Featured Article:

Jump Destination: Vincennes

by Christopher Griffen

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.

Contents

From the Editor

This issue represents the completion of five years of essentially monthly publication of *Freelance Traveller*. So what's in *Freelance Traveller*'s future?

There will be a new feature, tied to the Computer Connection on our website. That feature will print the source code for small programs and utilities intended for use with *Traveller*, and will come with an explanation of how it works. All programs will be runnable in some way for Windows, Linux, and MacOS at a minimum; iOS and Android will also be supported in some cases. Your contributions to this feature will be welcome.

We hope to have more artwork in future issues, ranging from the kinds of scenes that have appeared on our covers and occasionally inside, to pictures of animals from Less Dangerous Game or of characters from Up Close and Personal, to illustrations of areas from ship deckplans or port establishments (like *21 Starport Places*), and so on. They don't all have to be renders—the May 2011 cover, for example, is clearly a scan of a pencil-on-paper drawing. A variety of styles is definitely a good thing, so try your hand.

Theme issues: So far, there have been two: the 2300AD Theme Issue of May/June 2012, and the Psionics Theme Issue of August 2014. I'd like to do them a little more often than that, preferably two per year. So, the next Theme Issue will be the Cruise Theme Issue, for which I'd like to see a design with deckplan for a cruise liner, an adventure aboard, perhaps an overview of "life aboard" during the trip, one or two characters who would be visible crew or notable passengers aboard such a ship, and a couple of Jump Destinations representing worlds that such a ship might visit. They don't all have to be from the same person; again, please try your hand.✪

21 Starport Places

reviewed by Jeff Zeitlin

21 Starport Places. John Watts and Tony Hicks.
Gypsy Knights Games http://www.gypsyknightsgames.com
softbound, PDF; 78pp
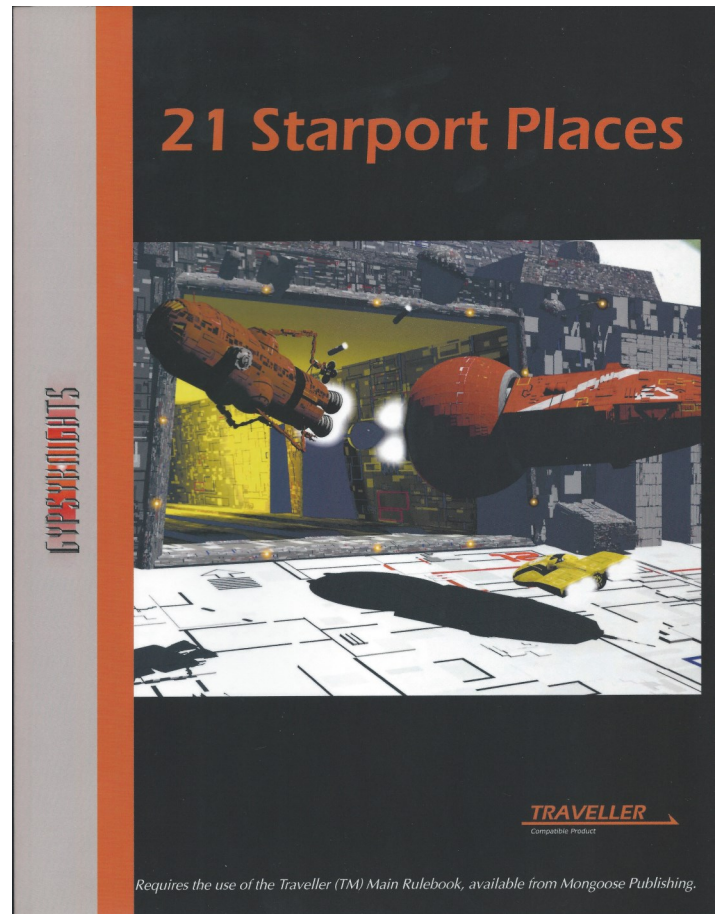US$19.99/UK£12.75 softcover + PDF; US$8.99/UK£5.74 PDF only

Disclosure: I was "comped" a copy of this at TravellerCON/USA in connection with a project discussed with the author.

"Starport" places is arguably a misnomer; while all of the locations presented are described as being at one or another starport in GKG's Clement Sector setting, few of them are actually starport-specific, and most could easily be set elsewhere on a planet.

That noted, the 21 places cover a wide variety of establishments, from the obvious dining and lodging establishments to specialty shops, to repair facilities, to entertainment—there's a casino, a nightclub, and a boxing arena. Each includes an overview, one or two NPCs, and at least a partial floor plan. Among the less-commonly-seen types of establishments are a chapel, a charitable social-service organization's office/hostel, a storage facility, a bureaucratic office (visa office), a security office (which could stand in nicely for a police station), and a trauma unit, which could double as a small hospital.

Some of the places are quite definitely imaginative, e.g., The King's Lodge, with its "stable" and "dungeon" guest areas, as a 'themed' hotel. Others are riffs on real-world ideas, such as Koko's Sailing Away as a 'themed' show-bar/dinner theatre, and the Short Stay Capsule Hotel being essentially identical to the Japanese idea.

The overviews give a summary of the place's backstory, enough to capture the "flavor" that the authors had in mind for it. In some cases, there are references to Clement Sector setting background, but it's not difficult to recast the descriptions to fit a different campaign universe while keeping the same flavor, e.g., using Big Al's Biscuits as the 'template' for an AstroBurger Express, or the Captain's Guildhouse suite floorplan for a similar Travellers' Aid Society facility in the Third Imperium setting.

21 Starport Places

TRAVELLER
Compatible Product

Requires the use of the Traveller (TM) Main Rulebook, available from Mongoose Publishing.

None of the floorplans are printed at sizes that would allow them to be used directly as miniatures "battle maps"; some of them are, in fact, too small to be readable (and often blurred enough that even a strong magnifier isn't much help). The descriptive text helps somewhat, as area numbers can usually be made out even on those where text on the plans themselves is simply too small and at too low a resolution to read, but on many of them, the legends are unreadable. Having the PDF is essentially mandatory, as I've yet to find a way to 'zoom' a printed page.

There are one or two places where the floor plan and the descriptive text seem at odds with respect to the image intended; for example, the description of the Bumpy Road Steakhouse suggests a somewhat "upscale" dining establishment, but the plan shows crowded, almost cafeteria-like dining areas.

Overall, a good idea that has a few issues in the execution. Even with those issues, though, it's a worthwhile resource to have, and one which just might inspire your own imagination to go beyond it.

Fuzzy Lawless

profiled by Sam Swindell

Fuzzy Lawless 9485B2 Age 50 Cr80,000
8 terms Scout (IISS)
Computer-4, Navigation-4, Pilot-3, Medical-3, Shotgun-2, Jack o'T-1, Blade-0, Vacc-0
MilStd Vacc Suit, Shotgun, Blade, Cloth, Scout Ship *Verdant Worm*

Fuzzy likes computers, navigation, and piloting a starship, in that order. He is currently on detached duty, in a somewhat shabby *Serpent*-class ship. He is a large man, that one long-time shipmate described as "Looking like a 110-kilo orange teddy bear that has had a few megavolts run through him, and acting like the absent minded professor." He is familiar enough with ship's systems to keep all basically functional, but this is an annoying distraction from his projects. He wears a set of old, worn IISS coveralls of questionable shade that have a pocket for his hand computer on the thigh. The other thigh has a pouch for a couple of mags of zero-G shotgun rounds. He wears his coveralls over cloth, and wears that over a military standard vacc suit (a "skin suit"), that he is reputed to take off to bathe weekly. While capable of making good conversation, he usually strays into minutia of his projects and interests.

He has a few projects going on, all dealing with shipboard software. His projects are going on concurrently, and take up the majority of his ship operations. All projects are related to ship operations, including a high TL anti-hijacking program, an automated navigational information update, a pilot-training suite, and a shipboard medical reference. All are unfinished, diamonds in the rough; each shows Fuzzy's unusual confluence of skills, great shipboard experience, and years of passionate work. Each also shows gaping holes that Fuzzy will never be able to perceive, let alone fix on his own.

Fuzzy is generally liked, as he can be very kind and genial when not distracted. Also, despite his considerable abilities, he has no ego that anyone has noticed. He constantly has classical music playing in the background, a mix of his favorite 726 pieces that plays constantly on his handcomp. He is credited with always remembering to send gifts on birthdays, holidays, and anniversaries. Of course this is a computer program that he has set up to order these automatically from the nearest Chandlers, but he did think to set it all up and include those who get the gifts, as well as inputting enough relevant information in the algorithms for the computer to pick a "perfect gift."

He has a small robotic pet, a child's toy, really. He has it linked to the computer that runs facial recognition software. It will greet his wide group of acquaintances by name when they come aboard, or cue the antipiracy programs as appropriate. If the party is recognized, it will be offered culturally appropriate refreshments, and subjected to banter in their home dialect(s) and accent(s). It is all a bit disarming, and will make Fuzzy seem gregarious as he joins in for a bit, then wanders back to his projects, inviting his visitor(s) to come along.   ❁

Sweet SSUITE

by Sam Swindell

This adventure uses Fuzzy Lawless as a patron NPC. Fuzzy is profiled on p.3 of this issue.

One of Fuzzy's projects, that is most promising, is an integrated suite for partial automation of ships systems for IISS personnel, which he calls SSUITE.

While the ship's computer is involved in everything from jump to life support, navigation, and sensor operations (to name just a few), the interfaces on the TL9 "base model" Type S's are somewhat byzantine. Part of this is the necessity for safeguards built into ship's systems. Part of it also is that the systems were designed at TL9 by those who did not spend over three decades in the black, operating them at all

hours, under all conditions. Fuzzy's idea is to take TL13 expert system software, running off hand computers, to interface more intuitively with the ship's systems—without altering the ship's software.

This is a programming, testing, and refining problem that has taken years so far. The IISS has expressed theoretical interest in the idea, but Fuzzy is outside the R&D bureaucracy and administratively inept. His personality makes him the wrong person to sell the system. The SSUITE has the same problems and characteristics that all his programming packages do.

Fuzzy is looking, though not actively, for one or more people to finish the SSUITE project. Of particular use would be a team with Admin, Tactical, high intelligence and education, Liaison, Carousing, Computer, Mechanical, Electrical, Engineering, and even Bribery. Of particular use would be each person on the team who has Computer and one of the other skills. The SSUITE project will take 12D6 person-months to complete, reduced for skill as follows:

- A character who has one or more of the listed skills other than Computer reduces the time by one month per level of the other skills.
- A character who has Computer at any level, plus one or more of the other listed skills, reduces the time by two months per level of the other skills.
- A character who has Computer at any level, plus one or more of the other listed skills, *and* INT or EDU 12+, reduces the time by three months per level of the other skills.

