



# FREELANCE TRAVELLER

The Electronic Fan-Supported Traveller® Magazine and Resource



Featured Article:

*TravellerCON/USA 2014 AAR*

by Jeff Zeitlin

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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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# Contents

Freelance Traveller #059: November 2014

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## From the Editor

*Jeff Zeitlin* ..... 1

## Critics' Corner

Judge Dredd *reviewed by Megan Robertson* ..... 2

Other People's Toys: Starting Points: World Building *reviewed by Megan Robertson* ..... 11

Off the Table: Shadow of the Storm *reviewed by Jeff Zeitlin* ..... 23

## Active Measures

Aqua Pura *by Michael Brown* ..... 4

Getting Off the Ground: Mind Games: Four Psionic Seeds *by Timothy Collinson* ..... 13

## Raconteurs' Rest

Funny Fish: Playing With Matches *by Andrea Vallance* ..... 5

After-Action Report: TravellerCON/USA 2014 *by Jeff Zeitlin* ..... 15

## Doing It My Way

A Code of Conduct for Psions *by Edward Andrews* ..... 10

Integrating Space Stations Into Your Game *by Paul Hillers* ..... 28

## Up Close and Personal

Tonna Blackthorne *profiled by Sam Swindell* ..... 25

## In A Store Near You

The Gun Shop: Norge "Duello" Dueling Pistol *by Scott Diamond* ..... 26

## The Shipyard

Designs for Marc Miller's Traveller: *Brawanee-class Corvette designed by Ewan Quibell* 27

# From the Editor



This issue is a bit later than we'd hoped; a little bit of real life got in the way, and when we got everything laid out for publishing, we came up two pages short—so that led to a little scramble to find some articles that would fit. Nevertheless, we managed to put the issue together—and without any reprints, either.

October saw the return of TravellerCON/USA, and our attendance thereat; there's an after-action report in this issue. The con is much better positioned to grow at the new site than at the old site, and growth is a desirable thing to the ConCom, so we'd welcome ideas for Making It Better. What actually happens is going to depend at least partially on commitments to attend, so start your planning now—the target date is early/mid-October 2015, with a Kickstarter expected to begin in March. One thing that was notable by its absence was any *Travel-*

*ler: The New Era* games; if you play or run TNE, please do come and give TNE a presence.

We've received a proposal that started out as an article idea, but which has proven worthy of a whole series of articles—or an entire Special Supplement. We're actively working with the author on that one, but it's unlikely to be ready in 2014—or even early 2015. It's worth anticipating, though.

Another large submission was sent to us, at our request to the author at TravellerCON. That will probably be the December issue's featured material.

There's a lot more *Traveller* artwork out there than most people realize; we're trying to get in touch with some of the artists we've found. Hopefully, 2015 will give us the opportunity to share some of it with you, as you've requested.

As usual, we encourage you to create material for *Freelance Traveller*, so that we can be what *you* want us to be.



## Judge Dredd

reviewed by Megan Robertson

*Judge Dredd*. Lawrence Whitaker.

Mongoose Publishing <http://www.mongoosepublishing.com>  
hardbound, PDF; 278pp

US\$65.49/UK£41.04 hardbound; US\$29.99/UK£18.79 PDF

This review was originally posted to <http://www.rpg-resource.org.uk>  
and is used with permission.

Most people who are likely to pick up this book will already know who Judge Dredd is (from his origins in the *2000AD* comic or the movie), but unlike many games based on books, TV shows or films, there is ample information for those who do not know the original inspiration to get a feeling for what is going on, for the Judge and his world. The Introduction encapsulates the situation. In a radiation-ravaged world vast sprawling cities hold most of the surviving population in relative safety, but law and order is a massive problem that conventional systems of police and law courts could not maintain, hence the Judges—who act as police and court and often sentencing agent as well—developed to keep some semblance of order.

Chapter 1: Academy of Law jumps straight in to show you how to generate your Judge character, based on a modification of the *Traveller Core Rulebook* from Mongoose (which you do need to have). Due to the way they are trained Judges are superior specimens physically and mentally, which is reflected mechanically by the player choosing one physical characteristic (Strength, Dexterity or Endurance) and either Intelligence or the new stat Influence to roll as 1d6+6 rather than the conventional 2d6 roll. Influence is a measure of your Judge's 'command presence'—his ability to take control of a situation by merely being there. All Judges have a minimum Education of 10 and who needs Social Standing when you're a Judge? To mark the difference between a Judge and anyone else, all other individuals use standard *Traveller* generation rules. Once you have rolled your Judge's stats, character creation proceeds along standard lines, with 4-year terms providing



skills and other information... only Judges begin training at age 5 and graduate at 20. Optionally, you may take a maximum of two further terms if you wish to play a seasoned Judge rather than one fresh out of the Academy.

Chapter 2: New Skills and Special Techniques looks at all those puzzling entries in the tables in the previous chapter, showing you how your Judge can use all those skills he's acquired during character creation. While they're designed with this setting in mind, many could be used in mainstream *Traveller* games or other settings using this ruleset. Clear explanations, examples and creative ways of using them are included, as well as the necessary information and tables to aid in task resolution when a given skill is used.

Chapter 3: The Justice Department describes the underlying rationale behind the Judges and the system within which they work. History, organisation, even popular opinion and common knowledge are covered concisely yet comprehensively. The discussion then moves on to the day-to-day life of a Street

(Continued from page 2)

Judge working out of a Sector House: the first assignment of most new-minted Judges and likely that of characters in this game. The things that Judges in specialised divisions do are covered as well, thus providing all the information that players and referees require to set the framework of the campaign. The chapter rounds out with some of the additional specialised equipment available in the Sector House.

Chapter 4: I Am The Law looks at the powers and responsibilities wielded by a Judge as he goes about his duties. The complete code of justice is here, complete with the sentences that should be handed out to perps once caught. Above all, and this is emphasised repeatedly, Judges are *not* executioners, although they may use lethal force if all else fails. Many of the typical crimes committed in Mega-City One are described, including the activities of organised crime. This is followed by Chapter 5: Equipment, which gives you all the detail that you need about the gear available to a Judge, as well as more generic items available to the general public. All Judges have a standard load-out, with additional items available to specialists—such as the Med and Tek Judges—or at need. This chapter includes all you ever wanted to know about those iconic items: the Lawgiver and the Lawmaster.

Chapter 6: Megways and Skedways begins the exploration of Mega-City One with a look at transportation systems. Starting with an overview of the types of road, it continues with a look at the vehicles that travel them. Moving on to the city as a whole, we have Chapter 7: Mega-City One. Starting with the history of its development, and mentioning similar cities that sprang up around the world, it moves on to look at the layout and administration of the city, sights to see and the entertainments that are available for citizens to pass the time. After a section aimed at the referee giving hints on making Mega-City One come alive in your game, there's a quick tour of the world beyond its walls.

Chapter 8: Thought Crimes looks in detail at psionic powers. Referring to the *Traveller Core Rulebook* for basic powers, the focus is on the advanced powers that Psi Judges can learn... and on the activities of psykers, the criminal psionics. The advanced powers are wide-ranging and strange, even including temporal effects—and there are some useful notes to enable referees to decide what happens when such powers are used. The use of such powers can take a toll on the mind, and a section is devoted to the trauma that can result. Psi Judges are regularly monitored to ensure their mental health, with psychotherapy available as needed, but civilians may not be so lucky. There's a section on specialist psionic equipment: all is licenced by the Justice Department and unauthorised possession is illegal.

Chapter 9: Crazies, Fatties, Muties and Perps discusses all those with whom the Judges must deal. It also includes aliens—although the focus of the game is on Mega-City One, space has been explored and alien races encountered... and many come to visit, and like all tourists might get into trouble with the local law. Many citizens go mad, these are the Crazies. They go crazy in a variety of ways, and the wise Judge learns to spot them. Fatties become obese on purpose, while Muties are victims of genetic mutation brought about by radiation and other toxins. There are plenty of tables to enable the creation of mutant characters. And of course, Perps—the real criminals who set out to deliberately flout the law. Again, there are tables to allow for the random generation of the average Perp. A collection of ready-made Adversaries rounds this chapter out, including some featured on the Most Wanted lists. Chapter 10: Robots then looks at the robot servitors which have made the society of Mega-City One what it is today, as well as recounting the history of the Robot Wars. They come in all shapes and sizes, and with a range of functions, and all you need to create them is here.

Chapter 11: MACS Database provides such goodies as a complete timeline from the near future until 2131 when the game starts, and advice on run-

(Continued on page 4)

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ning Judge Dredd campaigns complete with ideas from incidental crimes to deal with through to epic story arcs. Chapter 12: Sector 13 provides a ready-detailed sector in which to base your adventures. There's information about personalities, the Sector House and other notable locations ready to begin the tale of your Judges.



## Active Measures

### Aqua Pura

by Michael Brown

**Synopsis:** The heroes must recover a stolen shipment of water purification plant parts from rebels on a desert world.

**Setting:** Any desert world with an E starport.

#### Players' Information

The planet is a sun-blasted expanse of sand and rock with a surface punctuated by a few scattered lakes—the only open water source. The population clusters around these lakes, each settlement built around a central water purification and reclamation plant. The water is nominally government property, rights to it are granted to the citizens based on a complex formula involving need and seniority. Unfortunately, such a system is open to corruption, with more water rights granted to those with the most money and influence. This has been the case lately. Several local business interests were caught bribing government officials for greater water rights while restricting access for those of lesser means.

In response, a protest movement against the practice arose, which escalated into armed conflict after several government crackdowns. The insurgents' efforts to sweep the crooked officials from power so far have been in vain, although they have managed to tie up men and material. Meanwhile, Imperial authorities have avoided interfering as no rules of war have been violated. They are, however,

While very true to the Judge Dredd comics, this book provides so much detail that unlike many media-inspired RPGs you do not have to be familiar with the source to enjoy it. As it's based on the current *Traveller* ruleset, you could if you prefer change the history and set this particular civilization on another planet and make it part of your *Traveller* universe instead: a novel twist when your players land and are confronted with the unique situation posed by the Judges! 🌞

monitoring the situation and are prepared to declare the world an Amber Zone.

