



FREELANCE TRAVELLER

The Electronic Fan-Supported Traveller® Magazine and Resource



Featured Adventure:
Building Security

by Dave Nelson

Issue 061
January 2015

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.

The *Traveller* game in all forms is owned by Far Future Enterprises. Copyright 1977 - 2014 Far Future Enterprises. *Traveller* is a registered trademark of Far Future Enterprises. Far Future permits web sites and fanzines for this game, provided it contains this notice, that Far Future is notified, and subject to a withdrawal of permission on 90 days notice. The contents of this document and associated web site are for personal, non-commercial use only. Any use of Far Future Enterprises's copyrighted material or trademarks anywhere in this document or on the *Freelance Traveller* web site and its files should not be viewed as a challenge to those copyrights or trademarks. In addition, any program/articles/file in this document or on the associated web site cannot be republished or distributed without the consent of the author who contributed it.

All articles in *Freelance Traveller*, whether in the magazine or on the web site, are copyright by their respective authors, and may not be reproduced elsewhere without the express permission of the author *and* *Freelance Traveller* (*Freelance Traveller's* policy is to grant permission if the author has done so, has explicitly released the article to the public domain or under a Creative Commons license, or has notified us that s/he will do either). *Freelance Traveller* will not give out contact information for our authors without their specific permission on a case-by-case basis, but will where possible pass on requests for initial contact.

Contents

Freelance Traveller #061: January 2015

Editor: Jeff Zeitlin

Contributors: Jeff Zeitlin, Michael Brown, Megan Robertson, Andrea Vallance, Dave Nelson, Peter Bradley, Kraki Wodenssen.

Artwork

Cover: *Kraki Wodenssen.*

From the Editor: *Jeff Zeitlin*

Critics' Corner: *Gypsy Knights Games, from their website or scanned from the printed product.*

Freelance Traveller is published monthly in PDF form by the editor. The current issue is available from *Freelance Traveller's* website, <http://www.freelancetraveller.com>.

From the Editor

Jeff Zeitlin 1

Critics' Corner

Clement Sector *reviewed by Jeff Zeitlin* 2

Hub Federation *reviewed by Megan Robertson* 21

Career Companion *reviewed by Jeff Zeitlin* 24

Active Measures

The Hand of Retribution *by Michael Brown* 4

Building Security *by Dave Nelson* 10

Raconteurs' Rest

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

The Shipyard

Mongoose Traveller Designs: The Sheriff John Brown (Mod. Type S) *by Peter Bradley* 22

Traveller By the Byte

The Traveller APL Workspace *by Jeff Zeitlin* 25

From the Editor



It was a nice idea, but I couldn't stick to it consistently, so I'm dropping it as of this issue. "It", in this case, is the little indicator logos that ostensibly told you whether the article was generic or for a specific setting. Sometimes, I was just never sure I was picking the right indicator, and so just defaulted to the blank 'generic' one; other times, I suspect that I completely misread the context. So, I'm just going to drop them.

This year, it is also my intent to experiment with some alternate formats, most notably Kindle and EPUB. It won't be every month, and I *will* expect feedback (and answers to questions I ask in response to feedback), so if you'd like to participate in testing, please write to tech@freelancetraveller.com, indicating whether you're interested in Kindle or EPUB (or both), and advising me what type of device(s) you have, screen size(s) and resolution(s), what version of the device OS you're using, and what reader software you're using. Readers for desktop computers are also eligible to participate in this test. Sufficient technical sophistication to be able to retrieve attach-

ments from email and "side load" books into your device and reader software is required. Provide a valid email address that can take file attachments of potentially twice the largest size past issues of *Freelance Traveller* have been; the inclusion of artwork is quite definitely intended, if the corresponding PDF issues also have the artwork.

As usual, I'm asking the community for material. *Freelance Traveller* is a fan-supported magazine and resource, so your participation is essential to make us happen. Material for all sections, including the new "Traveller By the Byte" section, is eagerly sought; that includes possible regular columns, like Timothy Collinson's "Confessions...". I'm also keeping an eye out for theme issue material; the next two themes I'm concentrating on are the Cruise and Dark Imperium issues.

Because the two most recent issues (including this one) were so far behind schedule, I'm going to do a combined February/March 2015 issue; look for it around the end of February. As usual for double-month issues, it will be double the size of a normal issue.



Clement Sector

Reviewed by Jeff Zeitlin

Clement Sector. John Watts.