In all cases, Fuzzy's work counts in the months required, but his skills do not gain him any bonuses. Every additional Type-S ship that can be devoted to the project will subtract 3 months from the completion time. Having members of the team with Engineering, Mechanical, and Electrical will reduce the time by one month, if they are able to look after the *Worm*'s systems for Fuzzy.

Example: The following team is hired to complete the project:

Bill 777777 Computer-1, Electrical-4

Bob 7777D7 Mechanical-4

Sue 777CC7 Engineering-2, Carousing-2, Computer-1

Bill will reduce the time on his own by 8 months; as he has Computer skill, each of his 4 levels of Electrical reduces the time by two months.

Bob will reduce the time by 4 months; although he has EDU D (13), he does not have Computer skill, so each of his levels of Mechanical reduces the time by one month.

Sue will reduce the time by a full 12 months; with both INT and EDU C (12), plus Computer skill, each of her levels of Carousing (2) and Engineering (2) reduces the time by three months.

In addition, the three have Mechanical, Electrical, and Engineering, so if they are willing to work on maintaining the *Worm*, they will reduce the total by another month. Sue's ship, if there is someone to operate it, will reduce the total by another 3 months. So these three will reduce the time by (8 + 4 + 12 + 1 + 3) 28 months. If the Referee rolls 12D6 for a total of 48 (48 months), the team will need 20 person-months to complete it. As 4 persons are on the team, they will have a completed project in 5 months.

Fuzzy will be generous about apportioning shares of the finished product, up to a point. No matter how many helpers are on the team, and how much they accelerate the project, he will not give all of them more than a total of 40% of the gross, plus reasonable expenses. If expenses involved hiring others on salary, that reimbursement will be capped at another 10% of gross. Fuzzy will be happy to explain these rules he has made to the party ahead of time, if they ask; he will even be happy to sign a contract to this effect. What he will not do is advance any money; the party will need to cover their own expenses up front.

Active Measures

There are various places that the finished software can be sold, though the IISS is the ultimate customer. It can be sold to the IISS or myriad computer software firms that will resell and support it.

Possible directions to take this adventure:

1. The IISS offers 2D6 MCr after a period of 6 months for trials, tweaking, and debugging. They insist on exclusivity.

2. The IISS offers 1D6 MCr after a period of 6 + 1D6 months for trials, tweaking, and debugging. They do not require exclusivity; Fuzzy and the party may attempt to sell it elsewhere as well.

3. The IISS spends a period of 6 months for trials, tweaking, and debugging, at the end of which time a competitor sells the Service a similar product. The party gets nothing, but may attempt to sell it elsewhere.

4. The IISS spends a period of 6 + 1D6 months for trials, tweaking, and debugging, at the end of which time a competitor sells the Service a similar product. The party gets nothing. If they attempt to sell it elsewhere, the competitor will sue, claiming intellectual property infringement.

5. As with 4, but an investigation by the party will, on an 8+ (+ the highest of either Streetwise, Admin, or Legal in the party), detect that they have been subjected to industrial espionage by the competitor, which stole the SSUITE and made minor changes. A lawsuit will cost 2D6×100 kCr upfront, and win (1D6-2) MCr. A negative "win" is, of course, a loss in a countersuit. Bribery is possible, on a 10+ (+ Bribery), but on 5- will result in criminal charges and negatively affect the cost and returns on the lawsuit.

6. As with 5, but the espionage may be detected by the party prior to the sale by the competitor. The referee should announce who the competitor is, but only check for detection if the party is actively looking or is using robust security.

If the party is permitted to sell SSUITE elsewhere, or if they get involved in investigations and lawsuits, the referee should determine further happenings and outcomes. ✵

☀ Raconteurs' Rest

Playing With Matches

by Andrea Vallance

Part 4

193rd of 2029 (019-98): The Gubashiidi estate

The two matriarchs sat opposite each other, enjoying a healthy breakfast. Nashu had to speak "I must say, Gahashi[24] is an excellent Shugilii; this is quite delicious."

"I will pass on your compliments, my dear. She studied with Ziishau, you know."

Nashu nodded, "Yes, as did Eneri. It is so important to keep these traditions alive, don't you think?"

"Oh yes; they are what defines us." Inash took another helping. "So… do you know? Will they or won't they?"

Nashu sighed heavily, "I'm as much in the dark as you, Inash. Siishubuu refused to answer. The pair of them really are infuriating."

Inash agreed totally, "Yes, completely. I have never understood why the young must so complicate things. You come out and say what you mean, so much easier."

"I concur totally; direct and to the point. Always the best policy. Do you know where they went?"

"Sadly, no, Nashu. Sharikkamur seems as evasive as Siishubuu. But I think we both know where they're going."

193rd of 2029 (019-98): An apartment in Antiavash

Jane and Ariaryn had spent the night of the ball and the next night together. It was good to see her so happy. Not that I was planning on picking out a new

dress for a practice ceremony, but I did expect I'd be needing my own room on *Raledenet* now. I'd got into the habit of scanning the news channels of late, what with *Rurur Garintylil* and the ball; it seemed like I was on them a lot. They'd called my gown 'ravishing' and a lot of fashion pages were predicting it'd be the style for the season. I had to smile at that, something designed to hide my mutilation a fashion statement. Isabella had been more concerned with the news of Oskar Sherin's retirement from the Council. She didn't like the idea of Kamees Sherin being on it. We'd argued over it, she couldn't see he was a great man, that the Council would be better with him on it. She thought he was a dangerous warmonger. There'd been shouting, even, until Jane and Ariaryn came out. Guess we both would have to avoid politics. Isabella had apologised for the argument later, so had I though, and not just to be polite. She was too good a friend to lose over something as stupid as that.

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I was cooking breakfast, a peace offering, when Ariaryn came out. "Jane still asleep?"

"Yeah, though she's bloody hard to sneak your arm out from without waking her."

Isabella was sipping her coffee, "So what's on you two love birds' agenda today?"

"Well, we've got another four days until *Raledenet* is ready again and there's a three day cruise on the Jkemmla Yokwin[25] leaving today. So, we thought we'd take a trip."

I flipped the pancakes I was making. "Sounds romantic; whose idea?"

He sounded just a little embarrassed. "Mine." My mouth formed a tiny grin, he was good for her.

The intercom buzzed; odd, this early. Isabella stood and went over. "Hello?"

The voice replied, "Ah, Isabella, good, is Afira there, too? May I come up?" It was Siish, very odd.

"Yes, and of course." She buzzed him up. "I wonder what he wants?"

He entered as Jane emerged from the bedroom. Jane's hair was a tangled mess, her nightshirt twisted and dishevelled. I grinned, obviously a good night for the two of them.

Sharik was with him; something was up. Jane looked at Siish, "So, our intrepid *Kaptan*, why are you here?"

He appeared awkward, "I have, er… some news. But first I'd like to talk with my *dinkir*, alone."

Things were moving from odd to plain weird. "What's up Siish?"

He fidgeted, "I'll tell you in a bit, *dinkir*, alone."

Sharik turned to Isabella, "We should let them be alone and I could kill for a coffee."

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I sat on the bed; Siish looked very nervous. "So, Siish, things have been weird since we got here; what's up?"

He took two long, slow breaths "*Dinkir*…" he hesitated awkwardly, "I'm in love with you."

It's a good thing I was sitting, weird had turned to bizarre. I didn't know what to say. "It's not *Ytirpel Tlil*[26] yet, is it?"

You could see he was slightly annoyed, "No, *dinkir*, it's not. I'm serious."

I sat there, mouth open. "I don't know what to say, Siish. I'd never considered."

He stood, still uncomfortable. "There's more, *dinkir*." He hesitated again, and drew another long breath. "I've asked Sharik to be my match."

I was annoyed; you don't barge in, tell somebody you love them and then in the next breath tell them you've asked somebody else to be your match. "But you just said…"

He sat on the bed next to me, "Yes; it's complicated, *dinkir*."

Annoyed became angry. "Then explain it to me."

"It's politics, *dinkir*."

My voice was growing loud, "Politics!?"

His hand moved towards mine; I folded my arms firmly in front of me. His hand hovered and moved back. "Yes, *dinkir*, politics, the Council, it's delicate."

"Stop calling me *dinkir*; use my name!"

"Afira… Sharik's mother, she'll support mine in the Council if I match with Sharik."

Louder, "And that's a good reason!?"

"Yes, the hard-liners and moderates, the balance, it's changing, there could be another war."

"War!? What the hell kind of excuse is that!?"

His eyes were downcast, "It's just politics."

"You're not a politician, Siish!"

Quietly, "I will be though, eventually."

I was yelling, "Damn you, Siish, you can't come here and do this to me!"

He sighed again. "There's more; it's the only way to get Sakuya."

"Sakuya!? Don't you dare! Don't you *dare* put this on me!"

"I have to do it, Afira, it's the only way to save him."

I stood, I was so angry. "I don't want him that much!"

He looked at me, "Yes, you do, you really do. So do I."

I wanted to slap him, hard. I grabbed the clock and threw it across the room with as much force as I could. "Why the hell are you telling me this? Why are you doing this?"

He paused, unsure. "Sharik… she's agreed… we can have an 'arrangement', if we want."

I stood there, stunned. "So she's to be your match. And I'm to be what… your mistress!?"

He couldn't look at me. "It's not like that…"

Screaming, "It's *exactly* like that, Siish!"

Pleading, "Afira, please…"

I was almost losing control. "Siishubuu Manish, how can you do this to me!? You're such a, such a…" I struggled for a word, it just came, I didn't think. I spat it out: "*Mmarant*![27]" I regretted it as soon as I said it.

He sat there. I could see he was hurt, really hurt. "It's okay, I'm sorry."

My head was spinning, I sat back heavily on the bed. So many feelings. Jealous? Yes. Love? I wasn't sure. Angry? As all hell. Mistress? Maybe, perhaps it was the best I could have. No, no, I was better than that. If I was to be anyone's lover it would because I wanted it. Lover? I sat there panting, I needed to think. "No, Siish, I'm sorry, I shouldn't have said that." I really was sorry. I took his hand "I need time Siish, a lot of time."

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The others sat outside. They heard a raised voiced muffled from the bedroom. They looked awkwardly at each other. Jane spoke, "At least she's yelling; that's a good sign.[28]"

Isabella grinned, "Never can get my head around that."

