, relatively poor QREBS will lower the cost; QREBS which add up to a positive value will increase the

price. Of course, this will only be relevant buying new; buying secondhand will be a completely different ball game with PCs perhaps happening on a great bargain or finding themselves at the poorer end of a deal if they're not careful. Note that QREBS values should not be revealed directly to players or PCs (but see the rules on p. 192 where it explains that a suitably skilled individual inspecting an item for an hour or so can determine its approximate QREBS). On some worlds it may be possible to access consumer guides to certain types of vehicle or equipment which give indications of approximate

Price Adjustment	
Q =	+5% per point above 5 -5% per point below 5
R =	$\pm 1\%$ per point above or below 0
E =	$\pm 1\%$ per point above or below 0
B =	-1% per point above 0 +1% per point below 0
S =	$\pm 1\%$ per point above or below 0

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QREBS values: *Which Air/Raft?* or *The Consumer Guide to Gadgets of Regina* or perhaps social media reviews. This kind of information is likely to be more available on higher population, higher tech level worlds but social structures may well have an influence as well. Government type or law level might also affect this.

Of course, referees may not want the price to exactly relate to QREBS; players will quickly work out what's what. So it is worth introducing some additional variation as well. Real life is always more complicated with, for example, premiums being paid for social cachet rather than quality; good quality models being discounted as 'end of line', not to mention the usual retail 'rounding' to just below a desired price point. As ever, this system can provide guidelines for harried referees rather than a purely mechanical system which requires no thought.

Although typically vehicles or equipment will have 'book' standards of speed or weight and so on, the referee may also wish to use the QREBS values to slightly adjust key statistics to further provide variety in the choices of players. Price isn't the only thing that might be affected. Burden could relate to weight for example. This is suggested on *Core Rules* p.285 for vehicles but no direct link is made. Other vehicle enhancers can affect speed (p. 300).

Where items below are not detailed with Tech-Level or Price in the *Traveller⁵ Core Rules*, such information has been taken from other sources as noted or invented. Note also that the QREBS rules say that "multi component objects" (such as an air/raft or ground car) which combine several objects into a larger item, should have each subsystem treated separately. If referees care to divide vehicles and the like up in this way, it will of course give much more variation in cost (or whatever variable is being adjusted) and detail. "Yes, last year's Flypod did indeed have a dodgy nearside aft grav plate, but this year's model has had a complete makeover."

Examples

Air/Raft [MgT Core Rulebook, p.103, Cr275,000]

GsbAG "A-class" 4 seater

TL8, 400kph, Cost Cr 352,000

QREBS = A -1 +3 -1 +0

GsbAG are well-known for their quality (and in this particular example, safety as well), and that's reflected in the price. Smooth flight and well-designed controls have long made this a sought-after model.

General Products "Flivver"

TL8, 400kph, Cost Cr294,250

QREBS = 5 +2 +1 -5 -1

This four person air/raft, often nicknamed a 'geep' is very common on many worlds in the Imperium. Relatively cheap and cheerful for a robust machine, but reliable and easy to fly.

Ling Standard Products "Flypod" 4 seater

TL8, 400kph, Cost Cr220,000

QREBS = 1 -1 +0 +2 -1

This is a very typical air/raft in many ways and cheap but its quality is so poor that owners can spend as much time servicing it as actually flying. Average in other respects, it's commonly encountered, but also commonly grounded on the main air/raft routes awaiting a recovery vehicle.

Note: Given that Quality directly relates the Period, for Q = 1 the Period is just hours. Either buyers would avoid an air/raft which, after only a week on the forecourt would be R = -5, or they're bought by skilled mechanics for other reasons! However cheap the Flypod is, it seems difficult to justify its price. The cost premium on the Q = A model however seems well worth it. (See the footnote if this isn't felt to be enough of a price differential.)

Atmosphere Tester [T5 Core Rules, p.614, Cr800]

Naasirka "Atmospheric"

TL9, Size 2, 0.9 kg, Cr912

QREBS = 7 +0 +1 -1 +2

A good quality atmosphere tester known for its safety record – probably due to the manufacturer's history with computers and software.

(Continued from page 4)

Ling Standard Products Model AT28/4

TL9, Size 2, 0.5 kg, Cr824

QREBS = 5 +0 +1 -5 -3

A much smaller and lighter device than others in its category, LSP's Model 28/4 is known to be somewhat lacking on the software front and can give dubious readings if not interpreted carefully.

Survival Products "Sniffer"

[from *Double Adventure 1: Annic Nova*]

TL9, Size 2, 1.3 kg, Cr720

QREBS = 5 -1 -3 +3 -3

Long known in the Imperium, and once the subject of a product recall, this is cheap but still hasn't ironed out all the problems with its original design and is notably on the larger size for such testers.

Note: Weight has been adjusted as 0.1kg/QREBS point of Burden. Naasirka's +2 on Quality and Safety on the MegaCorporations' Typical Mods table (Table 12 on page 183) shows through here on what are otherwise fairly average pieces of kit.

Cutlass [T5 Core Rules, p.630, Cr2000]

Imperial Marine Cutlass

TLF, Size 4, Cr2600

QREBS = 8 +5 +3 -4 +3

The ceremonial Imperial Marine Cutlass is finely crafted and to well-trained marines feather light but quite deadly. The 'Safety' factor is for the user, not the target. Ostensibly produced in house by the Imperial Marines themselves, it's widely known that a subsidiary of GsbAG have the contract to actually manufacture the blades.

Kosinar "Standard Issue" Cutlass

TLF, Size 4, Cr1800

QREBS = 4 +0 -5 -1 -1

This a common cutlass wielded by those wanting the look of a Marine blade but without the cost or without the qualifications to be issued one. Any Imperial Marine will instantly know the difference and it's fairly obvious even to those with only passing knowledge about such weapons. They're often used

by holoivid production companies for their actors. The balance makes it much harder to wield efficiently. It's not quite as light and in averagely skilled hands will leave the user slightly more vulnerable.

[unbranded]

TLF, Size 4, Cr1520

QREBS = 1 -1 +1 +0 -4

A cheap knock-off cutlass that only looks like an Imperial Marine Cutlass to the most untutored eye. It can be found in many back street blade bazaars. The blade has been known to break under fairly typical conditions. Not recommended for real combat.

Note: It's not clear from the Typical Mods table (13 Common Brands, p. 183) whether the '0' for Reliability for Kosinar, known for consumer weapons and armour, means that the Reliability should be set to zero, or that there is simply no adjustment. If the latter, why not a blank space?

TL13 Service Robot [MgT Core Rulebook, page 95; Cr120,000]

(Also in 13Mann Robots, page 56-57 and Three Blind Mice, page 9)

Makhidkarun "Charlie"

147kg, Cr115,200

QREBS = 4 +2 +3 +0 -4

The "Charlie" model is reliable and easy to use but has occasionally been found to have some safety issues. Customers are advised to ensure that the colour processing circuits have had the 1104 revision.

Naasirka Amanuensis 154/3

147kg, Cr141,600

QREBS = 8 +2 +1 +0 +0

A good quality build from Naasirka that's reliable and better than some for giving instructions which will be followed accurately.

Spinward Specialities Sophont Servant

147kg, Cr112,800

QREBS = 4 +1 -3 -1 +0

At the cheaper end of the market, the 'Four S' can be hard to instruct accurately but has developed a subculture of owners who collect and exchange command phrases which are known to work well.

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Note: *Three Blind Mice*, for example, suggests ways a robot's performance might be degraded by age but these could be used for price variations as well. No doubt fun could be had by PCs needing to track down a particular command phrase on the Four S model.

Bank Account

LSP Standard Account

Cr40/year, no free overdraft facility

$$\text{QREBS} = 2 +0 +3 +4 -1$$

A typical account designed for 'ease of use' rather than other features. Although there is an annual charge, the account does, somewhat unusually for the industry, facilitate the transfer of funds to an interest bearing account for user set levels of credit.

Hortalez et Cie Personal Account

No charges, free overdraft facility to Cr1000

$$\text{QREBS} = 4 -1 +3 +0 +5$$

Probably the best deal commonly available for such standard accounts, Hortalez et Cie have only recently dropped an annual charge in order to attract more custom. They are, of course, known for their stringent safety measures.

Zirunkarish Standard Account

No charges, no free overdraft facility

$$\text{QREBS} = 2 -2 -2 +1 +2$$

This is the account famed for having investors nearly cause a run on various local branches in 1102. Even now it's seen as slightly less reliable than its competitors.

Note: Given the nature of these with some being free, QREBS has not been used to affect the cost. Safety factors here give some indication of the likelihood of an account being hacked. As examples of the banks' 'standard' accounts it can be seen that none are particularly high quality. For that, customers should look to other types of account.

Alternative Descriptions

As an alternative way of describing equipment, the phrases used in the T5 Core Rules could be used:

Ground Car

Model #1

$$\text{QREBS} = 7 +3 +3 +0 +0$$

P=Two Years, New

This is a 'better than many' air/raft that is reliable and easy to use. Its handling [burden] is average and its model has an average safety record.