Recently, a battle near a water works resulted in substantial damage. Engineers onsite have been able so far to stabilize it, but nevertheless expect it to fail soon. The unprocessed water is dangerous to drink, thus making the plant critical to the settlement's survival. The proper parts were unavailable locally, so an emergency order was put in to an offworld supplier. The PCs got the cargo by luck of the draw.

The group has just offloaded the consignment when they are attacked by insurgents. The opponents number 40, divided into two groups: a force of 30 that keeps the PCs pinned down from cover while the rest seize the cargo and make for the hinterlands in battered trucks.

The town leaders are livid once they hear of the theft. While they do not blame the PCs directly, they hold Imperial authorities responsible (the theft happened on starport—and thus Imperial—property) and demand something be done to recover the equipment. The starport manager in turn tasks the heroes with the job. Officially, he makes it an Imperial directive; unofficially, he offers Cr10,000—all the port can spare in its budget—as an incentive.

#### Referee's Information

The cargo consignment consists of 10 tons of mechanical parts and equipment worth Cr770,000. The authorities have spent a large portion of their budget on the cargo, so simply buying more is not an op-

(Continued on page 5)

## Active Measures

(Continued from page 4)

tion. In any case, it would take at least two weeks to arrive; the current facility will fail long before that.

The raiders intend to hold the machinery ransom to extort concessions from the settlement's leadership. They are holed up in a redoubt in badlands 10km from the starport. Government troops are busy fighting insurgents elsewhere and cannot respond. Worse, the hijackers are entrenched and prepared for an attack. They are armed with rifles and small arms, supplemented by a few stolen military weapons; and otherwise equipped to the planetary tech level. They are not professional soldiers, however; just citizens with a grudge.

The adventurers should remember that the planet is a desert. Not using a vehicle of some sort to reach the badlands means a long walk through soft sand in 40°C temperatures. In addition, they will each take 2D hits from exposure, applied first to their END and doubtless have to deal with any animal encounters the referee sees fit to impose.

The insurgents' reaction to the heroes depends on how they are approached. If the PCs want to negotiate, they will be accepted as a neutral third party (after disarming them, of course) and allowed to bargain for the parts. The PCs also have the option of using stealth and guile to steal the consignment back. The referee must determine the chances of such action succeeding; any such effort will be completely on the heroes' shoulders.

The PCs could always go in eyes glinting and guns blazing; the rebels will in turn neither ask nor give quarter. The referee can run the resulting battle using the combat rules in *Book 1: Characters and Combat*, or as outlined in *Book 4: Mercenary*.

It may occur to some groups to simply fly over the rebels with a starship, rain down death from above, and load the cargo at their leisure. This is very likely to result in a destroyed consignment and the filing of multiple murder charges. The starport manager would likely be implicated with them, for tacitly approving the excessive use of force.

If it looks as though the fighters will be defeated, they will rig the cargo containers with explosives on a throw of 10+. This will not destroy the consignment, but the parts will have to be repaired, adding 1D hours to the installation time (see below).

The heroes should remember that they are under a time limit. The purification engineers have extended the deadline, but they are running out of tricks. The plant will fail in 12D hours and contamination of the water will begin almost immediately. Anyone drinking the water unfiltered takes 2D hits and is incapacitated for 20-END hours.

Once the parts are delivered to the plant, the engineers require 1D+2 hours to install and test them. This time can be cut by any levels of Engineering or Mechanical skill the PCs contribute. For example, Engineer-2 cuts installation time by two hours.

The referee should determine the flow of subsequent events. ☼



## Raconteurs' Rest

### Playing With Matches

by Andrea Vallance

#### Part 3

#### 191st of 2029 (017-98): The Lord Protector's birthday ball

Isabella and I had taken Jane dress shopping the day before. She found something she liked, it followed her new style, low cut, revealing and sultry. I

wondered what had happened to change her. She was always daring, but never so brazen. Ariaryn was to be her escort, they were planning to meet up at the ball. Isabella did not approve. "Jane, it's just not the way it's done. He comes here and picks you up, bringing you a bouquet and then takes you to the ball."

She snorted "Seems kind of archaic to me. Why not just meet up like a regular ball?"

(Continued on page 6)

(Continued from page 5)

Isabella tried to explain "Because it's not a regular ball, it's the Lord Protector's birthday ball. It's the way things are done. I'll call Corwin and Peter and get them to pick him up first. I assume he's got you the flowers?"

"How would I know?"

Isabella just shook her head. "Jane, my dear, I will get them to pick up some flowers too."

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Ariaryn arrived with Corwin and Peter. He looked good, black suit, white tie, satin waistcoat. "I got you flowers." He presented Jane with a beautiful bouquet. Isabella looked at Corwin, he smiled and shook his head. I think that meant he got them himself. He seemed more than a little awkward when she kissed him, blushing bright red again. I looked at Jane, I had seen that look in her eyes, just once before, for another man. I wondered what had happened to him, but now was not the time.

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I thought our arrival was impressive; limousine, red carpet, flowers, glamorous gowns and elegant suits. There were photographers, reporters, film crews. The light, the attention, it didn't take long to change from impressive to intimidating. I was so thankful for Eervir's dress, it hid the scars and made me feel a little attractive again. It didn't hurt having a handsome man beside me. We were announced and greeted by Lord Protector McCloud and his spouse Leena. Isabella was right, Peter was attentive, charming and a wonderful dancer. I chuckled just a little, it was a pity he was gay.

---

Jane and I were at the bar, Isabella and Ariaryn were off on the dance floor along with Corwin and Peter. I could see Siish and Sharik there too. I wanted to talk with Jane, though. "Sweetie, you know he's besotted with you?"

She turned to me, "Ariaryn? Yeah, I know. But..." She didn't finish.

"Greg?"

"Yes, Greg. It's not easy, you know, deary."

"You've never told me what happened, Jane."

She took another drink. "We were at Igo, last big battle. We were covering the withdrawal. The drive was out, I was working in engineering, getting it back online. Just before we jumped we took a meson<sup>22</sup> hit."

"Greg?"

"Yeah, it hit the bridge."

"A lot of people died, Jane, it's just the way things were. I assume that's what happened to your hand?"

She nodded, "I know, but I took it hard." You could here the hurt in her. "I fell apart, drank a lot. I lost count of how many people I had in my bed. When Siish found me, I was a mess, deary."

"And?"

"I don't want to get hurt again."

I hugged her. "Sometimes, sweetie, you've just got to take a chance. He's a good man."

She laughed, "I thought you said he was a kid."

I had to chuckle, "Yeah he is, but a damn good one."

The dance had finished; the others had come back, Sharik was hanging off Siish's arm. Jane turned to Ariaryn. "You want a drink, dear?" He nodded, she called the bar tender over and got a *linkwin*. She smiled at me and turned the glass three sixty degrees as she passed it to him.

---

The night was growing old; Jane and Ariaryn had spent a lot of time on the dance floor now, Isabella was with Peter. Sharik took my hand "You alright, Afira?"

I didn't understand. "Yes? Why?"

She looked at me. "Jane, Ariaryn?"

I still didn't understand. "Yes?"

"I mean, Siish says you share a room on the ship."

The *keedit* dropped; I laughed "No, no, it's not like that." I had to think, why did we share a room



(Continued from page 6)

still? "...we're like sisters." My eyes fell to the floor "After... I didn't want to be alone, you know."

She stroked my left cheek, "Not really; I don't think anyone can know." She took my hand again "You know, I'd really like to be friends. We should be friends."

---

Lady Councillor Inash Gubashiidi surveyed the ball carefully. These things were as much about politics as socialising. Nashu Manish was with Ashi Minomoru as usual, but for how much longer. Ashi was ailing and his son Kaito was enamoured with Kamees Sherin. The McClouds, Minomorus, Khaadiis and Mavals commanded twelve votes and the Lord Protector, but three of those votes depended on the Minomorus. When Ashi retired the balance would change. She should be happy; she had always voted with the Zagiirmiskurs, they had been good to her family. But the Zagiirmiskurs were allied to the Chaudhrays and Sherins, and tomorrow Oskar Sherin would step down in favour of his son. Kamees Sherin had almost destroyed the Protectorate once, giving him another chance didn't seem a good idea. She wanted to switch her allegiance but the question was how to do so and what price could she secure for it. She waited for Madam Manish to be alone and approached "Ah Nashu, you are looking ravishing tonight."

She smiled recognising the opening, "And you, also, Inash"

Madam Gubashiidi sighed heavily, "Such a pity about Ashi, he really hasn't been the same since his beloved Margaret passed. I do fear he will be joining her all too soon."

Madam Manish knew this all too well. "Yes, I fear you are right; it will be great loss."

Madam Gubashiidi continued, "So many changes, Nashu, did you know Oskar is to retire tomorrow?"

"I had heard rumours."

"Kamees will bring such an interesting view point to the Council."

"It will be exciting, Inash."

Madam Gubashiidi nodded, "Yes, but I find I tire of excitement now; the perils of age, I suppose." She made a point of sighing. "Of course, Kamees will inherit his seat on the Security Committee." She paused; it was time to make her proposal: "Unless overturned by a two thirds majority."

Madam Manish understood her meaning. "Of fourteen votes."

"Yes, fourteen."

It was acceptable. "You know, Inash, I have often thought you would make a fine addition to the Committee."

She nodded "Sharikkamur and Siishubuu, they make a lovely couple, don't you think?"

"Yes, quite handsome."

Madam Gubashiidi grinned, "You know I have hopes there; it has been far too long since I attended a match."