Jane chuckled, "Never worry when a Luriani is yelling; worry when they're not."

"Yeah? Why?"

Jane looked at her, "Because sweetie, that's when they won't walk away."

They sat, trying not to listen. They heard the word *Mmarant*. Jane again, "Oh that's not a good sign. Sharik, what the hell is going on?"

She sipped her coffee, betraying nothing. "I'm sure we'll find out soon enough."

Ariaryn surveyed her carefully. "Gubashiidi *Wa*…"

She interjected, "Sharik, please call me Sharik, I think it's so important we can all be friends."

His eyes narrowed, "I expect you do. So, Sharik, will you be looking for an engagement band[29] soon?"

She still betrayed nothing. "Engagement band? I couldn't say"

Ariaryn sat back smugly "I'll take that as a yes."

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Siish and Sharik left soon after announcing their engagement. They had a lot to do. Jane wanted to cancel their trip. I told her no, I was fine, she should go have some fun. She deserved it, they both did. The news was full of the shock changes in the Council. Kamees Sherin had been denied his father's place

on the Security Committee; it had gone to Sharik's mother. People were predicting all kinds of dire instability. I sat at dinner with Isabella; Ariaryn had made something for us before they left. It was good, far better than either of us could do. She looked at me. "You really alright, Afira?"

I put down my cutlery. "No, not really, a lot to take in." I tried to change the subject. "Jane and Ariaryn, they're good together." She nodded, her mouth full. "Pity they can't have children, though."

She grinned, "Oh, I don't know; there are always arrangements that can be made for that."

It brought me back, *arrangements*. I needed help. "Siish asked me, asked me if I'd like an 'arrangement', to be his mistress."

She put down her fork. "It's a lot more common than you'd think. What do *you* want?"

"I don't know; my head's a mess right now."

She stood, came over, sat beside me and put her arm around me. "Depends on if you love him, dear. He sure loves you, and love's a precious thing, too precious to waste."

I snuggled into her. "Yeah, but it's dangerous, too."

"I know."

Augustine, I hadn't thought. "I'm sorry."

She just smiled, "It's okay, I'm sorry too. I'm better off without him. Better to know he's a child before I married him."

I laughed, "What should I do?"

"Listen to your heart; it's really all any of us can."

196th of 2029 (022-98): The Manish Estates

Madam Manish was waiting for her daughter. She sat delicately as she always did. "So, Mother, you called me?"

"Yes, my dear, I have secured Sakuya Trace's release."

"At the cost of Siishubuu's match. A huge price, Mother, possibly too much."

"There were other reasons for that; Trace *Lul*'s release was simply a fortunate by-product."

Her daughter wasn't so sure, but no matter. "What is to happen to him now?"

"We can't admit we have him. So, parole with a new identity."

"Will he agree?"

"He already has. Sesh Liryn has that effect on people."

"Yes; I am well aware. And Sesh Liryn itself?"

"Sesh Liryn will be closed. It's gone too far twice, now; I won't have a third time on my conscience."

"Padter *Kolant*?" There was concern in her daughter's voice, and perhaps just a trace of fear.

"She is returned to her institution my dear; she can not hurt anyone there."

Her daughter nodded, "And how is he?"

"He is apparently sensitive and high in empathy. I imagine he did not fare well." She paused a moment, "There is something more, my dear."

"Mother?"

"During his… interrogation, something came up."

Her daughter looked concerned. "What, Mother?"

"He was working on something called the Ogura project[30]."

There was anger in her daughter's reply, with a hint of contempt, "And My Lady would like to get information from him?"

"Calm yourself, my dear. No, but if his… integration into our society went successfully, if handled very gently, it would be of great value if he continued such work here."

Her daughter understood. "So, My Lady would like his sponsor to be somebody who could encourage that."

"Yes, my dear; I think you know who I have in mind."

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Madam Manish waited for her daughter to depart before calling her son. He had a lot to arrange

but this was important. He answered promptly "Mother?"

"Siishubuu, I have news of young Lord Trace. He is to be paroled; he will be arriving on Daramm tomorrow."

Siish was obviously relieved at the news. "That's wonderful, Mother. I will return tomorrow to sign the sponsorship papers."

"That will not be necessary, Siishubuu, and anyway, you have far too much to do."

"Mother? How can he be paroled without a sponsor?"

"He will have a sponsor: Isabella."

Siish was clearly very surprised. "Isabella?"

"Yes; his recovery will be… difficult, not to mention the problems he will face integrating into our society. Can you think of anyone better to guide him than someone who has been through it herself?"

Notes

24. Second daughter of the Gubashiidi's.
25. The shallow sea that surrounds the archipelago that the Manish Estates and Antiavash arcology lay in.
26. The traditional Luriani calendar consists of three 188-day-long years followed by two individual leap days know as *Ytirpel Tlil* (Fools' days). These days were traditionally religious festivals where friends would attempt to play practical jokes and pranks on one another.
27. A short form of *Mmarislusant*. It was in common use during the early years of the First Protectorate, but has since taken on extremely negative connotations. It has long been regarded as an exceedingly insulting term.
28. The Luriani have long dealt with their passionate natures and developed numerous customs and protocols for dealing with anger and temper. They regard expressing their anger as healthy and have many methods for a party to walk away without losing face, allowing tempers to cool.
29. The traditional sign of a Luriani's relationship status is a silver band on the left wrist. Normally made of silver (though *Verasti Dtareen* sometimes favour white gold or even platinum), they are usually exchanged upon the promise of entering a formal relationship. The exact nature of the relationship is indicated by various charms attached to the band.
30. A top secret Imperial project to develop jump 4 drives. ✪

Doing It My Way

The Color of Jumpspace II: Jump Sickness

by Jeff Zeitlin

Jump Sickness is mentioned in several *Traveller* sources, but only as something that happens, and not usually to player-characters. However, it offers game opportunities:

- A jump-sick antagonist might be easier to capture, or might let a key clue slip, or might blow a task, or delay some action, making it easier for the PCs to unravel his plans.
- A jump-sick player-character might miss a key clue, or blow a task, or be unavailable to play his part in an action, or delay an action or response, giving the antagonist an unexpected, if temporary, advantage.
- A jump-sick patron might cause hardship for the PCs, because some promised resources don't come through in time, or because it delays the patron's trip (and the PCs are playing escort), allowing an additional opportunity for the antagonist to forward his nefarious plans.

Obviously, the referee can whip up some jump sickness by fiat at any convenient and appropriate

time (it wouldn't do, after all, to suddenly turn up jump-sick when you've been on-planet for three days), but that sort of thing often seems to lead to a perception that the referee is trying to railroad things. It's much better, in that respect, to let the dice decide, all open and aboveboard.

There's little, if any, canon on when or how jump-sickness occurs, save that it's (obviously) connected with jump. For maximal opportunity to use it, assume that jump-sickness may occur on jump entry, jump exit, and, if you use the jump observation and adjustment rules outlined in "The Color of Jump-space" (July 2013), at any adjustment to jump energization.

There are three elements to jump-sickness: susceptibility, severity, and duration.

Susceptibility: The more susceptible to jump-sickness a character is, the more likely it is that the character will be affected by jump-sickness at any given opportunity. In Classic *Traveller*, *MegaTraveller*, *Marc Miller's Traveller* (T4), Mongoose *Traveller*, this is a throw of 2D for END or less. Regardless of the actual value of END, a throw of 2 means that the character does not get jump-sick ("critical success"), and a throw of 12 means that the character does ("critical failure" – the severity and duration are both automatically maximum). In *Traveller*[5], roll for C3 or less, using the same number of dice as for creating the character. If you roll all 1s, this is a critical success; if you roll all 6s, this is a critical failure. In *Traveller: The New Era*, roll 2D-1 for CON or less (if you roll 2 or 12 before subtracting, treat those rolls as critical success or failure, respectively, as above); in *GURPS Traveller*, roll 3d6 for HT or less, with a roll of 3 being a critical success, a roll of 18 being a critical failure regardless of HT, and a roll of 17 being an ordinary failure if HT is 17+; and in *Traveller*[20], roll 3d6 for CON or less (use the same critical success and ordinary/critical failure rules as for *GURPS Traveller*). There are no DMs for any of these

rolls, regardless of system (but see the Optional Rule below). This is called the Susceptibility Check. If this roll fails, but is not a critical failure, note how much it fails by (e.g., if the character's END is 12, and the roll was 8, note that the roll failed by 4). This is the *failure margin*. Divide the failure margin by the number of dice rolled (round fractions down) to get the *severity modifier*.

Severity: Severity is a general indication of how incapacitating the symptoms are. Jump-sickness does not affect everybody equally, and on different occasions may not affect the same character in the same way. Roll 1D6 and add the severity modifier. The symptoms for each level listed here are only examples; the referee should feel free to create other symptoms or sets of symptoms.

1. Headache.
2. Dizziness, or minor loss of coordination. The character finds it difficult to carry out ordinary activities, such as picking up small objects without dropping them, walking without stumbling, typing accurately on a keyboard, and so on.
3. Minor seizure. Similar to *petit mal* epilepsy, the character engages in no activity and seems unaware of his surroundings.
4. Nausea and vomiting. The character will not be able to eat or drink without immediately vomiting it up; for prolonged bouts, it may be necessary to feed and hydrate the character intravenously.
5. Major seizure. Similar to *grand mal* epilepsy, the character experiences severe, uncontrollable muscular spasms.
6. Unconsciousness.

Duration: Sometimes the symptoms will last longer than others. This is independent of how severe the symptoms are; one can have a headache that lasts for days, or be unconscious for only a few seconds. Roll 2D6-2 to determine how many time units the symptoms will persist, then roll 1D6 to determine what the time units are:

1. seconds
2. ×10 seconds
3. minutes
4. ×10 minutes
5. hours
6. ×10 hours

If a new check for jump sickness needs to be made before the duration expires for a previous check (e.g., because the jump energization adjustment rules are being used), do the END/CON/HT check as per the rules above, but if it fails, do *not* calculate a severity modifier nor roll severity; simply go to the next level of severity, and re-roll duration. The new duration begins immediately; if it is short enough to expire before the original bout of jump-sickness, the character experiences a full recovery – the original symptoms no longer apply. On a critical failure, the character experiences the most severe symptoms for the maximum amount of time (beginning immediately, not prorated for the previous bout of jump-sickness). If the check succeeds, the original symptoms and duration continue unchanged; on a critical success, the character recovers immediately.