Gypsy Knights Games <http://www.gypsyknightsgames.com>

140pp. hardbound, softcover or PDF

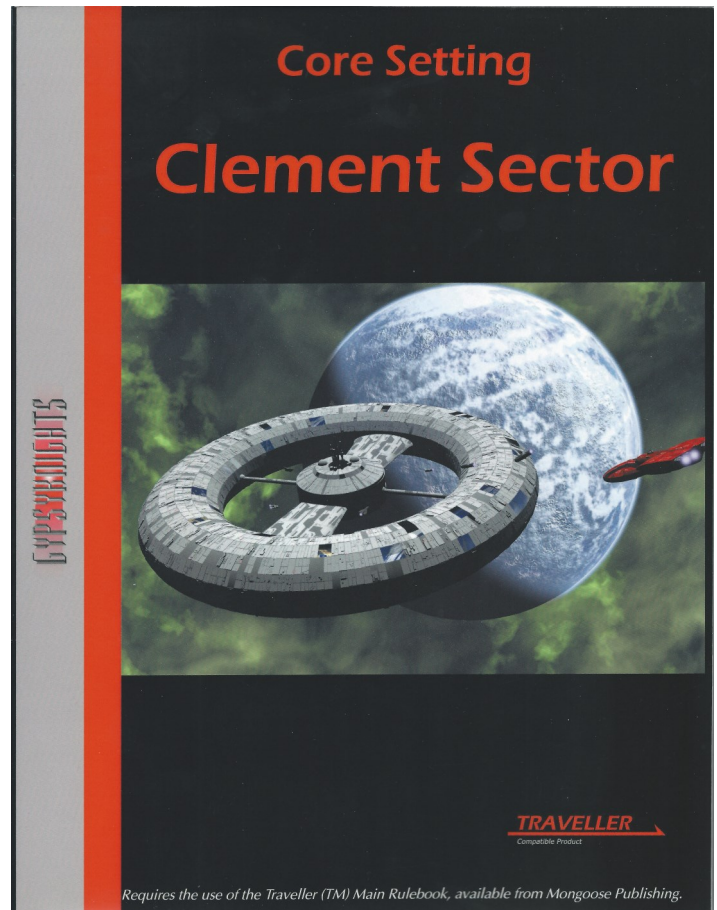
US\$29.99(H)24.99(S+P)15.99(P)/UK£19.28(H)16.06(S+P)10.28(P)

Disclosure: I was "comped" a copy of this at TravellerCON/USA.

Designing a universe is hard to do well. Nevertheless, John Watts has managed to do it, in a way that aims squarely at a segment of *Traveller* players that might well feel "left out" of the past thirty-five-plus years of *Traveller* development: Clement Sector is very definitely a "small ship universe" with somewhat limited technology—the general maximum is TL10-12, though with certain limited exceptions. More, there are large areas that are mostly unexplored, and there exists only one multi-world polity (of no great size), within the easily-managed space of a single sector. The result is a *Traveller* setting that allows the player-characters to be more than 'bit players'—what they do can have potentially major influence on a campaign's development 'down the road'. There's also room to play some of the 'development games' that have been published, such as *Merchant Prince* or *Dynasty*, and perhaps (with some conversion work), TNE's *World Tamer's Handbook* or T4's *Pocket Empires*.

The book starts off with a capsule history of Clement Sector, including the development of the Zimm Drive, the discovery of a wormhole near ε Eridani, the subsequent colonization of what came to be called the Clement Sector, and the collapse of the wormhole leading to the isolation of the setting.

This leads to a discussion of the sector's astrography, using the same sector/subsector structure established in other settings and the *de facto* standard for *Traveller*. There are one-parsec clusters, but no real 'mains' in the classic *Traveller* sense. The limitation of the Zimm Drive to 2 parsecs, plus the layout of the sector, leads to trade routes, choke points, and *de facto* 'rifts' that figure into the character of the sector. The astrographical overview is followed by subsec-



tor maps and listings, with descriptive text, for each of the sixteen subsectors. It should be noted that most of the sector is uninhabited; only seven subsectors have any inhabited worlds at all, and in three of those, inhabited worlds are a definite minority.

This overview of the setting is followed by character creation rules specific to the setting; general character creation conforms with the *Traveller Core Rulebook* or appropriate expanded careers in additional books such as *Mercenary*, *High Guard*, *Merchant Prince*, and so on. The differences are called out explicitly; for example, SOC in Clement Sector never involves titles of nobility; rather, increasing SOC represents increasing wealth and power/prestige, and spending to maintain lifestyle is essential. Also, there is only one multi-world polity; for the most part, characters in government or military careers will work for a specific world government, which should be indicated on the character sheet. One important difference is lifespan; the setting establishes an expected lifespan of as much as 250 years, and aging doesn't begin until age 76. There are other

(Continued from page 2)

differences, including with regard to skills; reading this section of the book is absolutely essential.

Setting-specific careers are also provided; the Hub Federation Navy is not quite the same as the Navy of the *Core Rulebook* or *High Guard*, though either of the latter can be used for the planetary defense forces of other worlds in the setting. The Cascadia Colonization Authority (CCA) career track covers exploration of new worlds with an eye toward future colonization; this subsumes some of the mission of the Scouts in the standard setting. There is also a Colonist career, focussing on actually being one of the people that settles on a new world, as opposed to exploring for others to follow later.

Tech in the Clement Sector setting is much more consistent than in the standard setting. While the general tech level establishes the expectations, there are setting-specific differences, and these are set out in the next section of the book. For the most part, they are situations where one specific technology is available at a higher level than implied by the setting, e.g., Clement Sector TL12 computers are actually the equivalent of standard-setting TL13.

Following the tech differences is a section on setting-specific equipment. It should be noted that the availability and TL of equipment conforms to limitations of the Clement Sector setting, rather than the standard limitations.