Madam Manish suppressed a laugh, they had both been at the match of Wilhem Eiammes and Ora Ludteen not eight days ago. "I must agree, Inash, far too long for the both of us. Perhaps with suitable encouragement." But there were complications. "Corig *Wa*, such a tragedy how she has suffered."

Madam Gubashiidi nodded again, "Indeed, unspeakable what they did. We all owe her a debt."

"Quite, she so deserves to lead a happy life."

"Oh yes, certainly. Sharikkamur lunched with her the other day, she was saying how she hoped they could be friends. I think we should all do our best to accommodate her."

It was Madam Manish's turn to nod, "Yes, I think we should."

Inash looked over at a table. "Colin and Saraa Kirsov; such a lasting match, don't you think? Do you see much of them nowadays?"

Nashu smiled politely, "Yes, from time to time. Now, you must excuse me, Inash; I am afraid I promised Samuel at least one dance. But I will find

(Continued on page 8)

(Continued from page 7)

time to talk again before the evening is out." The floor was not the only place where dancing took place here.

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Samuel and Leena were sitting quietly as Nashu approached. "I'm terribly sorry Leena, but I must steal your spouse for just one dance."

Leena grinned, "I saw you talking with Inash; of course you must." They approached the floor. Samuel was tired; it had been a long night "So, Nashu, what did Inash want?"

"She informed me Oskar will be announcing his retirement tomorrow."

"It had to happen, so now we have to deal with Kamees on the Council." He sighed deeply, "How long do you think Ashi has left?"

"A few months at most; he already wishes to retire."

Samuel chuckled, "I suppose I should start work on my retirement speech now then."

It was Nashu's turn to chuckle "Perhaps not, Inash is willing to switch allegiance."

Samuel's eyes narrowed, "Her price?"

"Oskar's seat on the Security Committee. Oh, and a match between Siishubuu and Sharikkamur."

He frowned, "Steep, but worth it."

"I think so."

"Can you convince Siishubuu to the match?"

She looked down. "Probably, but it will require something from you, Samuel. The matter I mentioned before, young Sakuya Trace. We will need him freed."

"Well if we have the Committee back, we can do it. But it will be tantamount to a declaration of war with the Sherins."

She smiled wryly, "Keeping Kamees off the Committee will do that anyway."

Samuel nodded knowingly, "I will call an emergency meeting as soon as Oskar makes his retirement official."

"Good, and then Ashi can retire. Spend his last days with his family."

The Lord Protector hummed, "Nashu, with a two thirds majority we can get the treaty to the assembly for ratification<sup>23</sup>."

"Samuel, he deserves to spend his final days with his grandchildren, perhaps even reach some peace with Kaito."

"We only need wait till the next regular meeting, Nashu, only six days."

---

### 192nd of 2029 (018-98): The Manish Estates

Siish was fuming; the very idea, it was outrageous "I won't, Mother, I utterly refuse!"

She knew this was going to be difficult but she hadn't anticipated quite how difficult. "Please see reason, Siishubuu; you must, and you must today."

"I will not propose to Sharik, and that is that."

One more appeal to reason. "Siishubuu, I don't think you realise the desperateness of the situation. Kamees Sherin will inherit his father's seat on the Council, Ashi Minomoru will die soon, and his son Kaito will take the Minomoru's three votes to the hard-liners. They will control the Council. There will be war again. And this time we will not survive."

Siish was still furious at the very suggestion. "You talk like Sherin *Femral* is the enemy, Mother, and anyway, we won the last war."

"He is, Siishubuu, a dangerous and reckless extremist who will drag us to destruction. And we only 'won' because the Imperium didn't realise we'd lost." She turned away; she had hoped to avoid this and she did not feel good about it "Siishubuu, there is another consideration. If you agree, I will secure Sakuya Trace's liberty."

Siish fumed again, "Mother! Even for you, that is too much! Demanding my match for that boy's freedom!"

"Siishubuu, I am no fool. I have read all your reports; I know what happened on Winchel. You do not want it for your own account, you want it for Corig *Wa's*." She hesitated, considering how far to

(Continued from page 8)

go. "Sakuya Trace is in a bad place. Siishubuu, a very bad place. It will destroy him, and destroy him quickly. And the woman you love will not be able to sleep at night when she learns what happened to him."

His rage boiled over. "Mother, you wouldn't dare tell her! You are many things, but you are not a monster."

His mother was ashamed. "No, you are right; I wouldn't tell her." She took another tack. "Siishubuu, do you remember how Isabella was when she first came here?"

Siish had been serving in the fleet and not seen her much then, but he'd seen enough to remember the wreck of a woman she had been then. Like a wounded animal, aching from some hidden pain. He also remembered how attentive and concerned she had been for Sakuya. He spoke quietly, not wanting to understand. "Isabella?"

"Yes, she came from where young Lord Trace is now."

Siish stood in shock. "I thought you had that place purged?"

She drew a heavy breath, "I did, but it changed when Oskar Sherin took over as head of the Security Committee. Yet another reason why you must do this, so we can regain control of the Committee."

Siish made a decision. His mother was right; she would not be able to live with herself if she found out. Nor could he bear the thought of Sakuya suffering like that, himself. "You know the Luriani have a saying, *shi tarasa shish garia yishi tyain toi lasres*."

Madam Manish smiled; he'd understood. "'You shouldn't dance while your feet are on fire'; very appropriate; but then again, they have a saying for everything."

He took a deep breath. "I will not promise, Mother, but I will talk with Sharik."

### 192nd of 2029 (018-98): The Gubashiidi Estate

They were walking in the garden, the two matriarchs were taking tea in the drawing room. "So, what do you think they're talking about Sharik?"

She stooped to savour the fragrance of some roses. "Politics, I imagine; Oskar Sherin is retiring, lots of wheeling and dealing."

He hesitated, uncomfortable. "Yes, so I've been told." He resolved to be frank and honest. "Sharik, Mother wishes me to propose a match with you. Apparently, if we do, your mother will switch her allegiance in the Council."

She didn't look up from the flower. "Yes, I know; Mother told me this morning."

He was surprised at her nonchalance. "Doesn't it annoy you, even a little?"

She stood and turned to face him. "Perhaps a little, but I do understand."

"Sharik, do you love me?"

"Love? No, but I am very fond of you; I think we would make a successful match."

He took the plunge. "I'm in love with somebody else."

She smiled at him, "Yes, I know, Afria. I like her."

"Mother suggested we could have an 'agreement' regarding her."

She took his hand "Have you talked with her?"

"No."

"You should. But if she's agreeable and you're discreet, yes, we could have an 'arrangement.' As long as you'd accept an 'arrangement' for me if I'd like one."

Siish was a little astounded. "Do you have somebody?"

She giggled politely, "No. But you never know."

They walked together in silence awhile longer while Siish considered. Finally he stopped and turned to her "Sharikkamur Gubashiidi Mesu *Mmarislusant* Advocate, would you do me the great honour of becoming my match?"

(Continued on page 10)

(Continued from page 9)

She blushed, "Siishubuu, you are such a romantic. Given the circumstances there was no need to be so formal. But..." She lowered her eyes and fiddled with her hair demurely for a moment. "Siishubuu Manish Khaadii *Mmarislusant Kaptan*, I would be honoured to accept your proposal." She reached over and kissed him.

## Doing It My Way

### A Code of Conduct for Psions

by Edward Anderson

In the course of creating my Varan campaign, I waged an internal debate on the pros and cons of psionics in society. I thought about how to strike a balance that prevented excessive abuse, but also did not form a major blockade for those that might have some form of ability. The following is the basic premise I am using in my Varan campaign. It may form a good baseline for your use, and should be simple to modify for your *Traveller* universe.

The Psionic Articles of Conduct, also known as The Psionic Regulations or Psi-regs, are implemented throughout Varan space. While not considered formal law, they are upheld by virtually every society in the Varan sector. Psi-regs are a set of moral guidelines, meant to prevent abuse of power, and yet allow a Psion to function as a viable member of society. They provide a consistent set of guidelines, and tend to integrate well in a functional society.

The articles are meant to apply on a personal level. Each planet may have its own legal guidelines, and throughout Varan space there are legal representatives that use their talents for the good of society. Local and planetary laws are specifically designed to allow this.

I'll start with a list based this on what I'd consider normal for a moral society, rather than an oppressive or controlling society. Rather than detailing each article, I'll provide a generalization of the intent

### Notes

22. Meson gun. A form of particle accelerator the fires exotic particles that can bypass normal matter and damage the interior of a ship.

23. The Treaty of Ghou that ended the Luriani War was never formally ratified by the Protectorate. Ratification required first a two thirds majority in the Lord Protector's Council followed by a simple majority in the Protectorate Assembly. 🌟

of each. I leave it as an exercise for the reader to write up the details for their campaign.

#### The Psionic Articles of Conduct

- I. I will not use my talent for personal gain.
- II. I will not use my talent for monetary gain.
- III. I will not use my talent to invade privacy.
- IV. I will not use my talent for immoral or illegal purposes.
- V. I will not use my talent to subjugate or control.
- VI. I will not use my talent to influence.
- VII. I will not use my talent to cause harm.

The first two articles are meant to limit the Psion to normal means when it comes to making money, gaining influence, or otherwise advancing in society. Under most circumstances, it would be pretty easy for a Psion to use their ability to read minds, emotions, or other signs, and turn that to their advantage. This applies individually, as well as cases in which the Psion is working for or representing a corporation or similar entity.

The third article is meant as a general hedge against mind-reading, listening in on conversations, and so on. It covers situations not specifically dealt with in the first two articles. This applies individually, as well as cases in which the Psion is representing a corporation or similar entity.

The fourth article is meant to integrate the articles into local or planetary laws. This does tend to vary from place to place, but generally is for the protection of the population.