Optional Rule: Even though generally higher END/CON/HT/C3 means generally better resistance to jump-sickness, some people may be unusually susceptible or unusually resistant to jump-sickness. To simulate this, do a Susceptibility Check as though for actually having a bout of jump-sickness, but *regardless of the roll*, calculate the difference between the roll and the character's END/CON/HT/C3, and divide by the number of dice rolled (round fractions down). This number should be recorded as *negative* if the check succeeded, or *positive* if the check failed. For all future jump-sickness checks, treat this number as a DM to the roll. Note that if you are using this rule, critical success and failure (and the ordinary failure exception in *GURPS* for HT 17+ or in *Traveller*[20] for CON 17+) are based on the *unmodified* roll; a Classic *Traveller* character with a DM -1 for this check does *not* experience a critical failure if he rolls a 3 (which gets modified to a 2). ✸

The Asklepios Recovery

by Michael Brown

Synopsis: The adventurers help a doctor find and salvage a shipment of drugs believed lost in order to stop a viral pandemic.

The Asklepios Recovery is designed for 4-6 Classic *Traveller* characters of varied career backgrounds. The group may have worked together before the adventure, or the referee can use the events to bring them together for the first time. Vacc suit skill and access to a spacegoing vessel (their own or someone else's) is necessary for the adventure; Medical skill is very useful. Characters with former careers of Doctor or Rogue (*Supplement 4: Citizens of the Imperium*) are also useful.

Pre-Adventure Preparation

The referee should select or create the following items:

- An Imperial world advanced enough to have both a highport and a downport
- A merchant-class starship (Free Trader, Far Trader, Fat Trader or similar)
- A Kuiper Belt object of at least 100 km diameter (map optional). (The text assumes this. There is no reason the referee can't create an alternative site for the lost drugs, if preferred.)
- A criminal organization, of sufficient power and scope to present a threat to the PCs
- (Optional) A virulent disease, including the chance of contracting it and its effects

Phase One

A viral outbreak years ago was put down through heroic efforts of the planet's medical community. Working hand-in-hand with local scientists, the illness was stopped in its tracks. With a subsequent vaccination program, a once-deadly disease was rendered nearly harmless.

Recently, however, the virus mutated and returned with a vengeance. Entire communities were quickly infected, and the world's medical resources have been badly strained as unprecedented numbers of patients flood the hospitals. Predictions of a global pandemic dominate local newsfeeds. Worse, the new malady has a much higher mortality rate; if it spreads worldwide, the death toll will be dire.

The Imperium, in an effort to contain the contagion, has declared the world an Amber Zone, and is ready to impose a full interdiction if it looks as though the disease will jump the planet on departing starships. Meanwhile, casual travelers to the world are advised against making planetfall and are directed to the highport. The highport has seen traffic rise exponentially.

With regular traffic to the planet's downport drying up, independent operators – including smugglers – have rushed to fill the void, unmindful of the risk. While nowhere near the world's previous volume, trade is nonetheless taking place. As a champion of commerce, the Imperium hasn't moved to stop the independents, although all ships approaching the planet directly are warned of the risk and that upon departure, they are to submit to an inspection to ensure they aren't carrying the virus offworld. Refusal to do so means immediate destruction.

The adventurers are in-system conducting whatever business brought them here. If they have their own starship, they have a choice as to whether or not they are high or down. They make the acquaintance of a young doctor, Shafiq Rodriguez (see NPCs below), who is looking for a group for what could be an errand of mercy.

When the mutated virus made its appearance, the world's medical and scientific communities were caught flatfooted, but nonetheless went to work on the problem. They quickly learned of this version of the disease's deadliness, and its ability to shrug off most antiviral medicines.

Several months ago, a research team discovered that a quirk in the bug's mutation rendered it vulnerable to an older drug, metaparaxevirin-A. Unfortunately, Mepaxevir (its main trade name) is no longer manufactured; it made an excellent chemical precursor for a powerful street drug that is the scourge of several neighboring systems. To stop its spread, the Imperium quietly put pressure on Mepaxevir's manufacturers to stop making the drug, destroyed all offworld shipments that they could find, and declared it a controlled substance.

Rodriguez heard through several patients who lived on the seamier side of society that perhaps not all of the Mepaxevir shipments were destroyed. If one could be located, he has contacts that he is certain could synthesize more of the drug and head off a catastrophe. He needs the PCs to help him navigate the rough company he must come into contact with in the course of locating some Mepaxevir. He is willing to pay them Cr40,000 (all he has) for their help. If they object to the figure, he can call in some favors and get an additional Cr40,000, but this costs extra time: one extra week and its consequences per "Phase Two" below.

Phase Two

In their search for the Mepaxevir, the adventurers may pick up information that points them to their goal, leads them astray or gets them into trouble. Each week, they throw on the task below. If successful, they hear a rumor concerning their quest; a throw of 1D+1D on the Rumor table below determines what they learn. Not all the data is true; some are outright lies, and others are highly subjective.

Active Measures

Each rumor should only be used once, except for the General rumors, which may be used multiple times, changed slightly with each use.

To hear rumors of possible Mepaxevir sources:
DIFFICULT; Streetwise, Carousing; 1 hour
REFEREE: Former Intelligence operatives get a DM of +1

2nd Die	1st Die					
	1	**2**	**3**	**4**	**5**	**6**
1	A	B	C	D	E	F
2	G	U	U	W	W	H
3	I	U	Y	Y	W	J
4	K	X	Z	Z	V	L
5	M	X	X	V	V	N
6	O	P	Q	R	S	T

Rumor Table

DMs: if Streetwise skill
    ex-Rogue or ex-Pirate: -1 on first die
    if offworld, +1 per die
Rumors in italics are partially or wholly false.

Specific Rumors

A. The last time the planet had to deal with an infection of this scope was 150 years ago.

B. The virus is similar to Terra's Spanish Flu, which decimated the planet during its First World War.

C. The virus spreads fast and hits its victims hard. Some have died within hours of infection. Children and the elderly are particularly at risk.

D. *A starship getting lost in a Kuiper Belt can forget about rescue anytime soon. Even IISS sensors can't pick out a ship from the debris nearby.*

E. A restaurant server is overheard humming a popular tune; a ballad of a ship lost in a system several parsecs away, and the enduring love the captain had for his wife.*

F. *A well-dressed young woman lets on that she and some friends stumbled onto a warehouse full of Mepaxevir and is willing to show the group where it is. But when they arrive, the girl's "friends" try to rob the adventurers in order to get money for food and medicine.*

G. Several cargo ships made runs to the world through a certain system not far away during the Fifth Frontier War; ship captains got used to running cargoes through that system and kept it up even after the war.* (see Rumor X, below)

H. Although hardy and immune to many anti-viral drugs, the virus isn't invincible. In fact, it was quie manageable until it mutated.

I. Unlike many anti-viral drugs, Mepaxevir works not by interfering with viral protein synthesis, but the exact opposite: causing a virus to synthesize protein in runaway fashion until it burns itself out.*

J. *The virus is nothing of the sort; it's a nanotech plague engineered by the planetary government to render the population docile and compliant. It only looks like a viral outbreak.*

K. Anti-virals are drugs used to treat viral infections. Different drugs have different ways of doing so, usually by interfering with viruses' life stages.

L. Kuiper Belt Objects (*ikhumilir* in Vilani) are leftovers from the birth of a star system. They can be thought of as comet nurseries. KBOs (as they're also called) are of all sizes and shapes—from a few meters in diameter to dwarf planets several hundred kilometers across—and are typically made of ice and frozen gases.

M. Pirates sometimes hide out in a Kuiper Belt until the heat's off.*

N. There are a few systems along the old smuggling route used during the Fifth Frontier War. All of them have extensive Kuiper Belts. (see Rumor X, below)

O. A new acquaintance of the team tells them, "You might wanna keep your mouths shut. Word gets out about where that stuff is, half the crooks in the subsector will be trying to get it."

P. Metaparaxevirin-A is a common "precursor" drug, used to make a much more powerful (and addictive) street drug. As a result, the Imperium has declared Mepaxevir a controlled substance.

Harsh penalties await anyone caught with even small quantities of it.

Q. If a worldwide pandemic ensues, the Imperium will immediately declare the planet a Red Zone.

R. Criminals are always in the market for Mepaxevir due to its scarcity. Gang wars have broken out over discovered stocks.

S. Pharmaceutical cargoes can fetch a nice price; Cr300,000 per ton is average.

T. *A man claiming to be a doctor refuses to discuss the virus in detail, imploring the team to "follow the credits" before disappearing into the night.**

General Rumors

U. Most systems have a Kuiper Belt; it's the rare system that doesn't.

V. *Taking a ship into a Kuiper Belt is a surefire way to get it ground into metal shavings.**

W. The planetary government keeps extensive and detailed manuals on infection protocols. Most of the works are offered free to citizens.

X. The world the virus has arisen on is on an old "backdoor" trade route favored by smugglers and pirates.

Y. Metaparaxevirin-A proved very effective against minor viruses that cropped up from time to time. It has never been used against the current virus, so lab results are the only indication of success.*

Z. *The virus was introduced to the world by the Zhodani, who want to wipe out the Imperial population and replace it with their own.*

The entries marked with an asterisk (*) on the table trigger a special circumstance if they are thrown, or the referee can impose the circumstance to raise the stakes; see "Phase 3" below. In addition, throw 12 exactly on 2D for Imperial authorities to hear of the team's search. If they do, two agents pay the group a visit to learn more about why they're trying to find a controlled substance and to deter-

mine if they're up to criminal activity. They have questions for the adventurers:

To allay the Imperial Agents' suspicions:
ROUTINE; Liaison, SOC; 10 minutes
REFEREE: If Rodriguez is with the group, his presence supplies a DM of +3.

A throw of "2" means the agents attempt to arrest the team. If the task throw succeeds, the agents determine no crime is being committed and don't harass the heroes further unless the team commits a crime in the course of their search.

Unfortunately for the heroes, the plague marches on. Given the virus' resistance to current drugs, the best the medical community can do is fight a holding action and hope that research can produce a solution. But time is running out. Each week, the world takes one more step toward a global—and nigh-unstoppable—pandemic.