Model #2

$$\text{QREBS} = 4 -4 -2 +1 +2$$

P=Six Months, New

Known for its safety features, this air/raft is of below average quality (there's generally one feature on the vehicle that is broken within six months) and is 'more unreliable' in wet weather particularly. Commentators have described it 'somewhat hard to use' with its controls in awkward positions for the typical Imperial owner (slightly unergonomic).

Model #3

$$\text{QREBS} = 3 -1 +2 -4 -2$$

P=Weeks, New

A 'lesser' quality air/raft that's slightly unreliable but better than many in its ease of use and has very good handling. Its safety record leaves something to be desired, however.

Alternative Calculations

Some Referees might prefer a larger differential between top, mid and low end products. Phil Kitching via the *Traveller* Mailing List offered this variant which might be preferred. It requires a little more mathematics (rather than just totalling the pluses and minuses and then calculating a percentage change), but does indeed provide wider margins which might be considered more in line with real life. On the other hand, poorer items can be extremely cheap. Each QREBS value is here worth +/-10% (rather than 5% for Q and 1% for the rest as above) but the values are multiplied.

Fractionally better than average:

$$\begin{aligned}\text{QREBS} &= 6 +1 +1 -1 +1 \\ &= 1.10 \times 1.10 \times 1.10 \times 1.10 \times 1.10 \\ &= \text{price} \times 1.61\end{aligned}$$

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Doing It My Way

(Continued from page 6)

Top notch:

$$\begin{aligned}\text{QREBS} &= A +5 +5 -5 +5 \\ &= 1.10^5 \times 1.10^5 \times 1.10^5 \times 1.10^5 \times 1.10^5 \\ &= \text{price} \times 10.83\end{aligned}$$

Really awful:

$$\begin{aligned}\text{QREBS} &= 0 -5 -5 +5 -5 \\ &= (1/1.10)^5 \times (1/1.10)^5 \times (1/1.10)^5 \times (1/1.10)^5 \times (1/1.10)^5 \\ &= \text{price} \times 0.09\end{aligned}$$

Under this system the items above would have the following costs (fractions dropped):

A-class, Cr589,486

Flivver, Cr535,897

Flypod, Cr128,289

Atmospheric, Cr1417

Model AT28/4, Cr1064

Sniffer, Cr308

Imperial Marine Cutlass, Cr11,119

Kosinar Cutlass, Cr1128

[unbranded cutlass], Cr933

Charlie, Cr120,000

Amanuensis 154/3, Cr212,587

Spinward Specialities Sophont Servant, Cr99,173

(N.B.: under Timothy's system, Charlie comes out as slightly cheaper than the book price; under Phil's system, the QREBS variations balance each other out to keep the cost at the book price.) ☼



Active Measures

The Fated Sky

by Michael Brown

Synopsis: A Zhodani noble's prediction plunges the PCs into a hunt for an enemy intelligence agent.

Setting: The adventure can start on any Imperial world near Zhodani space. The best choices are any of the worlds in the Jewell Cluster (Jewell, Ruby, Emerald, Mongo, Nakege or Lysen.)

Players' Information

The adventurers are approached by a liaison from the local Zhodani embassy, who requests that the group attend a meeting with His Excellency Ishtiabriashav, the Consulate ambassador assigned to this world. If the group is at all hesitant (perhaps due to anti-Zhodani bigotry), the aide is authorized to pay the group Cr1,000 each simply to appear and give His Excellency a fair hearing.

Ishtiabriashav is a quiet, friendly man with a remarkable regard for his Imperial neighbors. It is that regard that has prompted him to summon the adventurers:

"Thank you all for coming. I understand that some of you may be uncomfortable in my presence.

Our peoples haven't been on the best of terms, and that is regrettable. However, I ask that you hear me out; what I have to tell you is in the greatest interest of both our empires.

"As you know, many Zhodani have psionic powers of varying types. Mine is the gift of what you call precognition, the foretelling of future events. The future events I have foreseen are very troubling! I saw the Sixth Frontier War—a conflict more devastating than the previous five combined, with millions of deaths on both sides. By interpreting details in my visions and making some subtle inquiries, I believe I've worked out the events that will trigger the war. One of our covert agents working in Imperial space will set in motion a chain of events that, if not stopped, will bring about this terrible future and hopelessly poison relations between our governments.

"I propose that your band find our agent, Krinzhievstebr, and kill him...I see that surprises you. I don't ask this lightly. I wish in the whole wide galaxy that there was another way, but I confess I don't see one. However, what's one life balanced against millions of others?

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“I will give you all the details on Krinzhievestebr I have been able to discover, and for your efforts, a sum equivalent to two million Imperial credits. That is the importance I place on this mission. I caution you, he is shrewd, deadly and very well trained. I cannot send other Zhodani after him; not only would they refuse to harm him, he’s trained to avoid contact with our people to maintain his cover. Likewise, contacting Imperial Intelligence is useless because he is trained to spot other intelligence operatives. But you and your companions are, if I’m using your term correctly, a wild card. He won’t expect a band of freelancers such as yourselves. This may give you one shot at him; I advise you to take it if you get it! Chances are you won’t get another.

“I also ask you to keep this mission highly secret. Only we must know what is going on. I realize you would like accolades for an undertaking of this size. I ask you to be content solely with the money, a sense of accomplishment and my thanks.

“Krinzhievstebr must be dead on or before sixty Imperial days from now, or the inevitable will be set in motion. I bid you *nijavibl abr*—good hunting.”

Referee’s Information

The referee should select a world 8-10 parsecs from the starting world. This distance allows the group to get there in time if they don’t dawdle, while making their method of getting there a concern. Obviously, the faster their ship is, the more time they have to complete their task.

Ishtiabriashav is as good as his word. He supplies the team with a full dossier on the agent, including past assignments, a psychological profile, and his skill ratings. The files are specific to Krinzhievestebr; they would be useless to Imperial Intelligence were the group to turn them over. In any case, the travelers only have them temporarily; Ishtiabriashav didn’t mention that the files are engineered to destroy themselves at the end of 60 days. This depends on what form the referee decides they

take; hardcopies are embedded with nanobots programmed to corrode the media; computer files simply delete themselves.

Krinzhievstebr doesn’t look like a typical Zhodani. He is not as tall (Zho average 2 meters in height) and while he has swarthy features, it falls within the range of Imperial parameters. In addition, he speaks fluent Anglic and has cultivated the ability to utter anti-Zhodani slurs to better integrate into Imperial society. His psych profile indicates a high degree of fanaticism and devotion to duty. He takes pains to look Imperial in dress and mannerisms. The one affectation he makes to his Zhodani heritage is often wearing headgear of some sort, although never the stereotypical turban. The largest problem for the adventurers is that as part of his cover, he has married an Imperial woman (using the name Eneri Garshamak) with two children by her late husband. This information is not in the dossier; it was a decision individually made by the operative again to better assimilate. His family is also on-world and has no idea that he is an agent for a foreign power. As indicated by the documents, Krinzhievestebr’s loyalties are firmly with the Zhodani government; while he is not a monster, he will place the interests of the Consulate first, should things come to that.

While the heroes know to which world they’re travelling, and Krinzhievestebr/Garshamak’s appearance, he is still a very small needle in a very large haystack. They must spend time finding him:

To locate Krinzhievestebr:

19+; Recon, Streetwise, Liaison; 2.5 hours

REFeree: Apply the following DMs to each throw:

- If the world’s population is 5+, subtract the UWP Population value.
- Using a computer as a tool in the search: +1.
- After the first: +1, cumulative (representing the adventurers’ efforts to avoid places they’ve already looked.)

Once the group locates Krinzhievestebr/Garshamak, he is accompanied by his family on a throw of 9+. If he is, he’s an expert at playing the du-

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Active Measures

(Continued from page 8)

tiful husband and stepfather. If the heroes attack him, he won't break cover, rather expressing the shock, alarm and concern for his family any normal person would under similar circumstances. The wife and children will of course be terrified of the intruders and won't believe that Stepdad is an enemy spy out to destroy the Imperium. They'll react to such news with scorn at best.

If the agent is alone, however, the gloves come off. He uses every skill and ability at his command, especially his psionics, to eliminate his opponents. His preferred tactic is to fight a holding action while assessing their abilities, withdraw and engage them later on his terms. When he does re-engage, he gets to apply his Tactics skill level to all combat throws. Even so, he avoids a stand-up fight whenever possible. Picking the adventurers off one by one from hiding is high on Krinzhievstebr's list of methods.

But his true danger lies in the fact that he will do anything to avoid capture, including taking hostages, demolishing a building, starting a riot as a diversion, even crash a starship into the port; whatever gives him a chance to escape. If he is well and truly cornered with no hope of escape, even using extreme methods, he will not be taken alive.

When the group completes the assignment and returns to Ishtiabriashav for payment, they discover that he's dead; the victim of a self-administered dose of poison. By way of explanation, his aide gives the adventurers a hologram recorded by the ambassador and intended for their eyes only:

"My Imperial friends,

"By now you have discovered that I have departed this existence. I foresaw your success of course and offer my congratulations on completing a difficult mission. However, I committed a terrible crime, one unheard of among my people: I sent Imperials to kill a fellow Zhodani. Worse, I employed deception to do so. Such an act is unforgivable, regardless of the good intentions. The penalty in Consulate space is re-education, but that as-

sumes the subject was insane. I am not; and in any case, re-education wouldn't apply to me, because I find I can't live with the knowledge, or the guilt.