## Doing It My Way

(Continued from page 10)

The fifth and sixth are included to keep any Psion or group of Psions from taking over leadership or exerting improper control over any person, persons, group, and so on. Under many circumstances, it also limits a Psion's position in the governing body, where such position may be influenced by their ability, unless specific measures are in place to prevent such influence.

The seventh is to prevent mental, physical, or emotional damage inflicted by use of talent such as pyrokinesis, telekinetic punches, and so on. It typically restricts self-defense to non-harmful measures, such as telekinetic bindings or restraints, induced sleep, and the like.

These guidelines give the referee a lot of leeway. They can be as general or specific as you need, and

are relatively simple to customize. They are meant to limit power, but not restrict role-playing.

In my campaign, breaking these articles can have several outcomes, depending on the severity and reason for the breach. I've integrated them into the legal systems in many cases, especially law enforcement, the courts, and similar instances. It also sets guidelines for the legal repercussions and forms of punishment for breaking those laws.

That integration can allow the Psion to use their ability for legal purposes, for example, infiltrating a racketeering ring to gain evidence, or tracking down a ring of grav-car thieves.

I hope this will give you some ideas for including psionics in your own campaign. I find it a good balance between the Zhodani and Imperial points of view, without the attendant problems or restrictions each viewpoint entails. 🌟

## Critics' Corner

## Other People's Toys

### Starting Points: World Building

reviewed by Megan Robertson

*Starting Points: World Building*. Jeffrey A. Mills.

Dimensions Game Software

<http://www.dimensionsgamesoftware.com>

PDF; 40pp

US\$0.99/UK£0.62

Outside of the actual game session, one of the best bits of role-playing is the sheer creativity of it all. You can dream up literally anything—without budget constraints or regard to the skill of your special effects team—and that thing can exist within your game world. It's even more fun to create things that actually might exist in some alternate reality, and it helps your players get into the game if your alternate reality hangs together in a plausible way. Here, then, is the purpose of this book: seed-corn of ideas to help your ideas begin to spawn as you decide upon that most fundamental part of your setting: the world itself.



(Continued on page 12)

(Continued from page 11)

The publisher's main product lines revolve around computer tools to help the creation process... but just as the 'book of lists to roll randomly on' can produce strange results, so do they—and while the 'book of lists...' approach lets you look at the options your dice didn't choose, computer programs spit out the one piece of data. Looking at the unselected items—or just reading a list rather than rolling dice against it—may help kick-start your own ideas and help you along the path to creating a coherent and believable world of your own.

The process presented here offers a top-down approach—beginning with things like the number of continents on your world and the number of moons orbiting it, and working through geographical, political and social concepts to the wildlife you might encounter. Being modular, you can start at just about any point—so if you want to design just one corner of one continent, you can, leaving the rest to develop as and when you have need of it, or the time to expand your horizons. You may want a skeleton overview—there are five continents, say—even if only one will be the focus of adventure.

A good starting-point, even if the characters will never see it that way, is to visualise what your world looks like from space. (And who knows? One of my AD&D characters befriended a dragon who decided to show him that the world was round not flat and took him way, way up until the curvature of the world could be seen—then had to do a crash dive as neither of us had realised how thin the air was up there!) Even when you are only interested in one land mass, you need to decide if the people on it are even aware of any others and if so, the outline of the history of their discovery and what relationships if any exist. And it all develops from there—pertinent questions to ask yourself about first the broad strokes and then the fine detail of your world.

Once you have the geography sorted, how do the people on your world organise themselves? An

interesting point is that they might have a term other than 'country' for whatever division of 'nation-state' they've devised, and just calling them 'Domains' or 'Shires' or something can remind your players that they are on a truly different world, an alternate reality, not just a clone of this one with point-eared fellows and magic that works. Styles of government, community sizes, the way each unit of population interacts with others... these all have a part to play in the background, even if that's not what the action of your game will be about. A derogatory word about the wrong deity in a bar could spell disaster for a party, even if they thought they were there seeking work as dungeon clearers-out in a city with a troglodyte problem in the sewers—pity they'd not noticed it was a strict theocracy! Good basic design can spawn all manner of things (that one occurred to me as I was writing... indeed, I'll be lucky not to have a world planned by the end of the review!).

A lot of the rest of the book is made up of extensive lists of plants and animals that might be found in the locality in question. Drawback is these are all very specific Earth flora and fauna, things which, if not found in your neighbourhood, are probably in the local zoo or botanic garden, or maybe in your favourite holiday spot. Possibly a better way is to look at the ecological niches that you need to fill and come up with your own names for the creatures there—the names don't have to be fancy, on your world maybe a 'redleg' is a shore-dwelling crustacean that fills the spot that a crab would occupy on Earth, so named for the hue of its limbs. Worry about what it looks like, fights like and tastes like later!

Overall this is a thought-provoking work, worth a read if you intend settling down to major world design. It won't do the work for you, but the suggestions herein ought to start you off along the right track. And the concepts are equally applicable whether it is a fantasy or a futuristic world you require: the sole known home of a mediaeval-style society or just another port of call for a starfaring one.





## Mind Games: Four Psionic Seeds

by Timothy Collinson

In all of these scenarios, the PCs are presumed to be Zhodani, unless otherwise noted.

### Aggro-bots

Somewhere deep in the Zhodani Consulate on a relatively low population agricultural world, the agribots have started malfunctioning. The PCs have been brought in to investigate. Perhaps they have relevant skills and have been called from a nearby world or perhaps they're traders passing through and thought to be external to whatever the problem is and can bring a fresh eye to it. The world is fairly stultified and the tech level can barely support the robots in the first place so any help is appreciated.

#### **Possible directions to take this scenario**

1. It's purely a mechanical breakdown and it's relatively easy, if awkward, to fix. The PCs can soon be on their way again with the thanks – and payment – of the world's inhabitants.
2. As 1 but the problem is very hard to fix and the PCs may become involved in relief efforts to get sufficient food to the population as supplies start dwindling. (An extra twist might be that the storage of the supplies has gone bad or there's been some mismanagement and someone is due for re-education.)
3. The problem relates to psionic switches installed for the convenience of Intendants who supervise the proles who do the actual labour. The proles of course have no idea what the problem is much less how to fix it; the Intendants haven't yet latched on to the problem but have asked for help. It's fixable but harder to detect and will need psionic ability amongst the PCs; perhaps microkinesis.
4. As 3, but the original decision to install the switches was not approved at world government (or perhaps Consulate level) which it should have been. Somewhere, there is an Intendant, or possibly more, due for re-education.
5. A group of proles have become disenchanted with some particularly harsh 'intrusion' by the noble ruler and have been sabotaging the machines to foment trouble. It would appear that the proles need re-education and this could be a big project to manage if the problem has spread across the entire population.
6. As 5, but further investigation reveals that in fact it is the noble who is out of line with Zhodani cultural norms. The PCs will have a delicate diplomatic situation on their hands depending on their status.

### Lost in the Woods

Deep in a Coreward sector of the Zhodani Consulate, the PCs, who are merchants making (it goes without saying) an honest living, arrive at a small out-of-the-way starport. The only nearby ship in port is a very rare sight: an Imperial Free Trader. The Free Trader captain has reported in to the authorities revealing the ship is on its way to the Zhodani Core expedition corridor of worlds seeking out exotic trading possibilities. The crew are taking a break from their travels with downtime on the world and have managed to get lost in a mountainous region despite equipping themselves with suitable trekking gear before departure.

(Alternatively, the PCs could be a mountain rescue team or a local law enforcement patrol expected to deal with the situation.)

1. Everything is as stated and the PCs will have rugged wilderness terrain and animal encounters to deal with before finding all, or some of the Imperials alive but seriously lost and unable to find their way out of a deep, hidden valley or cave system. Life Detection could be a very useful Talent here.
2. Everything is as stated but the PCs will be bringing corpses out of the wild terrain and then have to consider notifying the Imperium and what will happen to the Free Trader left on the course. It's possible that the explorers will only be found because a PC detects the dying embers of the final victim's last moments.

*(Continued on page 14)*

## Active Measures

*(Continued from page 13)*

3. The crew have managed to find their way to civilization by the skin of their teeth and have just arrived at an out of the way village where they've been regaling the locals with tales of the Imperium and the 'funny ways' of the strangers. The villagers may now come under a lot of scrutiny and suspicion and may need re-education.
4. The crew are well off their planned expedition route (posted as required by the local authorities) and are on the track of clues they've read into some ancient Zhodani texts. One of the crew fancies herself as something of a Zhodani scholar and believes there are the ruins of an ancient civilization (or an Ancient one) that they'll be able to find.
5. As 4, but the scholar has made a fundamental translation error and they are on a wild goose chase. There are no lost ruins to find.
6. As 4, but the crew have indeed found the ruins of something. Indeed, one of their number seems to have died triggering some surviving gadget or effect that has awakened their latent psionic potential. The remaining crew now all have quite considerable powers. And no experience of controlling them.

### I Spy Psis

*The PCs need not be Zhodani; option 6 offers the possibility.*

Somewhere in District 268 two Zhodani starport workers approach the players' berth desperate for help. They explain that they're proles being pursued by Imperial agents who are apparently convinced they are spies for the Consulate using psionic powers to monitor not just ship movements through the area but also 'true' motives for movement and general attitudes towards the Zhodani. (This assumes that there are worlds in the subsector with at least a small Zhodani - or other psionically capable - population. The Referee may also wish to determine the attitude of the general population to such communities.)