Each week, the planetary authorities must collectively throw 8+ just to hold ground against the disease and buy the world another week. If the throw fails, a throw of 1D+4, with the result expressed as a percentage, represents the segment of the population newly affected. 50% are already sick or dying, so this means that left unchecked, the organism claims 5-10% of the population each week. The result is also cumulative. If the medical throw is a "2", double the percentage of the population victimized; if the result is "12", the authorities manage to stave off the bug for two weeks. This procedure continues until the PCs find the Mepaxevir or the entire planet is infected. This gives the heroes only 5-10 weeks to accomplish their task. Note that the march of the virus can't be reversed, only halted.

If the crew and Rodriguez return with Mepaxevir in time, see Phase Four below for conducting the final struggle against the virus.

Phase Three

If the adventurers and Rodriguez throw a Rumor marked with an asterisk (*), their efforts unfortunately reach the wrong set of ears: a criminal organization hears about the team's attempts to find

Mepaxevir and starts shadowing them to find out more. Although the enemies try to stay discreet, the heroes may yet discover them:

> *To detect the pursuing criminals:*
> DIFFICULT; Streetwise, INT

The enemies get the same throw (at ROUTINE difficulty) to realize they've been spotted; if so, they withdraw and try to pick up the adventurers' trail later.

If at any time a PC is alone, (s)he will be kidnapped. Two goons grab the hero (using a hypo if necessary) while another two keep watch or fight off arriving allies. Captured heroes are taken to the criminals' regional boss, located in a plush penthouse in the nearest large city, to be questioned and if necessary, used as bait to draw in his or her allies. The capo wants to know what the group is up to, and how close they are to finding a fresh source of Mepaxevir. He is not above using torture to get the information. If the adventurer won't talk, at least two goons are summoned to loosen the hero's tongue:

> *To resist being broken by torture:*
> DIFFICULT; END; 1 minute; multiple tries allowed

Failure means the PC divulges everything the group is doing, to the best of his/her knowledge: the criminals get the benefit of all the rumors the group has picked up, and may throw on the table for one more, to reflect what they're hearing from their own sources. The gang also gets a +1 DM in all future encounters with the heroes. Succeeding in the throw three times in a row ends the torture; the capo believes the PC can't be broken and he or she withdraws with all but one or two lieutenants to discuss their next move. This may give the hero a chance to escape or for his/her friends to come to the rescue. Of course, if the adventurer is simply being used as bait, the goons will be prepared when the allies show up. If Rodriguez is the one captured, he automatically talks.

If the criminals can't capture a team member, there are other ways to get information from them. Some suggestions: secretly planting a listening or tracking device on one or more heroes; getting one or more of them drunk in a bar and chatting them up (use the Resisting Torture task from above, except the difficulty becomes FORMIDABLE to reflect intoxication); breaking into their rooms, or if possible, their ship, to glean information; or just a good old-fashioned beating in a back alley somewhere (again, use the Torture task above).

Once the mobsters find out what the PCs know, how they handle the information depends on how close the heroes are to their goal. If the team is relatively close, the villains try to do away with them and claim the Mepaxevir for themselves. Or they simply race to the drugs in an attempt to beat the adventurers to them. If the heroes are still putting the clues together; the criminals shadow them as before until they get concrete information.

Phase Four

The object of the adventurers' search is an old merchant vessel, which crashed on a Kuiper Belt Object in a neighboring system. Even though the group located the system, the ship still has to be found. This is far easier said than done; the group must find a relatively tiny starship among a belt swirling with thousands upon thousands of comets.

The ship's sensors are certainly up to the task, but the team must navigate to the proper place in the belt and feed the proper search parameters into the equipment:

> *To locate the crashed ship in the Kuiper Belt:*
> IMPOSSIBLE; Electronics, Computer; 2.5 hours
> REFEREE: apply the following DMs to the task throw:
>> Utilizing ship's sensors: +2
>> utilizing Scout ship or other IISS sensors: +4
>> ex-Pirates: +1.
>
> The group can substitute Navigation skill for either of the indicated skills above.

The ship may not be intact (Referee's decision), but the cargo is. The referee should determine the size of the cargo per the system in *Book 3: Worlds and Adventures*, or *Book 7: Merchant Prince*. The entire cargo consists of metaparaxevirin-A.

If the team has avoided or shaken off pursuit, the drugs are theirs for the taking. They will need vacc suits, of course, but they also have no opposition. If the criminals got the information out of one of the adventurers, it's a race to the prize. Regardless of who arrives first, the other party may be right behind them. The villains will fight fiercely to get control of the drugs, which have a very high street value.

Remember that the KBO has no atmosphere whatsoever and little gravity; the heroes should consider how they go about recovering the drugs and/or defeating the opposition.

Phase Five

Assuming the heroes recover the Mepaxevir, they must get it back to the planet in time. And the Mepaxevir must be replicated in enough quantities to treat the infected population. This takes 1D+7 weeks; medical authority throws (see above) continue during this time.

If the disease hasn't yet infected the entire population (reached 100%), the medical authorities make the same throws as above, except that each success cures 10% of the population until the percentage reaches 0 (zero) and the bug is considered eradicated. If the entire population (100%) is infected, the throw to treat the population is 10+. In this case, the referee again throws 1D+4%; this is the percentage of the population that acts as a "reservoir" for the virus, ensuring another outbreak at some point. Rodriguez can explain the above to the heroes.

If 100% of the population was infected, the referee should consider if the Imperium has had time to put a planetary interdiction in place. If so, the adventurers must get past it to land and begin rendering aid.

The referee should determine the flow of subsequent events.

NPCs

Dr. Shafiq Rodríguez
Doctor; 866BC9; 3 terms; Age 30; Cr40,000
Medic-3, Computer-1, Electronics-1
Instruments

Rodriguez is an idealistic young man who lost both parents to the previous epidemic. The loss drove him to become a doctor and researcher in an effort to fight any reappearance of the organism responsible. He sometimes displays moments of naivete, but his dedication to his patients is without question. ✪

Kurishdam

Lecture Hall and Library

Jump Destination: Vincennes

by Christopher Griffen

Editor's Note: This is from a posting to the Traveller Mailing List from 1995. The author writes "With all the hubbub about 'imminent TL-17' Vincennes, I thought I'd pop this description in of the Vincennes in my *campaign. I've tried to remain as true as possible to the original write-up of the system that was presented MegaTraveller Journal #3. I've created a pretty detailed set of additional background material since Vincennes is the focal system of my campaign."*

Author's Note: This writeup draws heavily upon the information presented in the Vincennes World Guide featured in MegaTraveller Jour-

nal #3. I would like to thank and acknowledge author Charles P. Kalina for his outstanding and descriptive article. This RICE paper is intended to build upon the information provided in the article and reestablish Vincennes in The New Era.

```
Vincennes (Vincennes:  Deneb/1122)
A899AA6-G   Hi In Cp  213  RE  K7 V  M7 V  G1 V
G=1.50, Day=33:32:15, Year = 199d 06:28:48
Atmo=1.50, Weather Control
Temp= +24.7 (7/lat +21 to -49)
          (season +66.0 to -20.0, 5.32 deg lat)
Daily temp range:  Special
Ores, Radioactives; Parts, Durables, Weapons;
  Recordings, Software
Progressive/Enterprising, Competitive/Neutral,
  Harmonious/Aloof
Legal: 6-6A665     Tech  GG-GHHGH-FGGG-GE-G
```

Vincennes System Details

```
Orbit       Name         UWP          Remarks
Primary     Undraczech                K7 V
0           Wood Res.Sta. G000138-G   As Re
1-2  (Empty Orbits)
3*          Ember                     M7 V
   0        Friend       F212764-G
      40    Greenwood    YS00000-0    Captured Comet
   1        Vincennes    A899AA6-G    Hi In Cp
4           Bascom       Small GG     Size 40
   4        Turbot       G652239-F    Mining Colony
   30       Chariot      Y200000-0    Va Ba
   50       Heighat      Y300000-0    Va Ba
5           Shinden      Small GG     Size 50
   55       Defense      F410367-G    Sys. Def. Base
6-11 (Empty Orbits)
12*         Guazhurniim  G1 V
   0        Craddick     YS00000-0    Va Ba
   1        Lagahar      YS00000-0    Va Ba
   2        Anashaldi    Y530000-0
   3        Paven        DA77766-G    Ag Ni Mi
      9     Wharton      HS00246-E
   4        Shozhul      Large GG     Size 220
      2     (Ring System) YR00000-0
      7     Plotkin      YS00000-0
      10    Stopover     F320134-F    Refueling Sta.
```

* Companion stars.

Overview

Vincennes is the technological jewel of the Regency. The planet is the Regency's single most advanced producer of commercial technology, known for its unique environmental characteristics and reclusive society. Many detractors of Vincenzi success cite the system's inability to achieve universal TL-17 technology as indicative of the system's imminent decline. The growing interference of bureaucracies and the aristocracy in Vincenzi entrepreneurial interests threatens to derail all that the Vincenzi have built. The spectre of crime and corruption has begun to taint the planet's prospects as well. The upcoming age will not be easy for the Vincenzi, but if their hallowed entrepreneurial spirit prevails, Vincennes will continue to shine as a nexus of technological and societal wonder.

Origins of Vincenzi High-Tech

The origins of Vincennes' amazingly innovative and enterprising society are the result of the unique properties of the world and its trinary star system.

To understand Vincenzi technological innovation, one must understand the hostile environment Vincennes presents to its inhabitants. Vincennes orbits Ember, the close companion of system primary, Undraczech. Because of the proximity of the two stars to one another, Vincennes' orbit takes it almost directly between Ember and Undraczech. The weak stellar emanations of red dwarf Ember are insufficient to support life on their own. When Vincennes is in close proximity to Undraczech, however, intense stellar radiation produces extremely high temperatures and inclement meteorological activity on the planet. The result is that Vincenzi temperature and weather patterns vary greatly over its 199.27-day orbit around Ember.

During Vincenzi summers, when the planet is directly between the two suns, temperatures climb to an unbearable 66 degrees C. Massive convection storms sweep the planet and the intense heat releases sulfur compounds from the planet's ocean depths, shrouding the entire globe in blustery cloud formations. Autumn is the rainy season on Vincennes, with the highly acidic taint of the planet's atmosphere producing acid rain storms that force Vincenzi to don protective clothing and breathing masks when going outdoors. During winter, when Vincennes is at its most distant point from Undraczech, the temperatures drop as low as -20 degrees C. Icebergs dot the ocean surface around the globe, with polar ice caps forming in the southern and northern extremes. Spring is the most pleasant season, during which the temperature is at a comfortable level and the atmospheric taint is reduced to the point that the normally reclusive Vincenzi can actually come outdoors and breathe in the open air.