"My aide will see to your payment as promised. You also have my thanks; and the unwitting thanks of the millions of people -- Zhodani and Imperial -- you saved through your actions. Please don't feel you have blood on your hands because of any of this. I was the instigator. Mine was the fault, and the guilt.

"I am sorry we met under such circumstances. Still, I wish you ievr eqrzhdedrie plibr—peaceful and happy thoughts. Take care."

NPC

Consular Guard Officer Advisor (Major)

Krinzhievstebr/"Eneri Garshamak"

8A9ABC; Age 38; 5 terms; Cr60,000

Psi-14, Blade Cbt-3, Brawling-1, Cbt Rifleman-1, Commo-1, Computer-1, Fwd Obs-1, Body Pistol-2, Hvy Wps-1, Interrogation-2, Leader-1, Recon-4, Streetwise-2, Tactics-2, Telepathy-14, Telekinesis-14

Krinzhievstebr was generated using the tables in *Alien Module 4: Zhodani*. The skills operate in the same manner as those in Books 1 and 4. Also, during his time in the Consular Guard, he was extensively trained in intelligence methods. 🎲

From the Editor

(Continued from page 1)

way, it's big, it's populated, and it's a Place where Things Can Happen. Again, lots of room here, and no specific linkage in mind.

Yacht: This theme can have a lot of conceptual overlap with the *Cruise* Theme. The principal difference is that the where the *Cruise* Theme features a passenger liner, this Theme features the privately-owned pleasure ship. The same sort of linkage and articles work for both themes.

Naturally, if you have ideas for other themes, I'm interested in hearing about them. Write and suggest them, and/or tell me which of the above would be most of interest to you. 🎲

12: Creativity

I began to touch on this in the last Confession but as it's close to my heart thought I would finish this series with a closer look at creativity.

The thing that first drew me to *Traveller* at the end of the 70s was the ability to roll a few dice, produce a handful of numbers and have an outline of an entire planet encapsulated in that tiny amount of information. Of course, much detail could be added and needed to be to make it interesting, but it was that process of creation and the inspiration it provided for then thinking up interesting worlds and societies that really grabbed me. I soon set to work generating a subsector or two by hand and eventually an entire sector with the help of a Commodore 64. Of course, that was already too many worlds to detail in full, but I found the process intrigued me, the possibilities for adventure inspired me, and the opportunities for creative writing abounded. Indeed, with that and the Game Designers' Workshop universe, I had friends whose parents knew me as "the guy with a universe in his bag". I know few *Traveller* enthusiasts who haven't enjoyed the creative process at whatever level they're comfortable with, whether it's generating characters, building vehicles or starships, writing adventures, or throwing their heart and soul into role playing an interesting sophont. I've had a go at all of these and more and loved the way that they not only have their direct relevance, but also an indirect encouragement to observe and examine the world I inhabit more closely to see how people or things or stories 'work'.

As a Christian I believe in a creator God and I believe we're all made in the image of God. (Genesis 1:26-27) For me, that's where the creative urge comes from. I regularly speak to students in

my lectures who don't think of themselves as 'creative', but I firmly believe we're all creative. Perhaps in different ways – Belbin team roles¹ can be helpful here in suggesting we might be creative as 'completer-finishers', creative as 'resource-investigators' or creative as 'plants' (the 'idea generators' that many think of as the only creative types). I've written about this professionally [2] and endeavour to encourage all the students, and others, that I speak with to see themselves as creative: whether it's in their work or raising a family; their hobby or their approach to life. The satisfaction we get from seeing things we've made enjoyed by others or hearing performances we've put on connecting with audiences or loving children we've brought up and seeing them blossom is second to none. Perhaps *Traveller* fans take a godlike approach to building a universe a little more literally than others, but whatever your creative impulses are, seek them out and develop them. If you've not previously thought of yourself as creative, think again!

Traveller offers so much opportunity for self-expression and is such a wonderful encouragement to play and to think and to write that I'm sure it will continue to go from strength to strength as it has done across nearly four decades. One final word must be to thank Marc Miller and the other original creators of *Traveller* for giving so many of us such a lifetime of fun and adventure. Thank God for that creative spirit! This will be my last Confession, at least as a 'newbie' referee, (some have pointed out I'm no longer that new). I hope they've either been helpful, thought provoking or interesting.

Keep Travelling!



¹ <http://www.belbin.com/>

² See, for example, <http://eprints.port.ac.uk/1508/>

Shipbook: *Mirador*

reviewed by Jeff Zeitlin

Shipbook: *Mirador*. John Lees

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

92pp, PDF

UK£3.85/US\$5.99

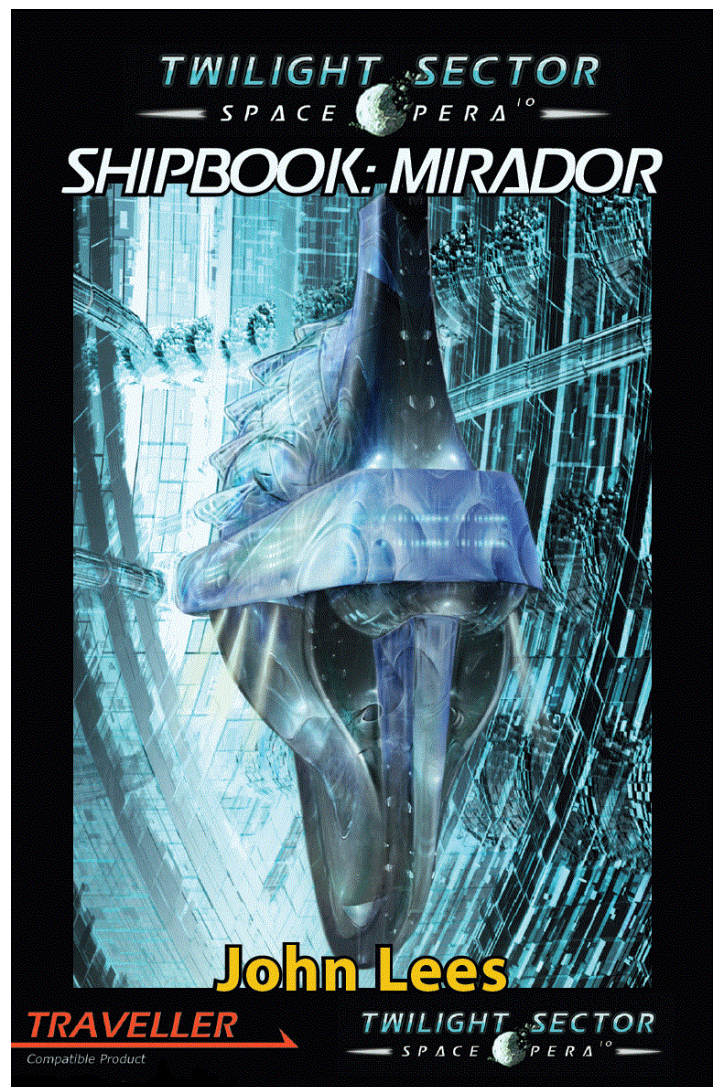
Editor's Note: Some readers may recognize the illustration on the cover (and on page 52) as having appeared on *Freelance Traveller's* March 2012 issue. The illustration was offered to us by Terra/Sol Games, and they have our thanks for permitting its use in that fashion.

Good ship material has been hard to come by in *Traveller*; often, descriptions are sketchy or nonexistent, or deckplans don't match data sheets and descriptions. *Shipbook: Mirador* breaks the trend, at least for Terra/Sol's Twilight Sector setting.

The *Mirador*-class is presented as more than a strict utilitarian ship; rather, the author indicates that the idea of luxury, rather than efficiency, was designed in from the keel up, while keeping the ship at a manageable (reasonable for the PCs to be principals on) 1,000 tons displacement.

The meat of the book starts with some discussion on ship interiors, most of which is probably assumed understood by most players—but which is ultimately probably better for being stated, to ensure that everyone is “on the same page”. Since there are some differences between a ‘stock’ *Traveller* universe and Terra/Sol's universe, understanding the Terra/Sol perspective, even in what could be viewed as ‘trivial’ things, is a good thing for anyone wanting to use the *Mirador* outside their setting. (One example is the use of “zero-G” [really “centigravity”, hundredths of a G] shafts as a possible means of travel between decks. Another is the explanation and use of ‘overage’ in the deckplans.)

As noted, the *Mirador* is, at heart, a luxury cruiser, and the detailed deck-by-deck ‘standard configuration’ description that follows is for the ship set up in this mode. The design is for about 50 passengers, with a crew of 17 (assuming six gunners and three stewards). The deck plans are fairly conventional, though the various icons (for chairs, consoles, et



cetera) are slightly more detailed than established conventions.

Deck plans, which appear to be 15mm-compatible if printed out on 5½×8½ paper (but watch the notes on decks 9–12!), appear side-by-side with text descriptions, though no effort appears to have been made to align the plan for a deck with the beginning of the deck's text description. The text does note when an area is built around a repurposed component (e.g., the ship's bar from a standard chem lab plus overage), which serves to point out that referees and ship designers should feel free to use their imaginations to achieve their design goals.