1. All is as presented, the proles will pay well in travel vouchers to be discreetly taken off planet. They may have an exciting tale to tell about escaping from the agents just prior to arriving at the berth.
2. The workers are indeed proles but are on the run from the world's authorities for 'mislaying' some of the cargoes they've been handling. Still, their money is good.... Of course, if the Tavrchedl' catch up with them, they'll be due for re-education as well as any local punishment that might be relevant.
3. The workers' anxiety levels are extremely high. They're not spies but do have some undeclared psionic ability which they fear will be discovered and used as evidence against them. Not that they think the agents will be much concerned about 'evidence'. Whether the workers chose to tell the PCs about their ability, or whether their abilities are useful in evading capture or for other purposes which might aid the PCs is left for the Referee to determine.
4. The workers are indeed Zhodani Consulate agents and may or may not use their 'mind powers' to influence the PCs. Assuming they get as far as JumpSpace it will be during that week that either they reveal this to the PCs if they believe the PCs are likely to be supportive in helping them, or behave suspiciously enough that the PCs paranoia on the subject begins to grow. Of course, that behaviour might be all in the PCs' minds.
5. As 4, but before departure, the Imperial agents attempt to enlist the help of the PCs by asking them to transport the Zhodani to the next world as they've been asked, but to keep an eye on their behaviour and/or attempt to provoke them into using powers (which the agents will detail) to collect as evidence. The agents will pay well for this which means the PCs could pick up two fees for the job. But will it be worth the stress and paranoia?

*(Continued on page 15)*



(Continued from page 14)

6. The PCs are the Zhodani being harried by the agents. Whether they're mere prole workers or are indeed psionically able spies is left to the players or the Referee to determine.

### Shields of Salvation

*The PCs are Imperials in this scenario.*

Somewhere in Imperial space towards the Consulate, or perhaps in an area such as District 268, two Imperial agents – perhaps the agents from 'I Spy Psis' – are trying to track down any psi-shields that they can. They're looking for a particular shipment which they'll claim are faulty and don't function leaving Imperial subjects open to nasty Zhodani mind tricks. They'll say they are looking for serial numbers but in fact have sufficient psionic powers themselves to be able to detect the faulty shields with or without the serial numbers. They'll either be asking the PCs to help find any on a particular world, or going through their shipping containers if they've taken on cargo.

1. The shields are faulty and don't operate as intended in shielding psionic Talents. The PCs will get a good bounty for each one they can bring to the attention of the agents.
2. The shields are faulty, but not quite in the way the agents have admitted. Shields manufactured

in the Imperium are expected to be constructed with a 'back door' that psionic Imperial agents are able to use to negate their effect should the need arise<sup>1</sup>. This particular batch of shields don't have the correct feature but the agents will not be making this fact public.

3. As 2, but the agents want the PCs to put about the rumour that non-Imperial manufactured shields are the ones that are faulty.
4. As 2, and the agents want the PCs to help test the shields which have been repaired. They'll have a tall man helping them who is wearing Zhodani clothes but is in fact their stooge – perhaps a junior agent – without psionic powers. The two agents will be doing the testing.
5. As 4, but the agents will uncover any dubious activities the PCs may be up to or may have been up to in the recent past. They will use any such information to 'encourage' (some might say 'blackmail') the PCs into carrying out some mission for them against Zhodani in the vicinity.
6. The PCs have been interacting with Zhodani and using psionic shields which have the fault of either 1 or 2. They may now wish to revisit their interactions in the light of possibly having been vulnerable to psionic Talents.

*1 Thanks to Richard Aiken of the Traveller Mailing List for this idea.*



## Raconteurs' Rest

## After-Action Report

### TravellerCON/USA 2014

*after-action report by Jeff Zeitlin.*

Timothy Collinson has been kind enough to give us a look at TravellerCON/UK for the past few years; I can do no less with TravellerCON/USA.

I should note that, sadly, the past two years have been without a TravellerCON/USA; in 2012, it was cancelled when the site got a bit snarky about re-scheduling it, and in 2013, the timing just didn't work out.

This year, the Con was scheduled for the weekend of October 10-11-12, which was good, because October 13 was a Federal holiday this year (which means that I—and a few other TravellerCON/USA attendees—got an extra day to recuperate afterward). I took October 10 off.

#### Day 1: Friday

I arrived at the Lancaster Host Resort, the Con site, at about 1430, about 4.5 hours after I left my cozy home a touch north of New York City. Google Maps says that the route it gave me (and which I followed) should be a touch over 3 hours travel

*(Continued on page 16)*

## Raconteurs' Rest

(Continued from page 15)

time; that estimate wasn't bad, actually, as that 4.5 hours includes a stop for a late breakfast before I really got onto the road, and another half-hour or so to stretch my legs just after I crossed the border into Pennsylvania.

The Lancaster Host Resort and Conference Center is a decently large establishment, with many amenities that few TravellerCON goers actually took advantage of. It's impressive at first view, but when you look a little closer, it shows signs of age—I'd heard it described as "genteel shabbiness" and "a Grand Dame of a bygone era". None of the signs were themselves individually distressing, but it was the combination of the whole that presented a less-than-ideal image. There's nothing here that can't be corrected, and it wouldn't even take much effort to do so—just money and time. Money's not likely to be a problem; including TravellerCON (the smallest group), they were hosting at least four conventions/conferences. Time, however... there are indications that they may not really have a 'slow season', and they'd need one to do a proper job of sprucing things up.

1430 is well in advance of the first session, so I had time to check in, find my room, and drop my stuff, then come back to the main lobby and have a light, late lunch at the bar. The bar serves the full lunch menu from the restaurant, just in smaller portions, and with prominence given to more bar/tavern-like things (e.g., burgers or crab cakes instead of steak and seafood) so I quickly found out that the hotel's restaurant is of quite acceptable quality.

I met Keith F. and Megan H., the ConMaster and ConMistress (no, they didn't actually use those titles) a bit later, and we chatted for a while before getting the OK to open up the room. The first session was set for 1900 to 2300, and we were able to open up for setup a bit before 1830.

We had a nice-sized room, larger than we really needed for five game tables (four eight-seat round

tables for non-miniatures play, one rectangular one for miniatures—and we could have fit two more tables, either type, and still had more room to walk around between them than we did with five tables at the 2011 site), but that's not a bad thing. We had three vendor tables—one for a local FLGS (who, sadly, never actually showed), one of Greg Lee's *Cirque*, and one for John Watts' (Gypsy Knights Games) Clement Sector. Greg and John were both present and ran the latter two, respectively.



Ken P. uses a netbook and external monitor to present visual aids while running "The Gandr Gambit".

Ken P. ran an adventure called "The Gandr Gambit", in which the party, acting under a time limit, had to acquire data from a lab ship and evacuate, leaving no witnesses—lethal force was authorized and encouraged. I didn't play in this one—it filled up fast—but I mention it because of Ken's use of a netbook plus an extra (large) screen to present visuals as needed—for example, pictures of NPCs, and, as they approached the target, an Andrew Boulton picture that I instantly recognized as a landscape variant of the cover of the very first issue of *Freelance Traveller*, in November of 2009. I've asked Ken to consider writing about the (commercial) software he was using to handle that; it does much more, and looks to be a useful tool for world-builders. If he decides to do it, you'll see the review/description in a future issue of *Freelance Traveller*.

## Raconteurs' Rest

(Continued from page 16)



Two views of the setup for "Bwap This!"



Bill P. ran a miniatures game, using his own homebrew rules, called "Bwap This!". A K'kree clan decides to colonize a world. Unfortunately, that world has some Gnaak on it which must be cleansed. Not being willing to leave, surrender, or be exterminated, the frugal Bwap residents find the cheapest way they can to address the problem—hire some Vargr mercenaries! I got drawn into Allen C.'s pickup game, so I never found out the outcome.

Allen C. ran a pickup game—I got drawn into this—centered on an active-duty *Donosev* and crew. We're skulking around a system in Foreven, and get a GK from what turns out to be the Vargr version of a 200-ton J1 free trader - a model that I immediately christened a 'Beo-woof'. On investigation the ship was expertly disabled, and all aboard—except a single Vargr teen boy—were dead, with remarkably consistent symptoms. We recover the live one and four carefully-selected corpses just as a 3kdt Zhodani military ship pops up... and time runs out.

There was only the one late session on Friday, so off to bed with me—plenty happening tomorrow!

### Day 2: Saturday

There were three sessions scheduled for today—0800 to 1200, 1300 to 1700, and 1900 to 2300.

In the morning session, I played in Harry B.'s "Days of Danger" campaign, as a merchant in a

mixed crew hired by the IISS to deliver records—without looking at them or touching them, thank you; loading and unloading will be handled by base personnel at the respective ends of the trip. We didn't actually get there, nor did we discover before time ran out just what, exactly, had happened—but what we were learning was, as one of Leonard Nimoy's roles would have put it, 'fascinating'. Harry explained as we broke for lunch, but no, I'm not spoiling it; it's still a WIP that he eventually wants to release. I hope he does; I'd encourage him to shop it around to paying publishers—but if none of them are smart enough to pick it up, and he doesn't go for a license from Mark or Mongoose to release it independently for Fair Compensation, I'll gladly host it at *Freelance Traveller*.

Second session amounted for me to an informal roundtable discussion that covered a variety of *Traveller*-related topics, with occasional excursions into US politics. As is usual with that sort of discussion, it ran right into dinner.

Third session was mostly wandering around, chatting with John Watts about the Clement Sector line, and proposing a project (which he approved, and which you'll see in *Freelance Traveller* in the not-too-distant future). I also watched Keith F. run a *Power Projection: Fleet* scenario set during the Nth Interstellar War, where the Ziru Sirka has to defend

## Raconteurs' Rest

(Continued from page 17)

a battleship long enough for it to get to the 100-diameter limit of a planet, charge up the drives, and jump out, and the Terran Confederation attackers have to prevent it from happening. According to Keith, the scenario is actually the Ziru Sirka's to lose, and in this particular session, they did—but it looked to be a near thing.



Keith F. explains the basics of Power Projection: Fleet before starting the Ross 154 scenario.