The extremely hostile environment of Vincennes begs the question, "Why colonize such a planet?" The answer is that Vincennes is rich in natural resources. Underneath Vincennes' deep, nearly worldwide ocean (Vincennes features a 94 percent hydrosphere), rich deposits of ores and radioactives await industrial development. While several sprawling

undersea metroplexes have been constructed over the centuries to exploit Vincennes' resources, many geological surveyors believe Vincenzi industrial interests still have only scratched the surface. The difficult prospect of doing business on Vincennes has spawned an active research and development community. Their innovation in communications, robotics, and environmental technology have made it possible to operate in an otherwise unsuitable climate.

Vincenzi life is generally compared to that of Cambrian-era Terra. Notable among Vincenzi lifeforms are beam, a bamboo-like plant that grows in Vincenzi oceans, and rockmat, a porous rock-hard substance that grows around the rocky formations of The Shoal, much like Terran coral.

Society

Notable among the Vincenzi metroplexes are Kehmed (the capital city), Burke (the newest of the metroplexes), Markel (dominated by SuSAG industrial concerns) and Willis. All of the metroplexes include scores of arcologies, domed cities and satellite gravitic cities that hover above the Vincenzi ocean, serving the ore transportation and trade interface needs of their undersea cohorts. Kehmed, far and away the most populous metroplex, includes an astounding 77 gravitic cities within its dominion. The gravitic cities come in numerous shapes and sizes and generally serve specialized purposes. Melchen, for instance, primarily serves the tourist and entertainment sectors, while Malin Tekhar and Dumorov are more industrial in nature. Remote Foxhunter, an irregular-formation gravitic city, inhabits Vincennes' horse latitudes, avoiding the worst of the planet's weather by deftly increasing its altitude during the summers. Many of the gravitic cities are lowered to the surface of Vincennes during the more stable winter and spring seasons. During these periods, ores and manufactured products are easily shipped from the undersea metroplexes to the floating gravitic cities via submersible.

The solitary archipelago of the world, known as The Shoal, is sparsely inhabited. Due to seismic instability and heavy erosion during the summers, its rocky surface supports very few permanent habitations. Only Vincennes Down Starport and its surrounding community maintain a large permanent presence. During the stormy summers, landings at Vincennes Down would be virtually impossible if it weren't for advanced Vincenzi manipulator technology that enables the starport to gravitically guide starships to safety.

The proliferation of high-tech among Vincenzi citizens has resulted in a unique society. Vincennes' advanced communications and computer technology enable most Vincenzi to perform business completely from their homes. An entire world of telecommuters maintains contact with one another using holographic meson communications equipment. Entire board meetings of some Vincenzi corporations are held in virtual boardrooms that exist only in the conceptual sense. Holographic representations of one's business associates may be projected so that they appear to be in the same room, even though they may be on the other side of The Shoal, the planet, or even the outer system.

Most Vincenzi have managed to acquire at least a moderate amount of personal wealth. While Vincenzi society is hardly utopian, it can accurately be said that advanced technology on Vincennes has paved the path for most of the planet's inhabitants to build at least a small personal fortune.

During the pre-Rebellion era, advanced robotics were employed to perform virtually all dangerous or undesirable tasks on Vincennes, including mining operations, zero-G ops in orbit around Vincennes, and deep-sea construction. The antirobotic hysteria that swept the Regency after the appearance of Virus greatly injured the Vincenzi robotics industry. Native Vincenzi, however, were not willing to give up the advantages their robots gave them. Instead, they have willingly submitted to RQS regulations that limit off-world exportation of Vincenzi robotics technology. Since then, technology-sharing agreements

with advanced robotics research groups on Rhylanor and HRD have spawned astonishing advances in Virus-proofing techniques. These developments, along with decreasing antirobotic sentiment and aggressive lobbying by 'G' (Vincennes' largest and most powerful distributor and exporter of high-tech equipment) and several Vincenzi industrial consortiums has resulted in a gradual relaxation of the RQS regulations. Within the last decade, Vincenzi robotics construction and exportation has reached about 25 percent of its pre-Rebellion level.

Because of the Vincenzi tendency to utilize high-tech communications for most of their interpersonal contact, offworlders will discover that most of the people they meet on Vincenzi streets are other offworlders. Just because Vincenzi tend to be reclusive doesn't mean they're entirely unfriendly, however. While actual person-to-person contact is not common, when Vincenzi do get together, they tend to hold gala events, parties and festivals that rival any in the Regency. In the spring, Vincennes' gravitic cities retract their roofs and millions of people gather in plazas, parks and the streets to engage in spring festivals and celebrations.

Crime has traditionally been a remarkably small problem on Vincennes. Due to the Vincenzi tendency to operate from their homes, reduced interaction between people and relative economic well-being have prevented the criminal turmoil that plagues most high-population Regency systems from developing on Vincennes. The moderate influx of refugee population and arrival of several discreet white-collar criminal organizations, however, has tainted Vincennes' crime-free reputation since the Collapse. Many offworlders attribute these problems to the resurgence of the notorious Humbolt family on Vincennes, whose criminal tendencies are legendary. Vincenzi natives, however, generally point their fingers at opportunistic offworlders, who are all too eager to reap the financial rewards of doing business on Vincennes and frequently resort to criminal pursuits to do so.

Obtaining Vincenzi Technology

Traders and travellers coming to Vincennes for high-tech goods won't be disappointed in the selection but they may be a bit miffed by the amount of bureaucratic red tape they have to cut through to buy any of it. The planet's high-tech market sells TL-16 goods primarily at the planet's orbital starports and Vincennes Down Starport.

Most would-be tech purchasers are usually surprised by the level of interference from the Vincennes Trade and Commerce Commission (VTCC). The VTCC is one of the more intrusive trade management bureaucracies in the Regency and maintains strict guidelines by which sale of high-tech goods may be made. Regency citizenship is required for any purchase and all computer, communications and robotic equipment sold on Vincennes undergoes thorough examination by local RQS officials before export. The VTCC's primary concern is quality control and the level of technology proliferation. Most VTCC bureaucrats support a controlled-growth economic philosophy.

The VTCC's primary opponent is 'G', the main distributor and exporter of Vincennes' advanced technological goods. G has recently begun to build a spin-off company, 'H', whose primary concern is creating venture capital for Vincenzi companies working on TL-17 prototypes and marketing these products to offworld interests. Because of the bureaucratic warfare between the VTCC and the more laissez-faire G, and the rigidity of trade regulations, small lot purchases of Vincenzi technology are often difficult to arrange. Alternatively, tech-hungry adventurers may want to make friends with the more established free traders of the Vincennes Cluster. Many of them make large-lot purchases of Vincenzi tech and, given the right price, are often willing to sell small or individual quantities of high-tech goods. Small-lot or individual purchases of Vincenzi

equipment are therefore made, for the most part, not on Vincennes but in nearby systems.

Vincenzi starships are renowned for their quality and ample use of TL-16 technology. Because of the planet's proximity to Depot Alpha and Depot Beta, Vincennes manufactures very few warships. A few escort and frigate variants are manufactured on Vincennes for the purpose of defending tech shipments or agricultural products from Paven, but for the most part, Vincennes concentrates on producing traders, liners and exploratory vessels. Perhaps the most well-known of Vincenzi starship designs is the 300-ton *Gushiken*-class Free Trader. The Gushiken uses TL-16 technology to minimize the volume taken by drive and electronic component and maximizes cargo space. The ship was originally intended for microjump transportation of grain from Paven to Vincennes but has since been adopted for more universal use.

Government

Up until the formation of the Regency in 1132, Vincennes had been ruled by the Marquis of Vincennes for several centuries, a position appointed directly by the Archduke of Deneb after the controversial fall of the Humbolt family. The Humbolts had ruled Vincennes for almost four centuries when they were removed from power and exiled in 628 for several violations of Imperial law, the most heinous of which was the exploitation and torture of the native sophonts of nearby Perez System. Following the Collapse and subsequent decline of the Imperial nobility, the wealthy Humbolt family made its return to Vincennes and reestablished their political hegemony on the planet in 1147. The largely Solomani population of Vincennes was eager to overthrow the Garhik Dynasty, the last vestige of the invasive Imperial Nobility on Vincennes, and the return of the Humbolts presented them with the opportunity.

The Humbolt family had lived for dozens of generations on a frontier world of spinward Gushemege Sector, but never lost hope for their eventual return to the world of their ancestors. Fleeing Virus and the effects of the Collapse, the Humbolts made their return to the Domain of Deneb scant months before the borders were closed.

It has been revealed in the years since their return that a large contingent of the Humbolt family remained on Vincennes throughout their exile, operating under the banner of several shadow corporations. These corporations may be more accurately described as cartels or syndicates whose primary function was the consolidation of industrial power under the yoke of the Humbolts. Five centuries of gradual political and corporate power bids gave the Humbolts a staggering advantage upon their "public" return to Vincennes. The current patriarch of the family, Gerhard Lewis Tolemi Humbolt III, maintains an intimidating presence on Vincennes, frequently interfering in the activities of major corporations and in VTCC operations when he can.

Many Vincenzi complain about the intrusiveness of the Humbolt family in corporate affairs, but most are willing to tolerate them. The Humbolt family serves as a symbol of defiance to Imperial and Regency authority, which to most Vincenzi justifies their continued presence.

For the most part, actual political power resides with the District Councils of each metroplex. Day-to-day legislative and judicial activities are the realm of the councils, who owe fealty and give lip service to the Humbolt family.

Military and Law Enforcement

Before the Collapse, Vincennes maintained their modest military and law enforcement requirements through The Special Branch, a relatively small police organization and considerable network of contractors. The ranks of The Special Branch have swelled to over 20 million permanent employees in recent years in order to combat the increasing presence of organized crime and the illegal activities of The Pack, the Vargr crime syndicate. The Special Branch

continues to employ millions of contract employees in its law enforcement endeavors as well.

Traditionally, Vincennes maintained no standing army, but with the return of the Humbolts, a new emphasis on military strength has been established. Under the auspices of the Humbolts, the Vincenzi 1192nd Air Cavalry Division was formed to act in the defense of Vincennes in the event of an attack. The 1192nd officially reports to the Vice Marshall of the Regency Army, but the unit maintains an obvious pro-Humbolt stance. Scores of mercenary groups are employed to supplement military operations on Vincennes as well.