Following the look at the standard *Mirador* is a section focussing on Excelsior Tours, a small corporation that uses two *Miradors* to provide luxury transport on a single route. This section gives a close

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Critics' Corner

(Continued from page 11)

look at the major personalities of the corporation, and its history and operations, but it also notes where the corporation's *Miradors* differ from the standard (in the details and utilization; structurally, they're pretty much 'stock'). The personality overviews are enough to make them distinctive NPCs, and each is illustrated, but the illustrations are disappointingly cartoonish; with rendering programs like DAZ3D and Bryce being a dime (or less!) a dozen, and even game programs like The Sims (and its successors) being able to do credible 'renderoids' of people for head-and-shoulders 'photography', there really isn't a reason that these couldn't have been far better than they are.

The section on Excelsior Tours concludes with an assortment of adventure seeds, from one-shots to options for continuing campaign involvement.

The next section looks at the RSS *Rosalind Franklin*, a *Mirador* modified to be a research ship rather than a luxury transport. This section starts with a look at Dr Talia Mason, the owner, and how she came to acquire the ship. A full-page 'sidebar' discusses how it was ultimately financed, in terms of how PCs might be able to afford to do it. This is followed by an in-depth look at the ship itself, and it is noted here that the *Rosalind Franklin* has a mirrored finish, and it is this ship that is shown in the cover illustration (and on page 52, and on the March 2012 *Freelance Traveller*).

The *Rosalind Franklin* is a 'working' ship, and while still luxurious, does not provide steward service (reducing the crew to fifteen—there is an extra gunner). The major change is that the staterooms on Decks Five through Eight are swapped out for labs of various types, and modified plans for these decks (plus Deck Four, which has also had some changes) are provided in this section.

The section closes with another set of adventure seeds, this time using the *Rosalind Franklin* and her 'mission' as the focus, and with a brief discussion of the economics of the *Rosalind Franklin*.

The book closes out with a set of alternative trade rules for passengers and cargo, and notes that these rules, rather than those in the *Mongoose Traveller Core Rulebook*, are the default assumed rules for trade in the Twilight Sector setting.

Overall, this product is worth the money as a PDF, but it would be hard to say whether a print version—at likely two-to-three times the price—would be as good a value. You get a good look at a ship in two different configurations, and with a lot of background material, and good (if unspectacular), readable deck plans—but the deckplans would take a bit of resizing work to make them usable with miniatures. Artwork is a bit scanty, and what there is really can't be characterized as other than 'uninspiring'. On a five-scale, I can't really give this more than a generous three-and-a-half—but a flat three would be too low. 🌟

Raconteurs' Rest

After Action Report: TravCon14

by Timothy Collinson

Best Ever!

I wrote last year about TravCon13 being bigger and better than ever. I'm going to go out on a limb this year and say that TravCon14 was the best ever! Admittedly it's for personal reasons and this will be very much from my perspective. I'm willing to bet,

however, that the 35 other delegates had a great time as well. Once again, Andy Lilly organizing the con with his wife and daughter had upped the ante by fitting five games into each of the five slots across the weekend. Well, mostly, as you can see from the final photo of the schedule (Figure 1). All our thanks go to them for their commitment, time and energy.

For the seventh year, we were at Redwings Lodge (see figure 2) on the old A1 north of London.

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Figure 3: Officially Approved Ale labels. These are samples; there were plenty wrapped around bottles with nice smooth ale inside.

worse than last year which I'd found pretty exhausting. But no rest for the wicked... I was down to referee in the first slot on Friday and was keen to get 'Three Blind Mice' going because I knew it was going to be complicated. I wanted to see how splitting the six PCs into 3 stowaways and 3 crew would work in practice, and an experienced referee I greatly admire, who'd read the adventure and said he'd 'take it apart and rebuild it', advised against trying this just a couple of hours before kick-off! Oh well, in my head I was committed. So the stowaways (the first three to sign up) were grabbed and started 45 minutes early, I ran them through to their 'discovery' in the straw and they then took a break in the bar while I got the three crew going. Once the

latter had discovered the titular blind mice (which also took 45 minutes – so my timing was about right), we could all join together to complete the adventure. My fears that the stowaways would immediately be spaced were unfounded (*phew!*) and I should thank all six for 'playing along' with the story. In particular I should note the patience and forbearance of TH who, as the orphaned girl, had the whole kidnapping section thrown at him, perhaps rather unfairly, and took it like a man. Other highlights included Dom M, as Captain, getting increasingly irate as his crew reported they'd found a stowaway, and then another. He completely exploded when they sheepishly admitted a little while later to there being a third—It's a good job we'd been ban-

Raconteurs' Rest

(Continued from page 14)

ished to a room at the end of a corridor and well away from the other tables! Tony H had the best line of the evening, playing the blind war vet: when the Captain demanded why he hadn't said anything about the little girl, he came back, quick as a flash, with "well, I couldn't see she was there, could I?"

The game proceeded as smoothly as I might have hoped for until near the end when it came time for the rescue of the kidnapped orphan in the starport concourse. Having prepared all manner of handouts and maps and cards and all sorts for both games I was running, I must have had a mental block at some point in the weeks running up to TravCon. I handed the players the map exactly as you see it in the online PDF. Yes, with "secret agent hideout here" marked in big letters (see page 19 of the file). Peter D very graciously and discreetly pointed that out to me sotto voce, but the game was up and my heart sank. Embarrassment, shame and the horrible feeling I'd just wrecked the whole adventure struck, but in fact all the players were very kind in not seeming to mind too much. They simply got on with the task of rescuing the orphan from the agents' clutches!

I wasn't sure the whole split group thing would work, but I think it did – although it was more demanding in terms of stress levels. I was also pleased that an adventure I'd not spent an entire year writing (as was the case the previous year), seemed to provide just as much entertainment.

Other games going on at the same time were Simon B's 'Yet More Spacedogs' which I've played a couple of times and is a great look at Vargr charisma, Richard T's 'The Love Boat' which I'd loved to have tried, and James F's 'Never Forget, Never Forgive' which involved assassins tracking down a warlord in revenge for a child soldier whose life he destroyed 20 years previously.

Saturday

Saturday morning I wasn't refereeing which gave me the chance to sign up for one of Andy's

games. Another in the series written by his wife Sarah – again the clue in the T.P. title – this one 'Trash Prevention'. In what is probably one of the most hysterically funny games of *Traveller* I've ever played, we were six chirpers working as trash collectors for the SuckItUp company. With no rehearsal or planning, all six of us immediately started talking in the most high pitched voices we could produce (pretty high!) and managed to keep it up for the next four hours (Figure 4). Together with our pretty low intelligence characteristics – played to the hilt of course – I'm not sure Andy was quite sure what he had unleashed as he bravely struggled to keep the scenario on course. The snag was we'd come across a fancy puzzle-box which contained a data chip. No problems there until some very insalubrious types came looking for it. Before we could get it back to them, a very posh lady was asking for it as well. We'd not been able to read the encrypted chip, but at this point worked out we could copy it. If someone was willing to pay us good money for it, why not others too? And indeed, other parties seemed very interested in the puzzle-box and wafer as well. Before long we had visions of riches as we supplied the city with box after box of the next big craze – cheap to produce, and they seemed to be selling for lots of money! Of course, as players we knew full well there was a very limited market for some incriminating photos that just the subject and various



Figure 4: Chirpers, reading the roles.

Raconteurs' Rest

(Continued from page 15)

blackmailers wanted. As chirpers I'm not sure we ever put two and two together and were very fortunate not to be dropped in the nearby river with cement overshoes on more than one occasion. With some pain – from the laughter and the strained voices – the session ended with another success for the creative team behind it.

Elsewhere, Tom Z was running a (very rare) Babylon 5 outing 'Knowing Me, Knowing You', Steve Q was running 'The Imperial Credit' which involved the security of a new currency release, and John G was finding out what would happen after a lottery win in 'Thank you for Playing'.