Spacecraft (including starships) are another area where the Clement Sector referee absolutely must read the setting material—there is a hard upper limit on the size of starships; Interstellar ships must be smaller than 5,000 dtons, and the risk of Zimm drive failure rises as the ship size goes above 2,000 dtons. In-system ships have no hull size limitation. A selection of typical Clement Sector starships follows, for various missions. Each is presented with an illustration, deck plans, and data sheet, plus a couple of paragraphs each describing the ship's intended mission and variations. As they're all starships, therefore small, the deck plans are quite readable.

Following the starships is a section on travel and starship operations. Again, the focus is on the differences between Clement Sector and the standard setting. There is also information on timekeeping and currencies, both of which differ significantly from standard *Traveller*.

The Clement Sector setting isn't really large enough to have megacorporations, but there are organizations that will be frequently encountered, and overviews of some of them are provided.

Setting politics is a topic that is often discussed in *Traveller* forums, and Clement Sector has them. An overview of the political situation in the Hub Federation and some of the significant non-Federation worlds presents an image of a sector at a high simmer, potentially ready to erupt with multiple conflicts—or with plenty of opportunities for player-characters to get in on the intrigues. Complicating matters even further are some religious organizations that exercise a great deal of influence on one or more worlds, and they're outlined as well.

One apparently deliberate omission from the Clement Sector setting is living aliens, though there is explicitly evidence of nonhuman intelligences having lived on several worlds in the sector. No explanation of their former presence or disappearance is given; they are left as enigmas to fuel adventures.

The book wraps up with a collection of campaign ideas, some of which could be brought into a standard-setting campaign. In many cases, having other Clement Sector or Mongoose products is a plus.

Artwork is sparse, but of high quality. Much of it appears to have been rendered using one or another 3D package, which gives a slightly mannequin-oid look to human figures, but the artwork is well-placed and doesn't distract from the 'meat' of the book, while helping to break up large multi-page blocks of text. Liberal use of sidebars and section titles breaks up the text further, and the use of 'clean' fonts at good sizes go a long way toward reducing eyestrain while reading this book.

Unarguably good value for the money: This is a well-designed setting with lots of potential. 🌟

The Hand of Retribution

by Michael Brown

Synopsis: The PCs are asked to rescue a journalist friend who has been kidnapped by terrorists before she is forced to identify a member of a counter-insurgency force.

This is a Classic *Traveller* adventure for 3-5 characters of diverse prior careers and backgrounds. No one career is more essential than the others, but ex-Army or Marine characters will be helpful. No special skills or equipment are necessary to participate in the adventure. The action can take place on any Imperial world with a high level of terrorism.

Players' Information

Keiko Kasczak, a dedicated journalist for a *Traveller* News Service office, is a longtime acquaintance of the PCs who met the group when she inadvertently found herself in the middle of one of their missions. Despite some initial misunderstandings, her help was subsequently invaluable in getting charges against the heroes dropped. She has maintained contact with them since.

The heroes are conducting business on Keiko's homeworld when they decide to pay her a visit. Calling on her at her office, they find that she hasn't reported to work in a while, even given that her job often puts her out of contact for long stretches. A report to the police has not been acted on; the police have prioritized their resources into combating terrorist attacks, and recent high levels of insurgent activity has given them a fortress mentality. Keiko's editor is understandably worried; she tends to be both fearless and impetuous, and the combination has gotten her into trouble more than once. She recently conducted interviews with figures who could shorten her lifespan by a considerable margin and the editor believes that she may have run afoul of one or more of them. Since the adventurers are already present, and they have helped Keiko in the past, the editor is willing to pay the group Cr10,000 to locate her, and rescue her if necessary.

Referee's Information

Keiko has been kidnapped by the Host of Swords, a xenophobic local terrorist group also considered one of the most ruthless. Their ideology – to rid their world of “impurities” (offworlders) – has been responsible for the deaths of local leaders, law enforcers, even children. A year ago, a long counter-intelligence operation, spearheaded by the planetary military, broke the back of the organization and reduced it to a mere shadow of its former self.

The Host is currently in the middle of a long, slow resurgence and have recently seized upon a chance to gain a bit of revenge. Keiko ran a popular series of interviews with one of the soldiers responsible for disrupting the Host's operations and killing its leaders. In order to do so, she had to get the permission of his superiors and take extraordinary steps to protect the soldier's identity. While this was sufficient to protect the soldier, it left Keiko wide open for reprisals. Predictably, the Host kidnapped her with the aim of torturing her in order to find the identity of the soldier. Armed with that knowledge, the terrorists can begin tracking down the other members of the unit that nearly destroyed them.

The adventurers should be able to discover through viewing Keiko's past assignments – especially the special interviews – what has occurred. A search of her apartment will confirm their suspicions: there are several threats to her safety on her comm recorder and her datanet correspondences that she apparently never took seriously. The threats came from the Host of Swords.

The Host is holed up in an apartment building in the middle of a working-class neighborhood just south of the city center. The insurgents have not only taken over the entire building, they have complete control of the surrounding neighborhood. The citizens there live in terror of the radicals, and have picked up on their xenophobia. Still, they are somewhat tolerant of strangers, as long as they conduct their business and don't harass the natives. Any PCs who are obviously outsiders cause the natives to react to them at -2. Any behavior they engage in that

Active Measures

(Continued from page 4)

the denizens consider even remotely suspicious gets reported to the nearest Host members, who then simply hunt down and kill the troublemakers. Heroes using stealth and subtlety will find such an approach far more effective.