Though no formal naval base exists in Vincennes System, the Regency Navy maintains a large presence at Defense, Paven and Stopover, three of the outer-system worlds. Defense operates a considerable System Defense Boat and small Destroyer fleet. Paven, the primary agricultural producer of the system, is heavily guarded by a regiment of crack Regency Marines. Paven suffered a horrendous decline in production during a Rebellion-era famine thought to have been caused by planted biological agents. The marine garrison on Paven is intended to prevent another such occurrence. Stopover contains a refueling depot for Regency Naval ships.

The Future

Vincennes' future is uncertain. The components to achieve the most impressive technological power in Imperial and Regency history are present, but many detractors and obstacles stand in her way. The coming decades will be crucial to Vincennes' continued development both as a society and as a symbol of human innovative prowess. Most believe Vincennes can overcome these obstacles, but at best the planet's destiny remains shadowed in doubt.   ✵

Critics' Corner

Book 7: Merchant Prince

reviewed by Megan Robertson

This review originally appeared on http://rpg-resource.org.uk in 2010 and is reprinted here with permission.

Traveller has always been a fascinating game for the sheer diversity of things you can do in it, more diverse ways of finding adventure than just beating up adversaries and taking their stuff. A major element has always been interstellar trade. Even if you routinely flip past the business pages in the newspaper and confine your speculation to the odd game of poker or bet on a football game, there are bits in here that might still pique your interest.

Firstly, whatever your character does *now*, he might well have served on a merchant ship before

TRAVELLER

Book 7: Merchant Prince

Not fair terms and a villain's mind

he became an 'adventurer' and so will have a background and skills from his time in the merchant service. It's a great way to see the universe and be paid while doing so, without the obligations of military service. It can also provide an income and means of transportation during a game, even if the main focus is on other exploits. Or interstellar commerce may be the focus of your adventures.

So, this book comes in two parts. The first part is a massive extension of the mere two pages or so in the core book for those who want to have 'merchant' in their background. Instead of just creating a 'merchant' with a basic skill set of ship-handling and trading, you can now choose between no less than seven distinct mercantile careers. Now you can be a free trader, a broker, a junk dealer, or a marketeer, serve in the merchant marine, or be a Royal Trader or a slaver. Of course, you can be 'ethically challenged' in any of these—indeed. if you are a slaver, some people will condemn you thus out of hand. (Note for newcomers to *Traveller*: 'Ethically Challenged Merchant' is a polite way of describing a far future pirate!)

Character creation is much the same as standard, with the starting point—after rolling for or purchasing your UPP and determining homeworld characteristics—being the selection of which sub-career you'd like to go into. This can be picked, provided you meet the prerequisites, or you can pay the, ahem, Licence Fee (i.e., bribe) to be admitted even if you fall short of the standards normally required. Exceptions can, of course, be made for a special case. Merchants also get a couple of new options: a specialist Ally called a Buyer/Seller who is a contact who is helpful specifically when it comes to trade, and the ability to exert influence. This is governed by a system of levels and by die rolls each time you wish to have an influence… and can backfire if you roll poorly!

Each merchant career has specialisations, so there is a lot of choice, a lot of variety available. You

don't have to stick to them throughout your career, so a broker, for example, may spend some time working in an established corporate brokerage house, dabble in illicit trade, and/or strike out on his own. A merchant marine deckhand may be promoted to become an officer, or a free trader may serve aboard a large fleet or operate on his own or with just a few partners. No wonder that there are people who spend their time just generating *Traveller* characters without even intending to play them in a game, you can generate fascinating histories as you work through a career, and if you do end up playing that character, just think of the rich background he'll have!

The second part of the book deals with the running of all manner of commercial ventures in the far future, and are of particular use if you want to engage in commerce or trade during actual gameplay (or as a background to it). It begins with a remarkable essay on general commercial success, which takes the interesting approach of providing a means to generate a business in an analogous manner to generating a character. Naturally, it's only worth going through the whole process for a company that will be of pivotal importance in your game, but it's another fun thing to go through on a quiet night in even if you don't need a fully fleshed out company right now. Indeed you could run a whole game around competing companies using these rules—or run a dynamic background to a mercantile campaign where the characters are minions of one or more such organisation. If this kind of detailed company appeals, but the creation process does not, several examples are provided. (One minor flaw, a comment relating scale in those mega-corps that span several sectors refers to Ling Standard Products in each instance, instead of to the company in question!)

The next section, Trade in the Galactic Market, develops the basic trade system as given in the core rules. It can get quite complex and does call for a fair amount of die rolling and consulting of tables (I showed it to my current referee, and he threatened

Critics' Corner

me with the slavers!) but it does allow you to model just about anything you like, particularly if you want to run that standby of *Traveller* games, party of characters with ship funding their explorations and adventures by trading planet to planet. You can simply convey freight, mail or passengers from one place to another; or engage with trade more actively, buying and selling as a true merchant. Or you can deal in slaves, but I won't talk to you if you do!

Then there's a section on Privateers. These are defined as a kind of freelance law enforcement of the space lanes, preying on illegal (by the lights of their sponsoring government) trade. The line between privateer and pirate is a narrow one, however, especially when it's your ship that is boarded and your cargo that is seized! If privateering appeals—and despite being dangerous, hard and thankless work, the profits for success can be high! —this section looks at everything from gaining that all-important contract to the duties and obligations that a privateer takes on, depending on just who has hired them on, and the sort of events a privateer can expect during their service. As well as governments, privateers also serve megacorporations and religious faiths.

Next, there's a section on Trade Goods. Excellent for those who want to bring some life to their cargo hold, and take their manifest beyond a bland statement of tonnage of freight carried, there is a lot of detail here about what you might actually be hauling around the galaxy. It also enables you to relate trade items to the world you're on when looking for something to purchase, and be able to think about what would actually needed on the world you intend to visit next. So if you are the sort who'd rather know that your hold is full of black pepper, or bauxite ore, depleted uranium or illicit BTL chips, rather than just a tonnage with a freight or resale value, this chapter will bring your manifest to life.

Finally, what book on traders wouldn't allow them to go shopping for themselves? Plenty of equipment, weapons, and clothing for merchant characters to purchase. Ship modifications and equipment are included too, and even some purpose-build merchant vessels—including a specialised passenger transport. As my engineer character doubles as a chef, he's wondering where the galley is on the plan; but otherwise they provide interesting variety from the standard ships already published.

Overall, this is a splendid expansion of the ruleset to allow you to delve into as much detail as you'd care to about interstellar trade and commerce in general. Vital if you wish to centre your game on such matters, capable of generating a wealth of background even if trade is only incidental to the plotline.   ✹

☀ Active Measures

Mercenary Ticket: Hammer and Anvil

by J.Edward Collins

Singer (D5537746. Na 17) is a small, relatively backward non-Imperial world in District 268 of the Spinward Marches. Habitation on the parched world is concentrated around the aptly named Sickle Sea that sweeps north-to-south across two-thirds of the planet. Over the centuries, Singer had developed a balkanized planetary map with over a dozen nations centred on the bays and peninsulas of the Sickle Sea and the various lakes to the west. Two major powers, Crella and Malmi Kolma, currently contest control of the world with smaller nations involved in shifting alliances and competition.

Harzeg, one of the smaller nations aligned with Malmi Kolma, has been sponsoring a guerrilla force that is waging an insurgency war in neighbouring Nejd (itself aligned with Crella). The insurgents are relying on safe havens in Harzeg, notably in the mountain-rimmed Totterdell Valley, a finger of Harzegian territory that extends into Nejd.

The rulers of Nejd have had enough of the endless insurgency and seek to terminate it permanently with a lightning strike on the Totterdell Valley. Their plan is to deploy a mercenary commando force to seize Fort Vendarth, which guards the entrance to the pass through the mountains at the end of the Valley most distant from Nejd. With the route out of the valley blocked, main force Nejdian units will then advance up the valley, crushing insurgent and regular Harzegian units in their path, until they reach Fort Vendarth and declare victory.

The rulers of Nejd (with financial assistance from Crella) are advertising for a reinforced platoon/company strength light infantry commando force to execute the Fort Vendarth operation. They offer triple standard salaries for the estimated one week operation, with a MCr2.5 success-only bonus. Transport to Singer for personnel and man-portable weapons will be provided. Nejdian helicopters will transport the commando unit into the valley at the start of the operation. Nejdian and Crellan aircraft should maintain air superiority over the Totterdell Valley for the duration of the operation.

Referees Information: Fort Vendarth is situated in the foothills of the Sligo Mountains about 50km from the Harzeg-Nejd border. The fort is located on a bluff overlooking the highway as it begins to wind up into the pass through the mountains. The fort itself is a classic square adobe brick walled compound with towers at each of the four corners and a wooden main gate. There are several small buildings and three bunkers inside the walls of the fort, one bunker aligned so as to cover the gate. Outside the fort, a shallow (and dry) moat has been dug with barbed wire strung along its edge. A wooden bridge crosses the moat, carrying a dirt road that winds down from the fort to the highway. 300 metres away (and 100m below in elevation) a checkpoint has been constructed beside the highway, with sandbagged entrenchments.

The fort is held by a ragtag force of Harzegian paramilitaries and insurgents of about platoon strength (30-50 personnel). They have light machine guns emplaced in each of the bunkers inside the fort. The watch towers of the fort are equipped with powerful white-light searchlights and automatic rifles. The occupants, however, are not expecting trouble and are fairly lazy about security. Surprise should not be a problem if the mercenaries plan correctly.

The surrounding terrain is scrub in the typical Singer pattern, with barren rocky soil and thorn bushes. Low, stunted trees are few and far between.

On arrival on Singer, the mercenaries will be briefed that Nejd can only spare three large helicopters to fly them into Harzeg. Moreover, because the helicopters are a precious asset for the small Nejdian defence force, the mercenaries are only allowed to risk one helicopter in the assault on the fort itself. The other two helicopters are restricted to dropping off the mercenaries some kilometres away from the fort. Fortunately, Crella has supplied night vision goggles for the aircrew, and so they are ready for a night insertion if the mercenaries choose this option.

The mission will consist of two parts: the initial assault on the fort; and subsequently holding it against retreating Harzegian troops and insurgents until relief arrives from Nejd. Once the fort is taken by the mercenaries, a sweep of the compound will uncover a cache of Skyhawk anti-aircraft missiles. As the Nejdian helicopter crews become aware of this, they will pull out, citing the risk to their valuable machines. The mercenaries will be on their own.

The referee should roll 3D6 each day for the rate of advance in kilometres of the relief force (noting that they have to cover 50km to reach the fort, although they will be able to offer artillery support sooner). Initially, traffic on the highway will be routine (the referee could employ the standard encounter tables from the edition of *Traveller* being used). Once the Nejdian offensive gets well underway, and word filters out that the fort has fallen to the mercenaries, things will become more hostile, with the ref-

Active Measures

eree beginning to gradually increase the pressure on the mercenaries through more military units retreating up the highway towards the mountain pass.