After the last session, a few of us—including all three members of the concom—adjourned to the hospitality suite for some sorta-post-mortem, and some exploration of ideas for TravellerCON/USA 2015. We definitely decided that we want one, and are actually looking to grow it, as the Lancaster Host Resort can handle moderate growth much better than the previous site could. Look for it to be Kick-started again next year, with stretch goals.

The wee hours (0230) of Sunday proved to be Interesting, for Chinese definitions thereof. It's not clear just where the water system failure was—hotel responsibility, City of Lancaster, interconnect, or what—but there was no water service until about 0630, which lasted to about 0700 before going out again. Final restoration was later in the morning, almost lunch time.

## Day 3: Sunday

There was only the morning session, 0800 to 1200, today. Greg Lee ran the last of four or five—five were scheduled, but I'm not sure the fifth happened—sessions of *Cirque*. Each session took a different scenario out of the published adventure, and obviously was intended to make you want to play more of it. Fortunately, he had a good number of copies available for purchase.

Bill P. ran a miniatures scenario, "Research Station Sagan" using the *GURPS Traveller Starships* rules. This actually tied back to "The Gandr Gambit" from Friday, and using GTS seemed to make for faster play than *Power Projection*. The miniatures used were recognizable *Traveller* starships, and were only a small selection from Bill's complete collection, which also included a 600dt subsidized liner, a *Donosev*, and an 800dt merc cruiser ("little ball").



Research Station Sagan, the target in the scenario of the same name.



The two sides in "Research Station Sagan": Top, a *Gazelle* with drop tanks, a Type S, a Type R subbie, and two Vargr corsairs; bottom, a Type T patrol cruiser, a *Marava*, another Type T, and two Rampart fighters (actually, original BSG *Vipers* standing in).

## Raconteurs' Rest

(Continued from page 18)

We closed out with awards—with Andy Lilly's kind permission, using the same names as the equivalent awards from TravellerCON/UK. John D. won the Starburst for Extreme Heroism for holding off a horde of troglodyte humans so that the rest of the party could escape, and managing to get out—with Certain Important Papers that were in the possession of a 'gone native' offworlder at the time of the attack. Both awards are clear acrylic, laser engraved, four inches by six inches (about 10cm by 15cm for you folks that use sensible measurement systems).



The SEH and PFI, taken before the Con

Mike B. took the PING! F\*\*\* It! for blowing three straight Perception rolls to see who it was that was shooting at him. When another member of the party got the shooter, ... let us be perhaps a bit delicate, and say that Mike's character made good (against

the now-dead shooter) on the second half of the threat that begins "I'm going to tear your head off, and ...", without acting on the first half. And did so while another member of the party was getting ready to explosively depressurize the area.

### Swag

What would a TravellerCON be without swag? Well... actually, it'd still be a TravellerCON. But Swag Was, and it was collected. I have some reviews to write, morally, as stuff I was willing to pay for (had I had sufficient cash on hand—note to self: fill wallet before leaving for TravellerCON next year!) was presented *gratis*, including a printed copy of *Cirque*, and three numbers from Clement Sector (one of which is the center of the project mentioned earlier). I also ended up with a TravellerCON 2014 T-shirt, and a packet containing an Origins deck of cards, some *Traveller* dice (new version), and a set of deckplans for an 800dt merchant. Other folks ended up with thumb drives with some Andrew Boulton artwork on the shell, and a complete set of *Freelance Traveller* PDFs on the inside. I was glad to be able to provide them, and in many cases, the enthusiasm with which they were received far outstripped what I thought was warranted. I must admit that it's a bit of egoboo to see how much some people like *Freelance Traveller*.

All in all, fun was had, *Traveller* was played, and many people left looking forward to next year. By any reasonable measure, a success. I hope to see more of you there next year! 🌟

## Doing It My Way

### Integrating Space Stations Into Your Game

by Paul Hillers

A station needs to serve a purpose—or not, if the gaming session just needs a location as part of play—and part of that purpose is where it fits into the economic web of a system. A station in the middle of nowhere might exist if it were a transfer point

to other in-system destinations; it could be a corporate-owned research facility desiring no nosy neighbors; or perhaps it is inhabited by a group that also wishes to remain away from others. Those types of stations are usually going to be outside the norm, so let's look at what an "average" station might be like.

Military stations, of course, have their own reason for existence. Players will generally steer clear of military stations unless they have a death wish. The

(Continued from page 19)

firepower available is more than enough to swat the average players starship from the heavens.

Most stations are going to be in orbit around something. That something might be a moon, a gas giant, an inhabited planet, an asteroid belt, or even the star itself, perhaps way out in the Oort cloud. Being in orbit also means that there's something that may be of use (minerals, hydrogen, etc.), and it also may mean that the station orbits in a jump shadow, making it harder for visitors to arrive unannounced from jump space.

Now that the location has been established, the next thing is to determine the reason for its existence. Many stations exist to service other industries, supporting the workers who need a place to hang their vacc suits. And any group of workers is going to need someone supporting them who take care of the more mundane tasks such as cooking, equipment servicing and repair, and so on. Both of those groups are going to have money to spend (and a desire to spend it somewhere), so there will be merchants who will, in some cases gleefully, assist in transferring those credits from poor spacer to their own pocket. So if the workers are working, and the merchants are working, then who takes care of the station itself? The station support staff, that's who! Now we can, potentially, add in even more groups of people if the station has additional industries such as manufacturing or ship construction, among others. And each time we add in or increase the size of a base group other groups (such as the merchants or station personnel) will also grow in size. Now we have reasons for itinerant traders, wanderers and player-characters to show up at the station. At some point we should also consider adding in dependents and families and their support structures (e.g., teachers, the local taxman and even the equivalent of the local sheriff). Just like reality, stations can generate all kinds of supporting entities. Your imagination is really the only limit.

Shuttles, cargo ships and liners are the blood that flows through the veins of a system, moving people and goods from world to world, station to station, and all points in between. Players can opt to be part of that system, or perhaps they may want to profit from pricking the commercial veins (or stopping those who might choose to do so). For referees it means you can easily provide many sessions worth of opportunities for your players while staying in the same system.

It's not really necessary to generate economic tables to track or model intra-system trading because it's really outside of *Traveller*. Granted, the larger the system UPP, the greater the chances for traffic between worlds. However, in most systems the most populated planet is also going to be location for the primary starport, and thus serves as the primary economic engine of a system. Outlying planets and stations will contribute economically, but for the most part none will be major competitors on their own. However, I'm sure some completists like myself would like to see something along these lines. Keep an eye out in the near future for this!

So how should one model how often ships will be traversing the interstellar highways? That's really up to the referee to decide during a playing session. Keep in mind that *space is big*. Shipping routes, i.e., where in the system the traffic is originating from, and where it is going, are going to be based upon orbital mechanics (orbital radii, orbital velocities, the ever-changing distance between origin and destination, and so on). Interstellar liners and traders typically only interface with a system's major population and commerce center(s). Smaller ships are the workhorses of most intrasystem trade, stolidly plodding along delivering passengers and goods. Most liners try to make each trip segment in a reasonable time, since their cargo gets irritated more easily than say a load of ore. Some traffic will be point-to-point, while others will take a more roundabout route, making multiple stops along the way before returning to the original port-of-call.

## Doing It My Way

(Continued from page 20)

**Example:** *The local liner Star Horse has a regular route, departing the system highport, travelling to Sagan Astronomical Lab Station, Prometheus Station, the inner planet Mixcoatl, and then back to the highport. The transit time between each point is, on average, 3 days, with 24 hours layover at each station. That means she won't be back at her home port for 15 days (4 + 4 + 4 + 3 = 15 days) from the time she departs. Due to the previously-mentioned orbital mechanics, the trip could conceivably be shorter or longer depending on planetary alignment.*

Ships "in the dark" are going to be easier prey for pirates since regular traffic will file flight plans (and in most instances their routes are easily predictable). Stations will have regularly scheduled shuttles (for flight times of 1 day or less) or liners that one can purchase a ticket for. Most liners will handle both passenger and mail traffic. Smaller freighters will take care of delivering supplies and merchandise, while bulk freighters haul raw materials and related cargoes. Flight times can vary over time, as planetary mechanics will extend or minimize the distance between destinations. Referees should feel free to add/remove time to the average flight time to fit gaming needs.

**Example:** *Station Kharkiv is 6 days flight time (flight time is calculated at 1G for discussion purposes) from the system's primary starport. Kharkiv is a mining support station orbiting the moon of a gas giant. It's relatively small (population of 2,500), but it also serves as the primary transit point for at least a dozen other stations in its general vicinity. An in-system liner, Percheron, delivers passengers, mail and light cargo about every fifteen days (assumes 24hr layover at both the origin and destination). Station supplies are delivered about every 30 days and manufactured goods picked up. Bulk cargo haulers arrive every 20 days to pick up ore.*

Another idea to keep in mind is that most intra-system traffic is going to be performed by non-jump capable ships. A jump-capable ship generally only needs to concern itself with travelling to/from the 100D limit to deliver its cargoes, thus it doesn't nec-

essarily require a speedier maneuver drive. Intrasystem ships, however, can greatly benefit from faster maneuver drives. And freed of the need and expense associated with carrying a jump drive and jump fuel, intrasystem ships can easily afford to upgrade their drives and power plants.

Using the *Star Horse* as an example, it would take a jump-capable ship over 4 weeks to make the journey travelling through jump space to and from each destination. In contrast the *Star Horse* could make the same circuit twice. Let's also look at the difference in upgrade maneuver drives can make. For the sake of this discussion we'll assume each leg of the trip is about equal to the average distance from Earth to Mars. It takes 91 hours (nearly 4 days) at 1G to make the trip (one-way). If you double the speed to 2G the trip takes 66 hours, and at 3G it is only 54 hours (a little over two days). At a full 6G the trip would only take 38 hours.