The radicals' apartment building is a four-story affair consisting of 24 units. Entrance is gained through a main entrance, but there is a fire door in the back of the building and fire exits wherever the referee thinks them necessary. Once a pride of the neighborhood, now the structure is a testament to squalor. Drug addicts, petty criminals and other social jetsam frequent the premises, largely ignored by the Host as long as they don't cause trouble.

The Host numbers 4D+10, but they are good at hiding their numbers; the adventurers won't see more than a handful at any given time. Almost all of them are armed with auto rifles, but are not wearing body armor. They irregularly patrol in pairs; Throw 9+ for the heroes to encounter a patrol at any given time. The terrorists will ignore anyone who looks as though they belong in the area.

Keiko is being held in an unoccupied unit on the top floor. She has been badly abused, but hasn't yet broken. The referee should determine just how in-

jured she is. She is guarded at all times by two Host members. When the heroes arrive, throw 10+ for two interrogators to be present attempting to extract information from her. If the questioners are present, but the PCs take no action, Keiko will break on a failed throw vs. her (current) END and spill the identity of the soldier. If this happens, a team of assassins moves out within the hour.

Once the adventurers act to rescue Keiko, or they are discovered by the Host, they will be attacked. The insurgents will ask no quarter and give none, attempting to kill the PCs and Keiko alike. If the heroes escape, the Host will chase them on a throw of 4+; only giving up if the group crosses the extrality line of the starport, they are challenged by police or soldiers outnumbering them at least 2:1, or the adventurers kill them all. Until then, the Host is willing to kill anyone or destroy anything between them and their quarry.

The referee should determine the flow of subsequent events.

NPCs

Keiko Kasczak 6A8685 Age 34 Cr60,000

4 terms Investigator (Journalist)

Computer-1, Interrogation-1, Liaison-1, Recon-1

Keiko was built using the Investigator Basic Career in the November 2013 *Freelance Traveller*. 🌟

Raconteurs' Rest

Playing With Matches

by Andrea Vallance

Part 5

197th of 2029 (023-98): An apartment in Antiavash

Raledenet would be ready tomorrow but we weren't leaving. Siish and Sharik still had a lot to arrange and Sharik had wanted to get to know us all better. Tomorrow we were going to spend a few days on the Gubashiidi estate. Well, eventually. Isabella and I had something to do first: Sakuya. She

was fussing; she'd been irritable since she'd found out he was coming back yesterday. There'd been papers to sign and arrangements to make. "It'll be fine, Isabella; you've got everything you need and he's only been gone two weeks."

She kept fussing. "He was in Sesh Liryn. You don't know what the means; two weeks there is more than enough to..." She didn't finish.

"You keep going on about this Sesh Liryn; what the hell is it?"

She sat down and indicated I should too. "You probably don't want to know. There are things about the Protectorate that you possibly shouldn't know."

(Continued from page 5)

"Oh, now you *have* to tell me."

"He's been tortured, Afira."

I couldn't believe what I was hearing. "You're lying, we'd never—"

She looked at me. "No, I'm *not* lying. I know you don't want to hear it, but that's what Sesh Liryn is. I know, I was there."

I looked at her, I still didn't believe it "You've got no scars, no marks at all!"

She sighed heavily. "There's more than one way to torture somebody. My scars are all on the inside, Afira. Sesh Liryn may not be what you suffered, but it's... not a good place."

I still couldn't take it in. I thought of the pain I'd seen in her eyes. "It can't be, we'd never allow it."

"Yes, you would, or some on the Council would. It'll be gone now, I imagine, now the moderates have got the Security Committee back. But it's real."

I sat there trying to accept it, but I couldn't. "I'll only believe this when I see it."

She sighed again. "When we get Sakuya, you'll see it."

The boat touched down in Antiavash's upper bay. It had been cleared, special order from Lady Councillor Manish. The head of the Security Committee can achieve a lot of things. We were waiting. I still refused to accept what she'd said. I watched as the door opened, two guardsmen, then Sakuya, he looked fine to me. Yes, his hands were tightly clasped in front of him, his head was down, but as far as I could see the worst they'd done was shave his head. He shuffled slowly forward, not looking where he was going. One of the Guardsmen reached out to help him, he flinched. Maybe perhaps it had been a little hard, but still. I went to call to him, Isabella put her hand on my arm. "No." Closer, head down, shuffling, arms tight. What the hell was wrong with the boy? He reached us, one of the Guardsmen handed Isabella something to sign. "Hello, Sakuya." He looked away and clenched

tighter to himself. "It's me, Afira." He turned and looked at me for a moment. I'd seen that look before, in the mirror. I went to hug him. "It's okay." He withdrew. Again "It's really okay, Sakuya." He fell into my arms and burst into tears. Isabella hadn't been lying.

We got him to Isabella's apartment and into bed. He lay there curled in a tight ball. He hadn't said a word since we got him. Isabella gave him a sedative. "He needs to sleep." She turned off the light as we left him to sleep.

"It's like he's not there."

"He isn't. How were you when you came back?"