Ashfall

The usual frantic few moments to grab lunch and try and 'rest' and also prepare for the afternoon slot saw me then running 'Ashfall'. This is the first adventure I ever wrote back in 2011 (with a little bit of a titivation of the original text for the convention). It had been submitted to an online journal but not used – possibly because it was an awkward size and was illustrated in a slightly unusual way. But although I was confident enough about the material there were nagging doubts that maybe it hadn't been used because it wasn't good enough. I also had a bit of a gimmick in this one and wasn't sure how this would work. The plot concerns six Darrian scientists on the highly volcanic world Spume. They're on an expedition and pretty cut off from any outside help. At one point they would have to grab what gear they could from their base and run for it. I'm sure there are really easy and much more normal ways of handling this (such as just saying, "you can grab three bits of gear +/- your dexterity modifier" for example, but I thought it might be fun to have earlier given them cards representing each item of kit the expedition actually had. Each scientist had been given a note of their tidiness or lack of it. They would then have just a few real world seconds to actually grab the cards with the gear that they want-

ed. If they'd kept the cards tidy, this would be easier, if they'd left them scattered over the table it would be harder. It's perhaps debateable whether it was worth the effort and expense of making up the cards (business cards done pretty cheaply in a local copy shop), but it was certainly fun and gave the players as well as the PCs something to think about as they realized they'd have to survive with, say, the fur-lined handcuffs they'd grabbed by mistake in their haste. That wasn't the only fun handout, however; I also had postcards with 'photographs' of the planet's surface which are another story! (Figure 5) The adventure itself seemed to go down well enough, although I think there were 'corners' I could see that might be improved. One player enjoyed it enough he came back for a second dose of it on the Sunday afternoon (see figure 6) which was encour-

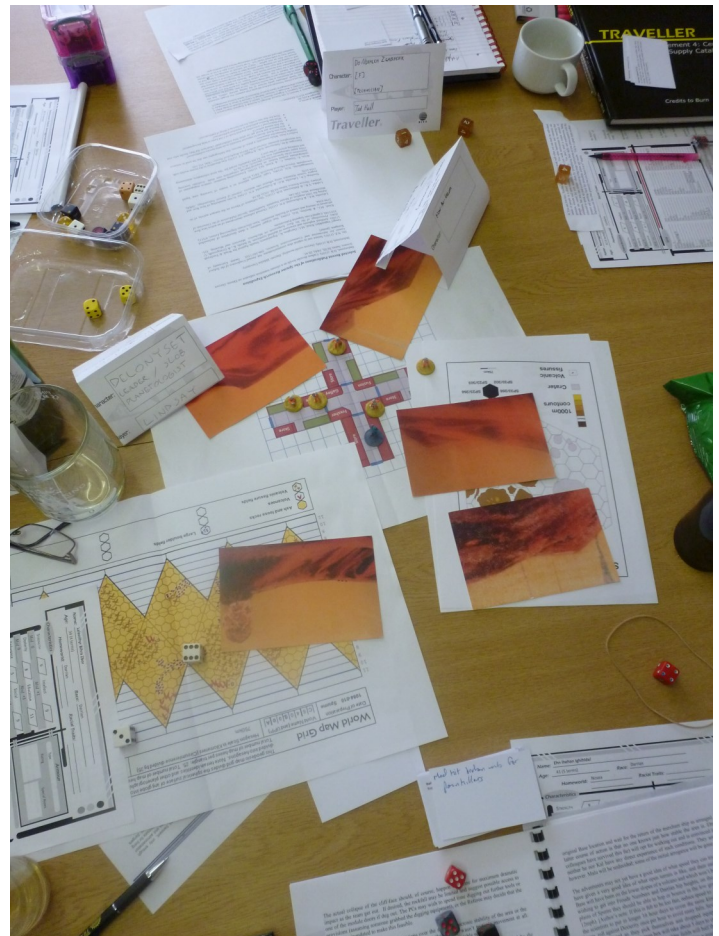


Figure 5: Props and handouts for Ashfall, including some "photographs" of Spume.

Raconteurs' Rest

(Continued from page 16)



Figure 6: The second session of Ashfall. The author is on the right; the rest are Darrian volcano scientists.

aging. I hope it sees the light of day in publication somewhere, somethen soon.

If someone could advance cloning technology dramatically I'd love to have played in 'Run for your Money' with Nick W and another lottery game as a patron needed help cashing in his winning ticket, 'Azhanti Strike!' with Robin F once again doing amazing things with handouts and cards (see figure 7), 'Hellbent' – Paul T's search for a lost colony and Leviathan cruiser, and 'Jinxed!' with Nigel F on a chase for an Ancient artefact.

A Second Highlight

My second real highlight of the convention – after both 'Three Blind Mice' and 'Ashfall' not being complete disasters – came on Sunday evening. I was persuaded by Steve E to sign up for his adventure 'Imperial Intrigue'. I nearly didn't because I thought it sounded very similar to the high level game he'd run last year where I'd played a female navy lieu-

tenant commander pregnant with Norris' child. It was a terrific game where we were given characters, motivations and just wound up to run in a game that maximised role playing and minimised die rolling. It was particularly fun meeting such a well-known personality as Norris at the end. I just thought it



Figure 7: Azhanti Strike. Robin F. does marvelous prep.

(Continued from page 17)

might be a bit similar when I heard the style of game would be the same and because I could only choose two games across the whole convention – as I was running three – I thought I'd do something different. How wrong I was! And how glad I am that Steve made me look again. This game was even higher level. In fact, the very highest. The emperor himself, Strephon, his daughter Iphigenia, nephews Varian and Lucan, Archduke Dulinor and Norris soon to be promoted... you'd think such a game would be unplayably powerful. But, once again, Steve had worked his magic. With just a page and a half of description, goals and motivations for each of us, we were into political intrigue at the highest level and of the most convoluted kind. I can't speak highly enough of the thought and design that Steve puts into these games although they're not for the faint-hearted in terms of what-on-earth-do-I-do-now and being able to really play your character to the hilt.

It may yet be one of the highlights of my entire *Traveller* playing career that I was able to play Emperor Strephon himself. A privilege and a treat as you can imagine after 30 years of reading about the man – with some unexpected consequences within the game and without as well. Around the table were the ever deadly Nick W as Dulinor, the inestimable Lindsay J as both Varian and Lucan (of course—they're twins!), and in a surprise to us all, the brave Anne, Andy's daughter, now allowed to play in her very first *Traveller* game. What a baptism! To really blur the boundaries of game and real life as she's only a little younger than my own second daughter, she was playing Princess Iphigenia – Strephon's daughter. Any doubts that she would find such a complex, political, immerse-yourself-in-your-role kind of game difficult were soon dispelled and she was deviously plotting, cunningly planning, and cleverly manipulating with aplomb. There was one delightful moment when I had to explain to her some of the secret plans I had going (Longbow, Project JumpStart etc.) and the boundaries were incredi-

bly blurry as to whether my mini-lecture was being delivered to Anne or to the Princess. But it worked and as I shared my fears for the Third Imperium and hopes that she could take over after me, it was a truly moving moment. A standout moment came when she was manipulating me brilliantly – was it regarding an engagement of convenience to Norris? – that she cried out “Daddy” and was wrapping me round her little finger that had the rest of the room creased up in laughter. I'm sure they could see some real world experience with Andy creeping in! And a final highlight of the game was Dulinor's assassination attempt. Caught completely by surprise, I found him pulling a gun on me only for a disastrous roll to mean he missed before my guards burst in and despatched him messily towards the end of the game. I fully expected not to survive the four hours, but to play Strephon and live was a personal triumph!

My thanks to all concerned, but particularly Steve for a lifetime *Traveller* highlight! Next time I'll be quicker on the uptake of the instruction “yes, you can do anything, you're the Emperor!”.

I'm sure they were having fun elsewhere as well with the spacedogs in action again, Dom M running the BITS adventure ‘Delta Three is Down’ in which I've previously enjoyed playing a Zhodani, Steve Quick with ‘Space Wolves’ – more Vargr, and Robin F with ‘Memoir 2044’.

Finally

After a very poor night's sleep thanks to all the excitement, it was Sunday and the final few hours of TravCon14. In the six hour slot I ran ‘Ashfall’ again. This time I was able to relax and enjoy it much more. ‘The Love Boat’ and ‘Trash Prevention’ were on second outings as well. Dom was running the truly excellent conceptual breakthrough game ‘This Fear of Gods’ which I'm hoping will get published soon, and Paul T was running ‘The Akabar Express’ which involved K'Kree and as ever incredible maps, miniatures and other accoutrements that he's rightly known for (see figure 8).

My final highlight came right at the end though. As usual we had an auction to raise money for chari-

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Raconteurs' Rest

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ty and the last of Derrick's ale found a home. Both of my adventures – fully written up with notes and handouts and cards and postcards etc – were graciously bid for and bought raising £60 (\$100) between them – thank you! But then it was time for the two convention awards. I've written about them in previous years, so I'm sure you know there's a PFI award (Ping! F*** It) for the stupidest thing someone does, and there's a Starburst for Extreme Heroism for the greatest moment (Figure 9). The usual offerings were made from various games across the weekend, but perhaps I shouldn't have been surprised that for once the PFI didn't go to a PC moment of stupidity, but a referee moment... yes, my gut-wrenchingly awful moment of handing out the wrong map obviously touched a few nerves of "there but for the grace of God go I" and after six years of attendance I won my first TravCon award.

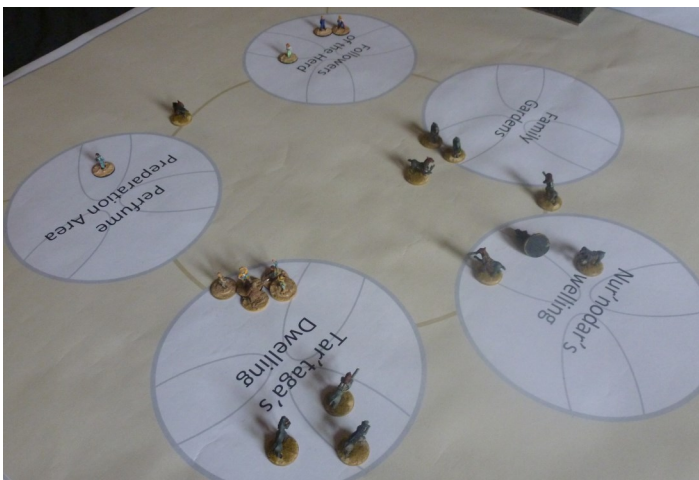


Figure 8: A playmap for "The Akabar Express".