The referee should try to balance the capability of the retreating forces to that of the mercenaries so as to create tension but not immediately overwhelm them. Harzegian troops are equipped to only TL6, and the insurgents will be less well-equipped if anything. Artillery and armoured vehicles should be limited (Nejdian air strikes will target them). Remember that they are a retreating army, fleeing ahead of the surprise Nejdian offensive. The pressure on the mercenaries should gradually increase (perhaps combined with worries about dwindling ammunition stocks) until a climax just before the Nejdian relief force arrives.   ✪

☀ Multimedia Gallery

Scenes by Ian Stead
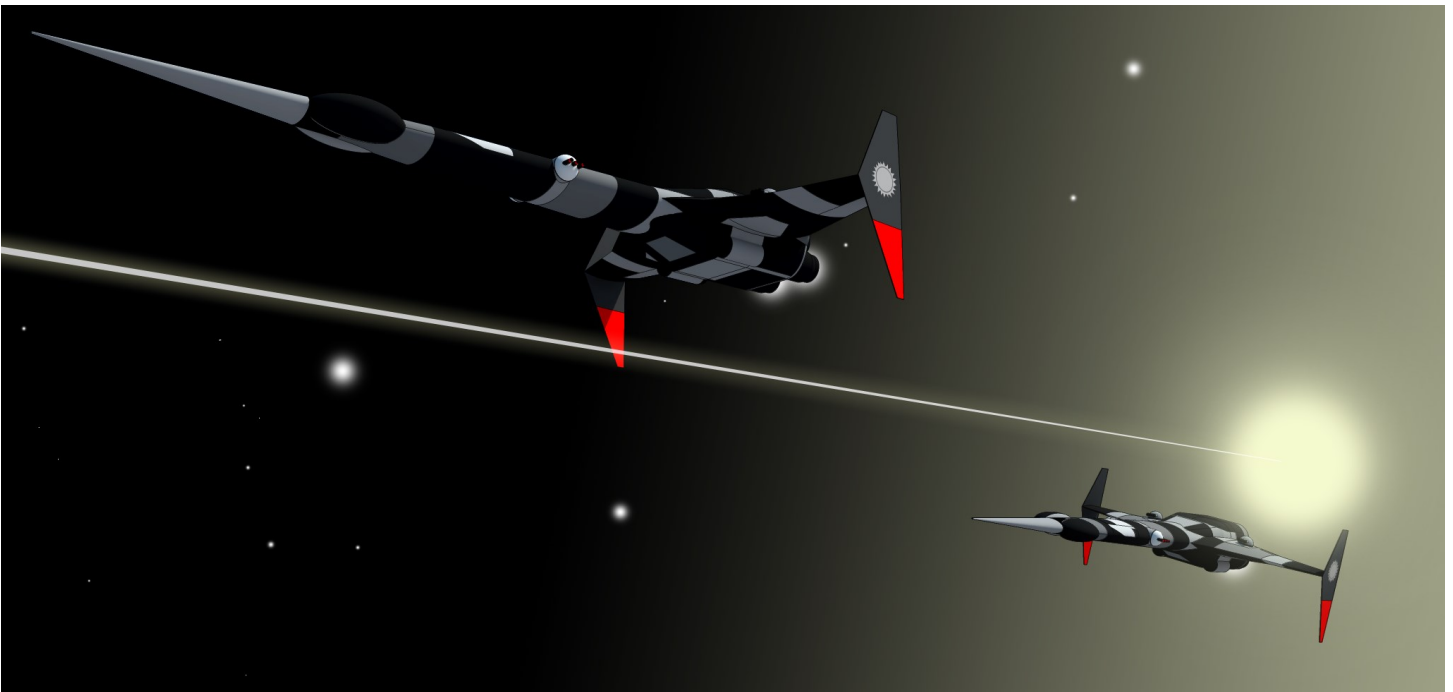
Azun: Three Views

by Shawn Driscoll

NHR Agro 4200 and 5200 Robots

designed by Ewan Quibell

```
Robot ID: NHR 4200 Orchard/Horticulture Agrobot,
          TL10, Cr30,650 UPP=AFx02x
Hull:     1/1, Size=0.2kl, Config=0USL, Armor=4B,
          Unloaded= 121.6 kg, Loaded=134.72 kg
Power:    1/2, FuelCell=40 kw, Duration=18/54
Loco:     1/2, LowPowerH-GravTrust=400 kg,
          NOE=25kph, CruiseAtm=75kph, TopAtm=100kph,
          MaxAccel=3G
Como:     Radio=VDist(50 km), Interface=Brain
Sensors:  BasicSensorPkg (2×visual, olfactory,
          2×audio), Spotlight (visual), Touch +Extra
          Sensitivity×7, Visual
Off:      -
Def:      -
Brain:    CPU=Linear×7, Storage=Standard×20,
          FundLogic=LowData, FundCmd=LimitedBasic,
          Software=Grav Vehical-1, Cargo Handling-1
Append:   Tentacle VLight×3
Other:    Cargo=10.6l, Fuel=108l,
          ObjSize=Small, EMLevel=Faint
```

The NHR 4200 series is an Orchard or Horticultural tending robot designed to travel anywhere on the world's surface with the ability to lift several hundred kilograms of harvest or supplies. It comes with an additional tank with a triple spray attachment designed to fit into the open topped cargo space that is powered by the robot's internal fuel cell, with the sprays directed by the robot's tentacles, for the application of pesticides, herbicides, and fertiliser.

The additional visual sensor gives the robot a 360 degree field of view, and the extra sensitivity touch sensors along with the robot's high dexterity mean it can tend and harvest, in fragile environments, even the most delicate of plants using the tools designed for human use (the necessary tools need to be supplied separately). The specifics of the crop and necessary tools need to be programmed into the robot, and it is unusual for one robot to tend and harvest more than one specific crop at any time.

The cargo space, at the top of the robot, is used to store any produce while harvesting so there is no need to carry or move around an additional container. Once the cargo space is full the robot goes to a designated location where it then packs the carried produce, before returning to the harvest. At night it is usual for the robot to put the packs into a larger container before shipping them to the central collection facility. The robot has points at the bottom of its chassis used to connect chains or straps to move any containers to reduce wear and tear on its tentacles and to allow it to lift heavier loads than its tentacles alone could handle.

The robot can keep in touch with its base via radio, and will return to refuel, or to fetch supplies.

The NHR 4200 needs an oxygen atmosphere to operate in, costs Cr306.5 annually to maintain, and lasts for approximately 10 years of full operations.

```
Robot ID: NHR 5200 Heavy Agrobot, TL10, Cr 24,100,
          UPP=RFx02x
Hull:     1/1, Size=0.35kl, Config=0USL, Armor=4B,
          Unloaded=476 kg, Loaded=487.1 kg
Power:    1/2, FuelCell=2×70 kw, Duration=18.86/56.58
Loco:     1/2, UH Grav, Trust=1000 kg, NOE=25 kph,
          CruiseAtm=75 kph, TopAtm=100 kph,
          MaxAccel=2G
Como:     Radio=VDist(50 km), Interface=Brain
Sensors:  BasicSensorPkg (visual×2, olfactory,
          audio×2), Spotlight (visual)
Off:      -
Def:      -
Brain:    CPU=Linear×11, Storage=Standard×20,
          FundLogic=LowData, FundCmd=LimitedBasic,
          Software=Grav Vehical-1, Agricultural-1
Append:   Heavy Arm×2, AgriculturalToolPkg
Other:    Fuel=158.2l, ObjSize=Small, EMLevel=Faint
```

The NHR 5200 series Heavy Agrobot is a basic and cheap agricultural robot designed to travel anywhere on a world's surface with the ability to carry several hundred kilograms of supplies. It comes supplied with a variety of agricultural peripheral devices allowing it to plough, irrigate, plant, weed and harvest crops. Although limited to a single crop if assigned an appropriate area the NHR 5200 series can clear, plant, tend and harvest autonomously throughout the growing cycle.

A single NHR 5200 can tend about 5 square kilometres, depending on the planetary conditions and the crops grown, keeping in touch with its base via radio and returning to refuel, to fetch supplies, or to bring in the harvest.

The NHR 5200 requires an oxygen atmosphere to operate in, costs Cr241 annually to maintain, and lasts for approximately 10 years of full operations.✪

Feedback

Please tell us …

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

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

- e-mail: *feedback@freelancetraveller.com*.

- feedback form at *http://www.freelancetraveller.com/infocenter/feedback/ftfbf.html*.
- Forums:
  Traveller Fanzine section of SFRPG: *http://www.sfrpg-discussion.net/phpBB3/viewforum.php?f=36*
  Lone Star at Citizens of the Imperium: *http://www.travellerrpg.com/CotI/Discuss/forumdisplay.php?f=13*
  Note: you must be registered with the forums to be able to use this method.

Traveller on the Internet   IRC: The #Traveller and #LoneStar channels

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

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

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

News About Traveller

Recent Traveller News and Findings

November 2014

- **Christian Hollnbuchner** has released *Starships Book III000: Calmar-class Privateer*, *Flying Fish Grav Tank*, *Space Stations VI: Orbital Traffic Control Center*, and *Beam Fighter Drone*.
- **Mongoose Publishing** has released *French Vehicles of World War II*.
- **Gypsy Knights Games** has released *Ships of Clement Sector 6: Jinsokuna Chirashi-class Yacht*.
- **Far Future Enterprises** has released (under the **Game Designers' Workshop** imprint) *The Traveller Adventure*, *Classic Traveller Orientation Pack*, *Double Adventure 1(a): Annic Nova*, *Classic Traveller Map of Charted Space*, and *Traveller: The New Era Adventure 1: Early Fallen*.

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. ✪

What is *Freelance Traveller* looking for?

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

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

What about …

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

…Hyperlite?

We've made the decision to support *Hyperlite* as though it were an alternate *Traveller* setting, much like *Twilight Sector* or *Reign of Diaspora*. The changes that Sceaptune 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 Corel-DRAW! format (CDR) or any format that can be imported into CorelDRAW! X4. Scalable Vector Graphics (SVG), Windows Metafile (WMF), Enhanced Metafile (EMF), Encapsulated PostScript (EPS), or Microsoft Visio (VSD) are some common vector formats that can be imported.

How do I get it to you?

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