I remembered laying in a bunk on the *Martinez* with Jane and Siish taking turns sitting with me "What the hell have they done to him? "

She shrugged, "I don't know; it's different for everyone. But it wouldn't have been pleasant. I imagine there were drugs, sleep deprivation, several different types of humiliations. What ever would break him. He's delicate; it would have been easy for them." She sounded almost clinical, but I noticed her hand was balled into a fist so tight it was turning white. "To be honest, he could have been a lot worse. I think they didn't have him long enough to do too much damage. He'll be okay now, I've scheduled the trace op for tomorrow, and then I'll start working with him."

"I'll stay, be with him."

"No, you need to go and get to know Sharik." She sounded distant, detached.

"But you can't do it alone; you can't be with him 24 hours a day." I was starting to get annoyed.

She looked straight at me. "You want to help him?"

"I just *said* I did!" I was annoyed now.

"Then the best thing you can do for him is go be friends with Sharik. If her and Siish's match falls over, everything he's suffered will be for nothing. I can take care of him on my own for a few days."

I looked at her, her hand still clenched tight. "Is that what happened to you?"

(Continued from page 6)

Finally I heard emotion in her quiet reply, "Something like that."

Isabella was scrubbing up; Eneri was standing beside her. "You don't have to do it; I'd be happy to do it for you."

"No, thank you, the procedure is simple enough. The thing nearly inserts itself. I've read up on it a little."

He grinned, "I know you have, and more than 'a little'. You've read every damn bit of paper on it, including twisting Mother's arm to get the classified design specs. You want to find a way to get it out again."

"Wouldn't you, if you had one buried inside you? Tamper proof, such a delight wandering round with something that can blow my head off if it malfunctions."

"They're designed not to come out, Issee, you know that."

She frowned at him. "The Imperium is trying."

He nodded, "Yes, I know, we sent them what information we could, but both patients still ended up quadriplegics."

She smiled. "Ah well, you know," she slapped her leg, "prosthetics, wonderful things."

It was his turn to frown. "Issee, you know you're going to have to scrub up again now. But a spine is not an arm or a leg. If you try to dig it out, I'm sure not even I'll be able to put you back together this time."

Isabella had sat on the bed next to him for several hours, waiting for the anesthetic to wear off. She'd tried to explain before, but he was too far gone then. She remembered how she'd been. He tried to sit up, she pushed him gently back down, she smiled. She'd tried the same thing, she could even remember the face of the nurse who'd pushed her back. "Try not to move. It's over faster if you stay still."

He struggled to clear his thoughts. "Isabella?"

She smiled at him; it was the first thing he'd said since he came back. "Yes."

"What's happened?"

She took his hand and sighed, "I tried to explain before, but I don't think you understood. Do you know where you are?"

His eyes flitted to look around. "No."

"You're in my apartment, recovering. You've been in surgery." She was keeping it simple, a few things at a time. Let him absorb it slowly.

"Surgery?"

"Yes, there's been a device inserted at the top of your spine. It's called a trace."

"Trace? Why?"

She took a breath; this was the hard part. "It tracks where you are." She thought a moment; it was simple enough, he'd understand. "There's a base unit. The trace limits how far you can go from it."

"Why?"

"It's part of the parole conditions. They do it to everyone."

"Parole?"

"Yes, you've been released into my custody, I'll be taking care of you."

She could see the memories of Sesh Liryn coming back to him, the fear in his eyes. "That place."

"You're safe now, you're out of there."

"They... did things," he was struggling to say.

"It's okay, I know. You don't need to say, not 'til you're ready."

"No, no, you don't understand..."

She held his hand tightly. "Yes, Sakuya, I *do* understand." She turned and pulled up her hair to show the scar on her neck. "I was sent there, too. I *do* understand. You're going to be alright, you're safe now."

He relaxed. "The trace, what happens if I go too far?"

"There's a warning when you get near the limit, a sort of jolt. If you keep going it blocks the nerve impulses down your spine. It paralyses you."

He sounded frightened. "Permanently?"

(Continued from page 7)

She chuckled, just a bit. "No, only until they re-set it."

"Does it hurt?"

"If you go too far?"

"Yes."

She held his hand again. "They'll tell you no." However, she knew the truth and didn't want to lie to him. "But yes, it hurts like hell if you go too far."

199th of 2029 (025-98): The Lord Protector's Office, Waicir

Madam Manish almost burst down the door; Lord Protector McCloud had been expecting her. She flung a file on his desk. "Murdered"

He picked up the file and placed it to one side. "I know; I've already read it. I am so very sorry, Nashu; I shouldn't have tried to push things."

She stood for a moment, considering. Ashi Minomoru had not only been her political ally, he'd been her friend. Finally she spoke, "I'm sorry, too, and I agreed to it, as well, but no, you shouldn't have."

"They say the poison originated in the Imperium, Nashu."

"Yes, but that proves nothing, and it makes absolutely no sense for them to kill him. And it wasn't Kaito, despite his disagreements with his father; he's devastated."

The Lord Protector nodded. "And he's the one who demanded the additional tests; we'd have never detected the poison without them. The Sherins?"

She sat, drawing a long slow breath. "They'd be my first suspects, but there's no proof at all." She looked at Ashi's picture on the wall. "He was a good friend, Samuel."

"For me as well, Nashu. This is bad, very bad. Politics has always been cut-throat, but assassination? We are becoming far too much like the Imperium, Nashu."