The size of the shuttles, liners and cargo vessels should vary based upon distance and size of the market. In the example above, Kharkiv station serves as the primary location where other stations and ships travel to in order to pick up supplies and drop off cargo. Kharkiv also serves as the primary hub for passenger transportation for the area as well. With the distance (about 3 days travel one way for an average 3G insystem liner) any transport will need to offer staterooms, dining and entertainment to the passengers. Couple this with a need to transport mail and other important cargo, the insystem liner will easily mass in the 1200-1500 ton range. This assumes that the liner is capable of transporting approximately 200 people in a single trip.

Station Kharkiv is one of the endpoints for the *Percheron* as it makes twice-a-month journey. The final destination of the players is a settlement that is only one days travel from Kharkiv, but the local shuttle only makes the trip once a week. So the players may be able to get to their final destination in as little as nine or ten days, using the normal travel method, but if the scheduling is off or there are un-

(Continued on page 22)

## Doing It My Way

(Continued from page 21)

expected delays, it could take as long as 21 days! Clearly it makes much more sense to travel directly from the system highport to their final destination, but that's not always an option (or even part of a mission). The amount of traffic from the highport to Station Kharkiv is simply not enough to justify more frequent service. And there certainly isn't enough traffic to travel directly to their final destination if there is only a weekly shuttle.

Extraction-type industries often generate increased levels of passenger traffic as most miners will serve tours of duty and then rotate out (such as off-shore oil drilling or soldiers deployed in combat zones). In the short-term personnel will rotate back to a closer facility, such as Station Kharkiv to rest and relax, and then return to work. But eventually these crews will want to get back to "civilization", at least for some period of time. The station population of 2,500 may only be 1/10th of the total population served locally, but there is a constant stream of people coming and going, thus there is a regular ongoing need for passenger service. Larger stations may have daily ship arrivals, while smaller stations or those further out may only see the local liner once a month. The bottom line is that a guestimate works as well as any economic model for a gaming session. So feel free to create a schedule that you feel best suits the needs of your players.

Earlier we discussed how the size of a station could grow as you built the layers of users and the population. Determining the size of a station is going to be linked to the purpose of it. Let's take a moment to talk about the scale. The largest construct is a Dyson sphere, which encompasses a star out to about 1 AU. It's, well, it's so big it defies words. Moving down on the scale is a ringworld, made famous in Larry Niven's *Ringworld* novels. But this, too, is far and away so massive that it defies descriptions. If you recall the movie *Starship Troopers*, you'd have noticed that the moon was encircled by a space station where fleet vessels docked. That is probably

going to be on the high-end for any *Traveller*-constructed space station. More than likely you'll be using stations of a more "reasonable" size, some that are multi-million tonners with populations in the millions, while others could be as tiny as Skylab, with a population of three.

In the game *Halo*, the player character crashes onto the eponymous orbital ring. In this case the ring is "only" 8,000 km in diameter (it's also referred to as a Bishop's ring first proposed by Forrest Bishop). The ring maintains its atmosphere by a combination of size and centrifugal force, which also happens to provide it gravity. It makes it far more planet-like than a smaller station that needs to be enclosed. The television series *Babylon 5* is another example of an enclosed space station, a 2,500,000 tons O'Neill cylinder using centrifugal force to generate gravity with an open air center. The station from *2001: A Space Odyssey* was a toroid-style station (called a double-hull in the *Space Stations* supplement). And let's not forget building your space station on, or even in, an asteroid. Science fiction novels and games are great places to get ideas for your asteroid station. I'm sure many a pirate base has been constructed inside a cavern or tunnel to keep it hidden from the prying eyes of law enforcement.

In the *Traveller* universe your space station can also double as a starport, and in some cases it could be *the* starport for the system. In theory there is no real difference between a highport starport and a space station, but for the sake of discussion we'll assume that a space station's primary function is not being a starport. Being a starport doesn't necessarily add size to your station, but assuming you have large amounts of traffic originating from outside of the system, your station should include additional features and functions specific to servicing and supporting trade. Every station is going to have docks, storage and places for crews to stay and spend credits (these also double in use for those who live on the station). But traders have additional needs, and thus you'll need answer those needs by adding more—more holds, more berths and for sure, more bars!



(Continued from page 22)

Finally, there's one more topic to cover. Why should your gaming group run their adventure in or based upon a station? The easy answer is you shouldn't. There isn't one true way to run a *Traveller* adventure. But sometimes it's best *not* to annoy your referee who spent many painstaking hours building up the station environment, creating deckplans and a backstory. That's been known to be pretty hazardous to a character's health, or at a minimum their stash of hard-earned credits. A space station can offer you many interesting places for a gaming ses-

sion. There's not much adventure onboard your ship, and not every problem can be solved by "suitable application of high explosive"—though many a player has debated that particular point. Stations offer you pretty much all the same opportunities as do planetary adventures. The one real difference is that you are usually constrained to use lifts and stairs to move about, your weapons are probably going to be limited to sidearms, and it will take quick thinking to make your escape if you find yourself separated from your starship. Space stations offer a rich source and locale for any adventure. 🌟

## Critics' Corner

## Off the Table

### Shadow of the Storm

reviewed by Jeff Zeitlin

Shadow of the Storm. Martin J. Dougherty.

Original Publication: 2014 (Far Future Enterprises in cooperation with Athans and Associates)

Current Availability: Trade Paperback (Amazon, Barnes and Noble) or eBook (Amazon, Barnes and Noble, Smashwords).

#### Story

The story opens *in media res* during an incident where Lieutenant Simon Crowe, Bridge Engineering Officer on the CSS *Maestralt*, manages to make his way to the drive room, pulling together an ad-hoc damage control party as he does, and manages to restore interstellar 'jump' capability and initiate a 'jump' out of a situation which might otherwise have resulted in the destruction of the *Maestralt*. He and his commanding officer are awarded the Confederation's highest award for their respective performances in that incident.

Two years later, Crowe is involved in 'the so-called "Santorini Incident"', refuses to resign because of it, and is suspended from the Confederation Navy, seconded to the Home Guard (normally in

the role of naval auxiliaries for system defense). The suspension ends up lasting six years, with the various boards of inquiry failing to reach a verdict on the incident. The decision is made to shelve the incident, and Crowe is restored to active duty. He will not receive Navy seniority for the six years on suspension, but he will retain his Home Guard seniority, and not be required to resign his Home Guard commission.

His new orders have him breveted to (Acting) Lieutenant Commander, and given command of the CSS *Stormshadow*, a new class of patrol frigate, for its shakedown cruise. The shakedown cruise is abruptly changed to an operational deployment through a few nearby systems, expected to be a 'show the flag' patrol.

Their first port call, however, immediately turns into an operation to recapture the highport from rioters, at the request of the world government. Their next port call is uneventful, though an encounter with another ship has the side effect of stirring up some old history.

At *Stormshadow's* third port call, they re-encounter a merchant seen at their first port, who leads them into an ambush. *Stormshadow* takes moderate damage, but in the end defeats all three of the attacking ships. While the ship is undergoing repairs

(Continued on page 24)

(Continued from page 23)

to make her spaceworthy, an attempt at assassinating Crowe is made, but he and his crew escape, and head to their next port, where *Stormshadow* is to be fully repaired. There, matters come to a head as Crowe is first railroaded into a duel, and then suspended, just as an uprising against the Confederation is launched.

The uprising pits elements of the Confederation Navy against each other, and against the Home Guard, and Crowe, using his Home Guard commission, volunteers to fight on the side of the Confederation. He is ordered to take command of *Stormshadow*, and shoots his way out of the repair dock to bring *Stormshadow* into the fight against the rebels. Poor luck and poor shiphandling on the rebels' part, plus some good luck for the loyal forces, results in a Confederation loyalist victory.

### Style

To the reader familiar with the *Traveller* universe, the story provides insights into the Solomani, showing them not merely as an opponent to the Imperium, but as an interstellar polity with its own issues, trying to find its own solutions. For the new reader, Dougherty presents a universe that stands on its own, with its own texture, its own problems, and its own people trying to deal with the situations they find themselves in. While one can't really say that the characters are well-developed—the story is well under two hundred digest-sized pages—neither are they completely “flat” or “one-dimensional”. The storyline is perhaps somewhat predictable, and the high drama at the climax feels somewhat like the sort of propaganda films that we smile or chuckle at when they're shown on TV as part of a World War II historical special.

Dougherty does use news items to good effect to bridge gaps in the story and to give the reader a 'bigger picture' than the focus on *Stormshadow* and Crowe can provide. This is contrasted with some 'infodumpy' scenes, where characters, under the guise of 'venting' or providing a non-rhetorical answer to a rhetorical question, expound on background material which could be adequately summarized for story purposes in two or three sentences, instead of a like number of paragraphs. It never quite gets to the 'As you know, Bob,...' level, but it comes close.

The story feels unfinished in some sense, though this reviewer could not explain precisely why. It simply feels like there should be more to both Crowe's story and that of the rebellion.

A section of Library Data in the classic *Traveller* style is included, but will be of more interest to those familiar with the *Traveller* milieu than to the new reader. It's useful to the new reader, though, as it does provide some of the background material that is useful for filling in some of the gaps in the background.

The cover definitely points the book squarely at the *Traveller* player as its target market; the cover is basic black with the thin stripe and the word *Traveller* in the Optima font, with the remainder of the artwork basically shades of grey, and not easy to make out on the black background. This is perhaps unfortunate; the story could easily serve to get non-players interested in the milieu, provided you can draw their interest in the first place—and this isn't the sort of cover that would grab attention at Barnes and Noble.

Overall, a good but not spectacular read. It definitely belongs on the shelf of any “Golden Age” *Traveller* player. 🌟

### Tonna Blackthorne

*profiled by Sam Swindell*

**Tonna Blackthorne** 369F7A Age 38 Cr. 20,000  
Laser Carbine-3, Pilot-1, Air Raft-1, Mechanical-1,  
Medical-1, Vacc Suit-1

Tonna is a wiry woman of light complexion and dark hair, with darting, ice blue eyes. She is a conversationalist who talks little, but asks insightful questions; she seems to intuitively understand the answers, despite her only modest formal schooling. Some people read books, but Tonna reads people, though her short attention span seems to ensure few relationships are as intense as her next conversation.