A few moments later I was in some shock when the tale of the Princess wrapping Strephon around her little finger, and Anne doing so with me, won the hearts of the voters and Anne and I jointly won the SEH for a moment of gaming excellence. Really, the award should go to Anne for her bravery in venturing into a TravCon game, her excellence in handling the role playing, and for maturity beyond her years in coping with the subject matter. As a debut performance, I was enormously privileged and fortunate to be allowed to witness it. I'm sure there must be many good years of Travelling adventure ahead. ✪



Figure 9: The SEH and PFI on the author's mantelpiece. His wife was not suitably impressed.

News About Traveller

Recent Traveller News and Findings

August 2014

- **Dragonslayer Games** has released *Damage Report!*
- **Christian Hollnbuchner** has released *Starships Book II0100: Burst Class Gunship*, *Space Stations II: Mining Station*, *Wind Powered Container Ship*, and *Cloudsurfer Class Grav Missile Boat*.
- **Gypsy Knights Games** has released *Ships of Clement Sector 5: Traders and Scouts*, and *21 More Organizations*.



Building a Commercial Atlas

by Jeff Zeitlin

Author's note: The map for the example is taken from the Traveller⁵ Second Survey data at TravellerMap.com. The world data used for the example is from the Classic Era Galaxy from the Galactic 2.4d program by Jim Vassilakos. The trade rules used are those from the 1981 printing of Classic Traveller Book 2: Starships, and from Classic Traveller Book 7: Merchant Prince. It should be emphasized that rules and methods presented here are not dependent on those particular rules or data sources.

Introduction: What is a Commercial Atlas?

In a mercantile campaign, the players are going to be concerned about the prices of goods, and where they can get the best price for them. The trade process in the *Traveller* rules are complex enough that role-playing may end up taking second place to consulting tables and computing base prices. As a referee's aid, the Commercial Atlas offers a way of short-circuiting that table consultation. The basic idea is that all invariant DMs for a given trade good on a given world are precalculated and tabulated, in effect consolidating the various lookups and calculations.

Beyond the simplification of the process of buying or selling, a commercial atlas can also be made available as an in-game document to player-characters, to provide information regarding the commercial viability of purchasing a good on world A and selling it on world B, and/or planning trade routes to optimize profit-making opportunities.

Structure of the Commercial Atlas

In general, *Traveller* trade systems come in two forms, and the form of the trade system necessarily determines the structure of the Commercial Atlas. The two trade systems are illustrated by the trade rules in *Classic Traveller Book 2: Starships* (henceforth referred to as a 'goods-based' system), and *Classic Traveller Book 7: Merchant Prince* (henceforth referred to as an 'origin-based' system).

In a goods-based system, the Commercial Atlas data can be interpreted in either of two ways: Either the invariant DMs represent an adjustment of the

base price, and the player/broker DMs then affect the actual purchase/sale price as a percentage of the adjusted base price, or the given base price in the rules remains the base price, and the invariant DMs and the player/broker DMs are added together to affect the actual purchase/sale price as a percentage of the documented base price (the latter method is the way to do it using the rules as written). In either case, each world table in the Commercial Atlas will have a list of goods, with purchase/sale DMs and Modified Base Prices, available lot sizes, and/or adjusted base prices.

In an origin-based system, the base price is always adjusted by the purchase/sale DMs, but some of the sale DMs depend on trade codes (in the Remarks column) of the origin world's UWP. In this case, the Commercial Atlas will be a single table, whose heading is the "current world" and will include the Cargo Identification Code and purchase DMs and/or adjusted base price for purchase, and which tabulates nearby worlds showing the world's name and hex location, Cargo Identification Code, and adjusted base prices for cargos in both directions between the current world and the indicated world. See the examples later in this article.

Constructing the Commercial Atlas

For the examples, we will be looking at the J2 region around Jewell, in the Spinward Marches. The accompanying map and UWP listing is provided for reference.

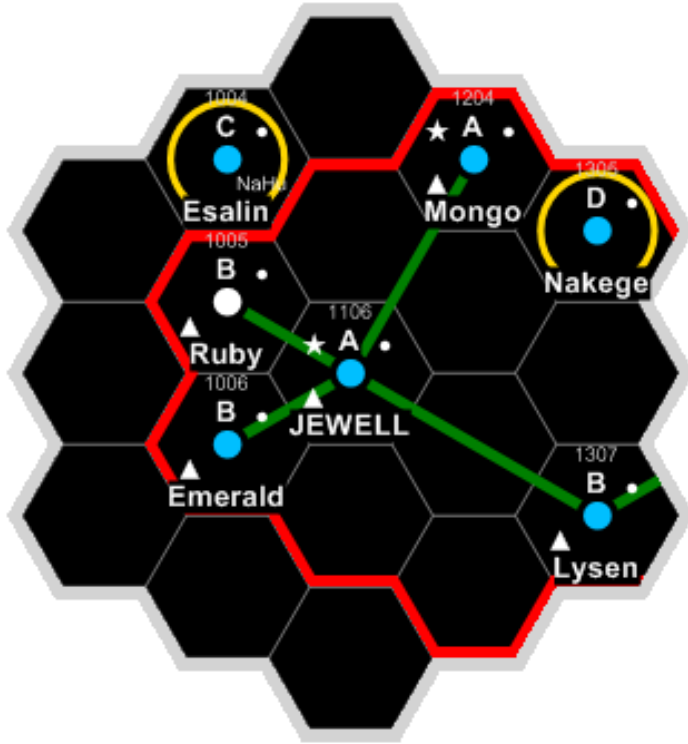
Goods-Based Systems

Goods-based systems list trade goods, either specifically or by general type, and provide individual prices and an individual set of purchase DMs and sale DMs for each, based on relevant trade codes (in the UWP Remarks column). For each trade good that may be purchased or sold on a given world, carry out the following steps:

1. Compute the purchase and sale DMs according to the system rules.
2. Apply those DMs to an assumed roll of 7 on the Actual Price table.

Doing It My Way

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- Multiply the given base price by the results from step 2. These represent a Modified Base Price (MBP).
- List the trade good in the following format:

Purch DM Purch MBP Qty Good Sale DM Sale MBP

If a good cannot be purchased on the world, substitute dashes for the purchase DM and MBP; if it cannot be sold on the world, substitute dashes for the sale DM and MBP.

The final table should look something like this:

Jewell (Spinward Marches 1106) A777999-C A [Hi In Cp] 623 Im						
Purch DM	Purch MBP	Qty	Good	Sale DM	Sale MBP	
+4	Cr30,000	1D	Crystals	+3	Cr26,000	
-2	Cr8,000,000	1D	Computers	0	Cr10,000,000	

This tells us that (for example) Crystals can be purchased on Jewell with invariant DM+4 (or a Modified Base Price of Cr30,000/ton), and that Crystals purchased elsewhere can be sold here with invariant DM+3 (or a Modified Base Price of Cr26,000/ton). It also tells us that the typical Computer can be purchased on Jewell with invariant DM-2 (or a Modified Base Price of Cr8,000,000), and a Computer

Jewell Region UWP Listings

Name	Hex	UWP	B	Remarks	Z	PBG	AI
Esalin	1004	C565673-8		Ag Ni Ri	A	223	Cs
Mongo	1204	A368685-A	A	Ag Ni Ri		603	Im
Ruby	1005	B400445-B	S	Ni Va		201	Im
Nakege	1305	D591314-2		Lo Ni	A	501	Im
Emerald	1006	B766555-B	S	Ag Ni		534	Im
Jewell	1106	A777999-C	A	Hi In Cp		623	Im
Lysen	1307	B592655-A	S	Ni		623	Im

purchased elsewhere can be sold here with no invariant DM (or a Modified Base Price of Cr10,000,000). Naturally, the roll on the final value table is, as per the rules, further modified by such skills as Broker, Admin, Bribery, et cetera.

Alternatively, with a goods-based trade system, one can tabulate the purchase and sale DMs and MBPs by world for a given good. The calculations are the same; the final listing, however, would look something like this:

1D Crystals Cr20,000/ton

Purch DM	Purch MBP	World	Sale DM	Sale MBP
+4	Cr30,000	Jewell [Hi In Cp]	+3	Cr26,000
0	Cr20,000	Esalin [Ag Ni Ri]	+3	Cr26,000

Here, the table is titled with the quantity and base cost of the good in question, and the column identifying the world also contains the Remarks from the UWP. Reading it, we see that on Jewell, 1D tons of Crystals can be purchased with an invariant DM of +4, or a Modified Base Price of Cr30,000/ton, or sold with an invariant DM of +3, or a Modified Base Price of Cr26,000/ton; and on Esalin, they can be purchased with no invariant DM, or a "Modified" Base Price of Cr20,000/ton, or sold with an invariant DM of +3, or a Modified Base Price of Cr26,000/ton.