"I know, but now we have to deal with it. And Kaito, has this made any change in his position?"

Samuel McCloud lent back and sighed, "No; if anything, it's made his anti-Imperial stance worse. He's agreed to vote with us to classify his father's murder, out of respect. But beyond that he's with the Sherins."

202nd of 2029 (028-98): The Gubashiidi estate

Five days, we'd spent five days here. I'd enjoyed it. I'd found, despite myself, I liked Sharik. Perhaps not ready to be her friend yet, but I could be. But I had made a decision and it was time to deal with things. I went to find Siish. I found him by a small stream, fishing! I couldn't control my laughter. "Siishubuu Manish Khaadii *Mmarislusant Kaptan*, I have never in my life seen you fishing."

He turned to see me. "Errr... a new pastime, *dinkir*. Khugi³¹ has shown me how; he spends a lot of time here. It's relaxing."

I chuckled, "You mean it gives the two of you time out from Sharik and her mother." I liked Gubashiidi *Geenant*, we got on well together, he was teaching me magic tricks, a man of surprising talents.

"Well, that, too. But it is kind of soothing."

I sat on the bank beside him. "You catch anything?"

He seemed a bit glum. "No, not yet, but apparently that's not the point."

"So *Kaptan*, what's next? Should I be looking for a new job?"

"*Dinkir*?"

"Are we going back to *Raledenet* or are you settling down with Sharik?"

"We're going back to *Raledenet*. In a few days. A few more things to organise."

"Oh? And what does your fiancée have to say about that?"

He smiled, "She understands."

"Oh yes, she's very much into understandings." I probably shouldn't have said that; I could see it had smarted.

"Afira, whatever you decide, you're still my friend. I wish you could get on with her."

(Continued from page 8)

"I know, Siish, I actually do like her." I just wasn't ready to be her friend yet. "But on understandings, I've made a decision. I need to talk with the two of you."

The three of us sat in the Gubashiidi's library, leather bound volumes surrounding us. There's something about an old-fashioned paper book that adds a sense of seriousness to a room. The two of them sat across the reading table from me. I guess I'd have to get used to that. Well I'd made my choice, no point in being coy. "I don't know if I love you, Siish." You could see the disappointment in his eyes. "But I want to find out. You can have a 'discreet arrangement' but there are some conditions of my own."

Sharik nodded, "I'm listening."

"Well, actually, that's one of them, you both need to listen and agree."

"Of course, Afira."

"And I'm not your *eshal*, Siish, I'm your *nuntarri*³²; I need to be treated with respect, by everyone. You, Sharik, your family, Sharik's family. I'll be discreet, but I will also be acknowledged."

Siish spoke first. "Yes, naturally."

Sharik, however, had a different view. "*Nuntarri*? As in the holodramas?"

"Yes."

"Dear, there haven't been *nuntarri* since the First Protectorate."

"Then it's high time we revived the tradition."

She considered for a moment and grinned, "I suppose it is." She chuckled, "Will you also be adopting the hairstyle and dresses?"

I grinned, "No, I think I'll pass on those." I sat a moment, this was going okay, I could do this. "And my time with Siish is mine, not stolen moments fitting into the cracks. Proper time."

Sharik laughed, "Dear, I doubt very much that will be a problem. But yes, of course. But by the same token, my time with him is mine."

I grinned, "Of course." I could be her friend. "And I will be discreet, but I won't be skulking in dark corners out of sight when I'm with either of you. I'm not something to be ashamed of, not something to be hidden away."

"Anything else, Afira?"

"Yes; I want children, my own match. When I find him, he has to know; if he won't agree, it ends."

Sharik smiled, "I don't think anyone would dream of denying you that, Afira. Not after what you've been through." She grinned. "Well, now that's settled, we'll need to get you a new gown."

"A new gown?"

"Yes, engagement party, you will be coming, I assume. If the holodramas are to be believed, a *nuntarri* would be in attendance."

254th of 2029 (080-98): Archduke Sirean's Office, Dirir

Archduke Sirean Fierana was reviewing the latest intelligence reports from the Protectorate. It did not make good reading. He heard the intercom buzz and looked up. "Yes, Ma?"

His secretary sounded a little concerned. "You have a visitor, Your Grace."

"Visitor?" Ma said his name. "Well, show him in, immediately." The old man entered, Sirean stood, a little concerned. "Your Grace, to what do I owe the pleasure?"

The old man noted his concern. "Just a social call, Sirean, just a social call. I was passing through the system on my way to a... situation in Antares, and, well, I like to keep in touch when I can. One never knows."

Sirean breathed a quiet sigh of relief "It is an honour of course. Please sit. Ma could you fetch some refreshments please?" His secretary departed.

"So Sirean how are things... progressing?"

"Have you seen the reports?"

He smiled. "I browsed them on arriving. Not good reading. The moderates majority slashed from five to one. And an assassination? I was lead to believe they were rare in the Protectorate."

(Continued from page 9)

Sirean nodded "Yes, but the hard-liners have lost control of the Security Committee. That, at least, is a good thing."

"The report said the poison used was of Imperial manufacture. Were we responsible?"

"Most certainly not; it would have been extremely counter productive." He chuckled and added, "Though I must admit I've been tempted with Kamees Sherin, once or twice."