She dresses plainly, preferring earth tones and the odd accessory from some biological source from some world she has been on. She keeps her mid-length black hair braided closely to her skull, and is loath to put it down, particularly onboard. She has few possessions beyond her clothes, though she is in the market for a laser carbine of slight build. She has, through a political scuffle, left the IISS. She has no hard feelings, as is grateful for the worlds she has seen as a Scout. She has, like any Scout of more than a term's service, lost too many friends. She is weary of the losses. Some IISS head-shrinker opined that she keeps aloof for this reason. Tonna asked him if he has even married a dead woman, and the session went downhill from there. She smiled and moved on, as is her wont.

She exists in the present, and revels in it while remaining a bit reserved. She is an aficionado of fine food and drink, but eats quite little; she will spend a month's salary on a meal, savoring every bite, while leaving some of each small portion uneaten on her plate. The only time she really dresses up is for a good meal, and has only a handful of evening dresses for the occasions. These are the few times, however, that she is disinterested in conversation, politely nodding while obviously in exclusive communion with her food. However, with an after-dinner drink and a half hour in quiet contemplation, then the most intense conversation seems to be an almost

compulsive need for her, following but never during one of these "scary good meals."

She enjoys music only in a detached way, the way a traveler might scan a newspaper in a language she does not speak. It does soothe her quiet moments, however, as a type of white noise. She is often mistaken as enjoying music itself, when she is really enjoying the silence from the scraps of background conversation that she finds tantalizing, as a drunk on the wagon would find the clink of glasses surrounding him in a bar.

Her pet, Druni, is a small, scaled, multi-legged critter, about 12 cm long, that she feeds a specially concocted paste and sings to. It never comes out of its expensive, specially-constructed cage, which has backup battery-powered life support for 96 hours. A special pickup in Druni's cage will amplify the sound when it (the species is hermaphroditic) sings, which is only when Tonna dreams. Only those closest to her, which is to say those overcoming both human nature and probability to do so, would guess that these songs have a synergistic effect with her dreams, an effect upon which she has become unconsciously but powerfully dependent.

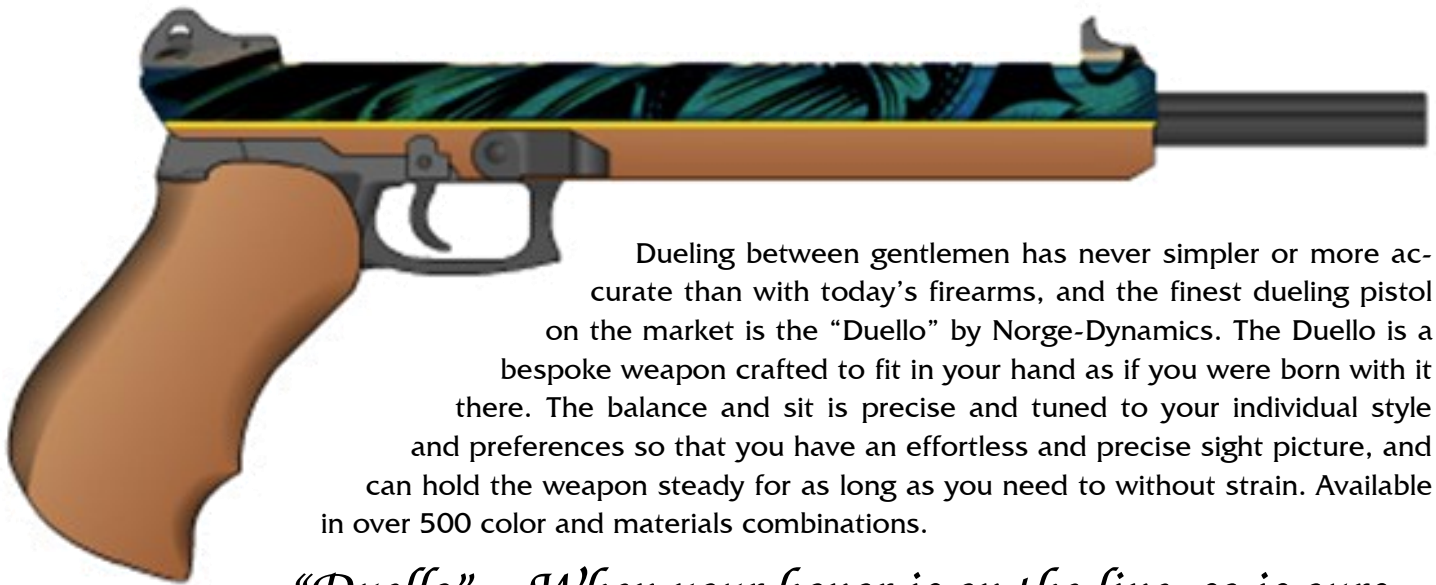
This dependency complements her personality, but is not the cause. She was who she is before Druni. Tonna does not need friends, success, family, future, comfort, drugs, romance, or anything else, as long as she has Druni's songs. She is conscious of being attached to Druni, and feeling compelled to protect it; she knows it sings to her, but she does not guess the existence or the depth of her dependence.

Tonna is coming off a working passage as a medic on a far trader, after the captain's comments about her "freaky lizard" made her feel unsettled. She is looking for another working passage, but will want to feel the crew out about pets. If she feels comfortable, she might even stay on. She will be encountered sitting in the lobby of the spacer's guild at the starport, looking to ship as a medic or even pilot, earphones on, Druni's cage in a non-descript specially-made bag behind her knees. Her glance is both casual and penetrating as she takes in each new arrival.🌀

# Norge "Duello" Dueling Pistol

by Scott Diamond

From the Norge-Dynamics advertising copy:



Dueling between gentlemen has never simpler or more accurate than with today's firearms, and the finest dueling pistol on the market is the "Duello" by Norge-Dynamics. The Duello is a bespoke weapon crafted to fit in your hand as if you were born with it there. The balance and sit is precise and tuned to your individual style and preferences so that you have an effortless and precise sight picture, and can hold the weapon steady for as long as you need to without strain. Available in over 500 color and materials combinations.

*"Duello" – When your honor is on the line, so is ours.*

Laser accurate to 50m, the Duello delivers a 12mm jacketed hollow-point slug at 1200fps (365.75m/s) using a single-shot, self-contained gauss cartridge. The cartridge contains sufficient power to cycle the weapon's system once in order to fire the bullet. To reload and eject the cartridge the barrel swivels forward to reveal the breech when the ambidextrous release lever forward of the trigger guard is depressed. The cartridge, resembling a necked rifle cartridge, is factory-sealed and composed of high-impact polymers. Once expended, the cartridges can be returned at the point of purchase for 50% credit towards new rounds. The only bullet type available is the standard licensed dueling round, in compliance with civil dueling regulations.

The factory-sealed cartridge with a licensed imprint ensures Seconds and Officiates alike that there has been no tampering with the cartridge prior to use. A quick scan using a pocket computer loaded with the current licensing app will confirm the round's validity and provide a convenient timestamp with dual printouts for use by each of the principals should any litigation arise from the duel.

Upon scanning the cartridge, registration with the legal authorities is conveniently made automatically provided the computer is linked to the planetary Net at the time of the duel. Norge-Dynamics provides all licensing at time of purchase for each cartridge, and updates are free, but no liabilities are assumed by the manufacturer (other than manufacturing defects and warranty issues) for injuries incurred by improper use of the ammunition or weapon.

Norge-Dynamics "Duello" Dueling Pistol TL-12  
Single shot gauss pistol (10mm)

		Dexterity Modifiers			
Mass	600g	Minimum Required	DEX 5	DM -3	
Length	350mm	Advantageous	DEX 11 (B)	DM +2	
Range Modifiers					
Close	Short	Medium	Long	Very Long	Damage
-2	+2	+2	0	-3	3D6+4
Armor Modifiers					
None	Jack	Mesh	Cloth	Ablat	Battle
+3	+2	0	-2	+1	-6

Price= Cr1500+ Depending on materials used for furniture and engraving.  
Ammunition= Cr100 per cartridge.





## Feedback

Please tell us ...

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

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

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

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

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

## Traveller on the Internet

**IRC: The #Traveller and #LoneStar channels**

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

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

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

## News About Traveller

### Recent Traveller News and Findings

October 2014

- **Moon Toad Productions** has released *Type R Subsidized Merchant Operators Manual*.
- **Christian Hollnbuchner** has released *Lightning Grav Tank*, *Terardrop Grav Tank*, *Space Stations IV: Asteroid Habitat*, *Space Stations V: Orbital Defense Tower*, and *Starships Book II/III: Scout Drone*.
- **Mongoose Publishing** has released *Italian Vehicles of World War II*.
- **Gypsy Knights Games** has released *Hub Federation Ground Forces*, and *Grand Safari*.
- **13Mann Verlag** has released *Traveller Spinward Marches (Maps)*

The *Traveller Calendar for 2015* is out, and available for purchase from DriveThruRPG. Proceeds from the sale of the calendar, which showcases the work of a dozen *Traveller* artists, will go this year to defraying the funeral expenses of *Traveller* artist Bryan Gibson, who passed away during 2014. 🌟

# Submission Guidelines

## What is *Freelance Traveller* looking for?

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

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

## What about ...

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

## ...Hyperlite?

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

## ... Diaspora, or Starblazer Adventures?

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

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

## How should I submit my article?

### What needs to be in the submission?

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

### What format should I submit it in?

That depends on what you're submitting. Generally:

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

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

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

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

## How do I get it to you?

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