Origin-Based Systems

Origin-based systems list worlds and their trade profiles, and provide sale prices for goods purchased on the current world to be sold on the indi-

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cated world, and sale prices for goods purchased on the indicated world to be sold on the current world. There is no need to tabulate or report purchase DMs, as these are subsumed into the price recorded in the trade profile, and the trade profile reports the Modified Base Price directly. For each world within a defined radius of the current world, carry out the following steps:

1. Compute the Modified Base Price for goods purchased on that world to be sold on the current world. This is the “Import Modified Base Price” (IMBP).
2. Compute the Modified Base Price for goods purchased on the current world to be sold on that world. This is the “Export Modified Base Price” (EMBP).
3. List the results in the following format:

EMBP	World Name	Trade Profile	IMBP
------	------------	---------------	------

If it is not possible to sell goods from a world on the current world, substitute a dash for the IMBP; if it is not possible to sell goods from the current world on the indicated world, substitute a dash for the EMBP.

The final table should look something like this:

Jewell (Spinward Marches 1106) [A-C Hi In Cr2,200]			
EMBP	World	Trade Profile	IMBP
7,700	Emerald	B-B Ag Ni Cr5,100	7,200
14,000	Nakege	D-2 Lo Ni Cr8,200	—

This tells us that one can expect to purchase goods on Jewell for (on average) Cr2,200/ton; one can expect that those goods can be sold on Emerald for (on average) Cr7,700/ton, or on Nakege for (on average) Cr14,000/ton. Goods that one can expect to purchase on Emerald for (on average) Cr5,100 can be expected to sell on Jewell for (on average) Cr7,200, and goods purchased on Nakege for (on average) Cr8,200 have no market on Jewell.

Naturally, the constructed tables are the minimum needed for a usable Commercial Atlas; one could expand on it to include “color” information, world maps, broker fees, and so on. The concepts presented here can also obviously be used with homebrew trade systems; the main idea is simply that the referee, as part of the campaign preparation, is “short-circuiting” some of the complexity of the documented trade system by partly precomputing the sale or purchase DMs and prices. 🌟

Active Measures

Getting Off the Ground

The Benedict Advance

by Michael Brown

Synopsis: the adventurers must race the clock to find a friend’s missing fiancée.

Setting: Any Imperial world.

Equipment Required: none.

Players’ Information

Xando Clane is one of the group’s staunchest friends. A large, likeable fellow whose mercenary company helped the group out of a tight spot some years prior, he has kept in touch with them, marveling at their adventures. Even after he left the mercenaries, he extended hospitality to them whenever they were in port.

On this occasion, Xando lets them know that over the past two years, he had been in correspondence with a young woman the next system over. Recently, he asked her to marry him and—to his unbridled joy—she accepted! Now he is making plans to wrap up his affairs and move to her world. He wants to hire the PCs—agents he trusts—to go ahead of him and act as his representatives in purchasing a home, preparing the wedding venue, and taking care of any legal matters that don’t require his direct involvement, in addition to delivering several messages and family heirlooms into her safekeeping.

When the PCs arrive on the fiancée’s planet, however, they cannot find her. Her comm goes unanswered; her house is empty (and looks to have

Active Measures

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been so for several days); and none of her friends and neighbors have seen her. The police are willing to take their report, but they are overworked and cannot promise quick action on the case.

And quick action is what the group needs. To say that Xando will be displeased by the turn of events is a vast understatement. And for all his likeability, he tends to overreact to problems. During his time with the mercs, there were several instances of his using heavy artillery on targets when a small, mobile fire team would have served. Once he finds that his fiancée is missing, he will turn the planet upside down to find her. If it turns out she met with foul play, he will call in some of his favors, the merc company will show up, and the situation will only end in screaming and bodies.

The PCs are in a position to investigate the situation and perhaps save lives. Xando will be insystem in a week; they have that long to locate the fiancée and return her safely home.

Referee's Information

What happened to the girl is entirely up to the referee, and will determine the course of the adventure:

1. She got cold feet and bolted to her mother's in a neighboring province. The team must travel

there and try to convince the bride-to-be to go through with the wedding, or at least inform Xando of her decision herself.

2. She decided to have one last big blowout with her friends before settling down with her intended. She is part of a group who has headed for a nearby resort to whoop it up. Of course, the PCs may have a wild, drunken bachelorette on their hands.
3. As 2, except the girl and her entourage were taken as hostages when terrorists decided to attack the resort. The adventurers must go in and rescue her.
4. As 3, except the girl is the intended target. The kidnapers plan to ransom her for a sizeable sum.
5. As 3, except the kidnapper is a jealous ex-lover, who has decided on this rather foolish course of action to try and get her to "come to her senses" and return to him.
6. As 3, except the kidnapper is a rival former mercenary, who blames Xando for a mission going wrong, and is now pursuing an insane revenge plot. The rival should be more than a match tactically and physically for the PCs.
7. The referee should determine the flow of subsequent events. ❄

Doing It My Way

Character Generation Rules

John Law II: Character Generation for Traveller: The New Era

by Jeff Zeitlin

Author's/Editor's Note: This is a revised version of an article that originally appeared on the Traveller Mailing List in 1995, and was posted to the pre-magazine Freelance Traveller website in 2002. It assumes that the reader has a copy of the core rules for Traveller: The New Era.

I am a civilian employee of a police department in a major U.S. city. My experiences suggested that the Law Enforcement career of *Traveller: The New Era* could be improved somewhat.

For the record, I live in a small town of about 30,000 people; my employer maintains a force of about 40,000 uniformed members of all ranks, serving a population of about eight million. In order to best carry out my particular duties, I have become familiar with police operations to the greatest extent possible. I have also heard about other departments from police officers who have transferred in, or who have done exchanges with other departments.

In general, there will be two kinds of Police Departments for the purposes of character generation: small departments and large departments. The mis-

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sion is not dependent on size, but the department table of organization will be strongly affected, as will the ranks and some skills attainable by members of the service.

Mission of Law Enforcement

At the lowest level, the mission of a Law Enforcement organization is to enforce the law, naturally enough. How this is viewed will generally depend on other factors such as governmental structure or law level (in the sense of official oppressiveness). In general, though, enforcement will consist of any or all of the following:

- **Routine Patrol.** Law Enforcers will routinely circulate through their area of responsibility, providing a near-continuous presence with the aim of deterring the commission of criminal acts.
- **Response to Reports of Past Crimes.** Law Enforcers will gather information on crimes committed within their jurisdiction. This information may not be acted on directly, but is nevertheless useful to the organization, as it allows the organization to identify patterns of criminal activity, and allocate resources more efficiently to prevent future criminal activity.
- **Investigations.** Sometimes, a crime will be serious enough to warrant a concerted effort to apprehend the perpetrator. Or, there may be a significant amount of information that is fairly easy to develop. Law Enforcers will gather and correlate this information in an effort to identify and bring the criminal to justice/retribution.
- **Apprehension.** If there is enough information to definitely associate a specific individual with specific crimes, Law Enforcers will attempt to take the individual into custody as the first step in bringing that individual to justice/retribution.

Table of Organization

Small departments are generally unitary, with no functional separation (dedication of resources and manpower to specific tasks) nor operational

separation (division of resources and manpower to specific subsections of the operational area). Large departments frequently have both. For the purposes of this article, we will refer to a functional unit as a 'bureau', and to an operational unit as a 'precinct'. The typical small department can be treated as a single precinct for its table of operation.

Note: Decide on whether a department is small or large by looking at the number of people served by the department, the size of the territory served by the department, and the number of people needed to serve the department's needs.

The typical precinct is commanded by an officer of rank O2 or higher. This individual is responsible for overall coordination of activities that occur both within the police station or out in the operational area, for the entire 24-hour period of the standard day. In large departments, or in jurisdictions where there is a lot of crime, he may be assisted by an executive officer whose rank in small departments is at least one lower than his (but still at least O1) or in large departments may be equal in rank.

Law Enforcement is a round-the-clock job. Police departments don't close down at the end of a normal business day. Instead, the manpower is allocated to allow necessary coverage over an entire day. Typically, to assure complete distribution of information in an efficient manner, the Law Enforcers will come on duty and go off duty in groups. We will refer to such a group as a 'platoon'.

Typically, there is one platoon for each eight hour period in the operational day. Each platoon is listed as being on-duty over a specific eight-hour period. Each platoon is led by an officer of rank O1 (the patrol supervisor) who is responsible for coordinating operations in the operational area for the period during which his platoon is on-duty.

The patrol supervisor is also responsible for reporting his platoon's activity to the commanding officer, and for passing on information to the following platoon about conditions requiring special attention. Staffing of the police station (i.e., ensuring that

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a sufficient number of rank-and-file Law Enforcers (patrol officers) are in the station at all time to take walk-in reports of crimes and to process arrests) is the responsibility of the platoon leader, as well.

Each platoon is divided up into several squads. Each squad works a sequence of days on-duty, followed by a shorter sequence of days off-duty. Squads work so that there is sufficient coverage each day, and so that over a long period of time, each squad's on-duty time is twice its off-duty time. Squads are headed by leaders of rank E3 or above who are responsible for ensuring that all information required by the platoon commander is collected from the patrol officers, and for monitoring the performance of the patrol officers in his squad.