The old man looked at him. "I assume you're joking."

Sirean grinned, "Yes. Well, mostly. Kamees Sherin dead as a martyr would probably be more dangerous than Kamees Sherin alive."

The old man hummed. "Yes, probably. Is there any good news?"

Sirean's mouth formed a slight smile. "Well, you know of the Imperial POWs who elected to remain in the Protectorate after the war?"

"Yes, the defectors."

"I prefer 'stay-behinds', Your Grace. I'm sure they faced a hard choice."

"I'm sorry; I must apologise, of course."

"I apologise, as well. But anyway, one of them turned up to their Rurur Day memorial in her Navy dress uniform. Caused a huge stir, quite a scandal."

The old man looked puzzled. "That's good news?"

"Well, yes, because a significant number of senior Protectorate officials elected to sit with her openly. It's the first sign of a crack in their anger."

"Hmmm, hard to see it, Sirean, but I'll take your word for it. Anything else?"

"I have an invitation to attend the match ceremony of Lady Councillor Manish's son."

"A social event?"

Sirean grinned again. "Yes, with the most powerful member of the Council, a significant event, Your Grace."

The old man chuckled, "You know, we have cut-throat Byzantine politics, powerful feuding families, delicate obtuse politicking at social events, and now even assassinations. They really would have fitted right in, here." He considered for a moment. "You know, I've heard Protectorate social events can be... most enjoyable."

Sirean smiled knowingly, "Indeed, Your Grace; say what you will about them, they do know how to throw a party." He paused a second. "An invitation would be a simple matter to arrange."

"That would be most kind, Sirean."

Notes

31. Khugi Gubashiidi *Geenal-Lekhtenant*, Sharik Gubashiidi's father.
32. *Eshal* and *nuntarri* are both usually translated as *lover*. *Eshal* is the usual Luriani term for a partner outside a formal relationship and at the time frequently had negative connotations. A *nuntarri*, on the other hand, was a type of romantic companion that used to be present in the upper levels of Luriani society during the First Protectorate, openly acknowledged and with high social standing. The role and term fell out of use between the First and Second Protectorates. 🌀

Active Measures

Building Security

by Dave Nelson

Editor's Note: This is an edited version of an adventure which originally appeared on the pre-magazine Freelance Traveller site in 1999, under the title "It Beats Shoveling Shemdur in Aramanx, Barely".

Introduction

This adventure is meant as a means by which characters can begin to form their own mercenary unit at the start of a mercenary-style campaign, or at a transition point in another campaign. It is a straightforward security ticket with a variety of difficulties to overcome.

(Continued from page 10)

Requirements

This adventure should work best with between 2 and 6 characters. Required material for the referee includes the basic rules of whatever edition of *Traveller* you are using, plus any supplementary materials covering the creation/operation of Army/Marine characters, mercenary units, and their weapons and equipment. The adventure is written with skills and task resolution for *Marc Miller's Traveller* (T4) in mind, but can be readily adapted to other editions.

Location/Setting

This scenario is written to occur on a planet called Alphax, C565755-B, but can be played on any planet with the following characteristics:

Starport	C or D	Population	6-8
Size	3-9	Government	any
Atmosphere	5-8	Law Level	5 or 6
Hydrographics	2-8	Tech Level	10(A) or 11(B)

Required/Recommended Character Types

Characters with Army or Marine experience are essential. A Noble or other character with high liquidity can potentially be helpful, as well.

Structure

The adventure is structured generally linearly, with five phases, each consisting of a series of encounters or activities.

Phase I: Finding the Patron

This phase consists of two encounters. Encounter 1 is optional (the party can get the basics from ordinary opportunity-search activities), but offers the opportunity for some role-playing.

Encounter 1: Mustache Bill

Requirements

Character with military or Marine experience and time on his hands.

Location: Startown on Alphax.

Scenario

The players are casting about for work or opportunities in the Startown area of Alphax, when one of the PCs with military or marine experience runs into an old friend. "Mustache Bill" Ildru was a friend of the PC in the service, but now is displaying staff sergeant stripes on the scarlet and green uniform of Hendru's Dragoons, a respected mercenary unit (He was last known by the PC to be wearing the insignia of a major on an Imperial uniform). Bill is currently tearing up the town and will invite the players along with him to Skunky's, a startown bar. After buying a few rounds, Bill will say that he's reasonably happy in the Dragoons—"it beats shoveling shemdur in Aramanx"—but that the real money and chance for advancement lies in forming one's own unit.

At one point, Bill will sit back, point at a businessman in a shiny silver jumpsuit and say "Guys like that pony up the equipment-money and take half the profit, yeeesh. If I only could hang on to a paycheck for more than 2 seconds I'd start my own team. Hang it all, I'd just muck the business up in the end. But, I tell you, if you're quick and have some cash, you could get into the business yourself. I had a lead on a job, but I'm still under contract with the Dragoons. If you can get together a dozen infantry guys, there's security work with Trans-Galactic Mining. You got about a week to pull something together and see the District Director over in Mine-town. If you need some more advice on setting up a unit, talk to the InterStellarms representative over at the downport."

Encounter 2: Patron: Trans-Galactic Mining

Requirements

Complete Encounter 1, or look for work on Comp-Net (Task: Easy; Computer or Admin)

Character with military or Marine experience, access to at least Cr20,000

Location: Trans-Galactic Mining, Minetown on Alphax.