There are also usually Law Enforcers assigned specifically to investigations of crimes where information may be developed on an ongoing basis, or where the crime is serious enough to maintain an ongoing effort to bring the perpetrator to justice. These investigators are usually called 'detectives' in English-speaking cultures. In small departments, they are usually considered a squad on special assignment, but see the notes on Detectives in large departments.

Administrative duties may be handled by patrol officers given a "special assignment" of Staff, or by civilian bureaucrats (unranked clerks) specifically hired for the purpose.

Large departments may have additional levels of command—for example, a Division Command may have oversight and data collection responsibilities for several precincts. Large departments always have a headquarters separate from a precinct, which has ultimate overall responsibility for operational oversight and strategic planning for the department as a whole. Large departments are generally divided up into operational bureaus, as follows:

Patrol Service: Responsible for day-to-day patrol operation of patrol officers. These officers are the ones that respond to emergency calls and crimes-in-

progress, and who act as a deterrent by their presence.

Detective Service: Responsible for investigation and information development of crimes-completed (in the past). May also arrange and execute "sting" and under-cover operations.

Internal Affairs: Responsible for investigating allegations of misconduct by members of the service. Responsible for proffering specifications for departmental hearings.

Information Systems: Responsible for maintaining computer systems and software (or other data gathering and storage facilities), and development and purchase of same.

Physical Plant: Responsible for maintenance of physical facilities of the department.

Quartermaster: Responsible for supply and maintenance of equipment and consumables required for department operations.

Information Systems, Physical Plant, and Quartermaster may be contracted out to other government agencies, or to non-governmental firms. Patrol Service and Detective Service operate "round-the-clock" (but see below). Other bureaus generally operate only during "normal business hours".

Detectives are not generally organized into platoons and squads as patrol officers are. Instead, each detective sets his/her own hours based on the needs of any cases and/or "stings" or under-cover operations he/she is currently working on. Hours spent on-duty must conform over the course of one fiscal year to the same ratio required of Patrol Officers.

Ranks and Typical Titles

The use of numbered E and O scales is a convenience, and does not generally represent an actual usage. Titles given are common in English-speaking cultures.

Law Enforcers are divided in a manner analogous to the "enlisted" and "officer" division of military forces. Typically, "enlisted" Law Enforcers may be collectively referred to as "Patrol officers", "Policemen", "Police Officers", "Constables", and so

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on, and will include detectives of ranks labelled with E grades in the table below. “Officer”-grade Law Enforcers may be collectively referred to as “Supervisors”, “Commanders”, and so on.

The table below gives the rank number and rank titles for all ranks as used by the New York City Police Department, and some approximate equivalents in other departments. Parenthesized titles are those used by Detectives, with NYPD Detectives being

italicized. Where “—” appears in the table, it means that the NYPD does not use that rank. Some policing services use a strongly military or paramilitary rank structure; titles for those have been omitted, except in cases where the title is also found in non-militarized organizations. Equivalent rank/title is very approximate, and in any particular organization may be higher or lower than shown.

Rank	NYPD Title	Alternate Titles or English translations thereof
E1	Cadet	Trainee, Aspirant
E2	Police Officer, (<i>Detective</i>)	Police Constable, Agent, Trooper, (<i>Detective Constable, Investigator</i>)
E3	—	Corporal, Senior Constable
E4	Sergeant	Leading Constable
E5	—	Senior Sergeant, Staff Sergeant
E6	—	Sergeant Major, Subinspector
O1	Lieutenant	Inspector
O2	Captain	Chief Inspector
O3	Deputy Inspector	Superintendent, Commander
O4	Inspector	Chief Superintendent, Senior Commander
O5	Assistant Chief	Assistant Chief Constable, Assistant Prefect
O6	Deputy Chief	Deputy Chief Constable, Prefect
O7	Bureau Chief, (<i>Chief of Detectives</i>)	Superior Prefect
O8	Chief of Department	Chief Constable, Chief Prefect
O9	Commissioner	General Director

Notes:

In many US organizations, ranks O3 and above may be considered political appointments from within the ranks in large departments.

Small departments never have Cadets (rank E1) and generally omit ranks E3, E5, E6, O5, O6, and O7; rank O3 may or may not exist. If ranks O5, O6, and O7 are all omitted, rank O8 is called simply “Chief”.

Some large departments omit rank E1, E3, E5, and E6, especially in the US.

A department that has rank E1 will also have a Police Academy of its own; a Cadet will be a prospective Police Officer in the final phase of his/her training, or, in the largest police departments, may

be a college student who is on a work-study program with a major field of study of Law Enforcement or Criminal Justice.

Small departments never have Commissioners (rank O9). Large departments may or may not; if a Commissioner exists, it is as a civilian political appointee setting overall policy, not involved in operational matters. Where no Commissioner exists, the Commissioner’s role is generally subsumed into the jurisdiction’s elective Executive.

Rule Changes

In the US, Law Enforcers are generally civil service employees until they achieve rank O3. As such,

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officers must have come up through the ranks. Do not roll for Commission. Promotion should be rolled for regardless of SOC and world government if current rank is below O2, with a +1 DM for each 2 terms served (count the current term) in addition to the stated DMs and no SOC benefit. Term DMs are no longer added once a character achieves rank O2, but at that time, the SOC benefit is added. Thus, a player with SOC 9 who achieves rank O2 in his 5th term did so with a +2 DM on the promotion roll in addition to any DM for CON, but no SOC DM is given, even on Low Gov worlds. In subsequent terms, the character has a +2 DM for time-in-service, and a +1 DM for SOC 8+, for a total DM of +3. The automatic promotion on Gov High+ worlds applies once a character is attempting to promote beyond rank O2.

All characters enter the career as rank E2. Time spent as E1 where this rank is used is covered by initial training and/or Undergraduate University.

Characters may leave the career and then choose to come back. If a character had rank O2 or below at the time of departure, roll 2D6 for the total number of terms in all careers up to this point. If the result is greater than the number of terms served in all careers, the character may re-enter with no loss of rank. If the result is less than or equal to the number of terms served in all careers, one level of rank is lost for each term not served in Law Enforcement. If the character had rank O3 or above at the time of departure, roll 2D6 for 10+, DM +1 for SOC 8+, DM +1 for each 2 terms served in Law Enforcement. If the roll succeeds, the character is reappointed with no loss of rank. If the roll fails, the character may not return to Law Enforcement.

Skill Packages

Small departments:

The supplied skill packages in the basic rules are OK as written. However, the "Detective" skill package is not used for being "commissioned". Instead,

roll 1D6 for assignment each term; on 1, the special assignment is "Staff", on 2, the special assignment is "Detective". On any other roll, the character is a uniformed officer.

If the assignment is "Detective", use the Detective skill package instead of the Uniformed skill package; if the assignment is "Staff", the skill package consists of Vehicle, Interaction, Charm, Language, Perception, Economics, Social Science.

On "Staff" assignments, the character gets one Government and one Law Enforcement contact instead of one Criminal and one Law Enforcement contact in that term.

Large departments:

Roll 1D6 each term for bureau assignment:

If the bureau assignment is Patrol or Detective,

- 1 Patrol Service
- 2 Detective Service
- 3 Internal Affairs
- 4 Information Systems
- 5 Physical Plant
- 6 Quartermaster

roll 1D6 for assignment; on 1 or 2, the character has been assigned to "Staff" and gets the staff skill package above. Otherwise, Patrol assignees use the uniformed skill package; Detective assignees use the Detective skill set. For other assignments, use the following skill packages:

Internal Affairs: Determination, Charm, Interaction, Perception, Vehicle, Economics, Social Science. Contacts as per TNE.

Information Systems: Charm, Economics, Technician, Interaction, Perception. Contacts as "Staff", above.

Physical Plant: Engineer, Artisan, Construction, Technician, Vehicle, Economics. Contacts as "Staff", above.

Quartermaster: Charm, Determination, Interaction, Vehicle, Economics. Contacts as "Staff", above.



Feedback

Please tell us ...

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

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

- e-mail: feedback@freelancetraveller.com.

- feedback form at <http://www.freelancetraveller.com/infocenter/feedback/ftfbf.html>.
- Forums:
Traveller Fanzine section of SFRPG: <http://www.sfrpg-discussion.net/phpBB3/viewforum.php?f=36>
Lone Star at Citizens of the Imperium: <http://www.travellerrpg.com/CotI/Discuss/forumdisplay.php?f=13>

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

Traveller on the Internet

IRC: The #Traveller and #LoneStar channels

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

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

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

Information Center: Request for Information

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

List of Traveller/compatible Publishers

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

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

Submission Guidelines

What is *Freelance Traveller* looking for?

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

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

What about ...

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

...Hyperlite?

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

... Diaspora, or Starblazer Adventures?

If your article is about “crossing over” between these products and any of the “standard” or supported *Traveller* rulesets or settings, by all means, submit it! If it's support for those systems beyond *Traveller*, we'll accept and hold

the submission, but will not print it unless/until we've had a reasonable level of expression of interest in such support from our readers.

How should I submit my article?

What needs to be in the submission?

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

What format should I submit it in?

That depends on what you're submitting. Generally:

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

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

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

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

How do I get it to you?

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