(Continued on page 12)

(Continued from page 11)

Scenario

When the players follow up on Mustache Bill's information (or the listing on the Comp-Net), they will be able to contact the local headquarters of Trans-Galactic Mining. When they enter the large, windowless structure in mine-town, they will be greeted by a robotic receptionist and once their business is made clear they will be ushered into a contra-grav tube which will lift them up to an impressive office which has several robotic workers operating office equipment. A mobile desk-bot will lead the characters into an inner office and introduce them to Hilbert Wuldax, the company representative on Alphax, who is also the only human who works in this building. He looks all business, and wears a conservative blue-foil jumpsuit, Vilani headdress (an affectation; he's quite Solomani in appearance and attitude) and platform boots. Wuldax will gruffly tell the players he needs a security troop for about a month and will hand them a document carrying the following information and bid them good day.

Details of the Ticket

Trans-Galactic Mining is looking for a small mercenary unit to undertake a 30-day security ticket beginning in 7 days. The leader of the unit must appear at Trans-Galactic depot in Mine-town by the end of business 7 days from today. He must meet the following conditions to be hired:

1. He must have, ready for transport, a squad of 10-12 soldiers with infantry weapons.
2. He must have a mercenary license, either local or Imperial.
3. The unit must be willing to remain under contract and under arms for a solid 30 days without a break.

(The above can be learned from the Comp-Net listing, if the PCs learn about the job that way. Mustache Bill mentions the 'dozen infantry guys', but not any of the other requirements.)

The mission is to guard an unspecified installation from all hostile attack, theft or sabotage. If the target is preserved undamaged and secure at the end of the thirty-day period, then Cr100,000cr will be paid out to the unit. Trans-Galactic will pay all transport and personnel maintenance (food/shelter/life support) for the duration of the contract; equipment, ammunition, and personal expenses beyond the above are not covered.

Phase II: Creating the Mercenary Unit.

If the players decide to undertake the mission, there are several obstacles to overcome: obtaining a license, recruiting the squad, obtaining weaponry and optionally acquiring additional intelligence. There is a seven-day period in which the players can prepare their unit, and players will be limited as to how many activities they can perform each day, based on the number of people who are playing:

If there are 1-3 players: 2 activities per day.

If there are 4 or more players: 3 activities per day (if the group breaks up to e.g., visit two weapons suppliers simultaneously. If they stay together, only one activity per day is possible).

Note that some activities count as multiple activities; others can be repeated, with the repeat counting as a separate activity.

List of Player Activities:

1. Try to obtain a mercenary license
2. Try to purchase weapons or equipment
3. Try to recruit soldiers
4. Try to track down information
5. Plus a final group activity: Organizing the Unit

Trying to Obtain a Mercenary License

The first activity should be an interview with the InterStellarms company representative in startown. He is currently very accessible, since he's finished all the work on a big contract with the local army and also has just delivered the latest order to Hendru's Dragoons. The players will be ushered right in to his office once they've paid the receptionist a Cr75 consulting fee (the receptionist is either an Aslan female

(Continued on page 13)

Active Measures

or a Newt (Bwap), depending on which alien is more common in your campaign area). This same information can be gained (legally) by a series of (Task: Average; Computer) (one for each type of license, one for each legal weapons source).

The representative, Dr. Miles Maxwell, will brief the players on the types of mercenary license available (see License Types below) and what weaponry is available from what sources (see Purchasing Weaponry below).

License Types

There are several types of mercenary license available, each has its advantages and disadvantages.

Local Security/Mercenary License: This license allows the holder to operate an organization (nominally structured as a corporation) providing security services on Alphax only. The organization is permitted to purchase semi-automatic weapons at the local police depot, but does not provide access to military weapons. The license does not grant any standing off Alphax. To obtain this license, the head of the organization (CEO) must apply in person at the central police office and pay a Cr500 filing fee. A background check will be run (Roll SOC or less to avoid a 1-day delay), and if nothing surfaces in the check (Task: Average; Admin), the license will be issued.

Imperial Mercenary License: This license allows the holder to operate an organization providing contract military or security services anywhere in the Imperium. The organization is permitted to purchase Imperial surplus equipment at any Imperial Surplus Service depot, or from licensed Imperial Surplus dealers (On Alphax, only InterStellarms has the requisite license). To obtain this license, a list must be drawn up of the investors or “owners” of the unit, and what proportion of the “owner’s share” each receives (this is typically the Player Characters in proportion to the money they pony up for starting the unit). A unit commander must be appointed who must be an ex-Imperial Army or Ma-

rine officer. The filing fee of Cr1500 must be paid and a bond posted equal to Cr1000 per soldier in the unit (this may be increased later). This bond (not to be confused with a repatriation bond) is refunded if the unit is disbanded but is seized by the Imperium if the unit engages in wrongdoing. Applications must be submitted in person by the principal owner or unit commander at any Imperial Army or Imperial Marine Public Liaison Office (On Alphax, there is an Army PLO at the starport).

If this license is applied for, the woman in charge of the Army PLO Alphax is Captain Lydia Procrustes, a career officer with only staff experience. She wears a simple garrison uniform, with service ribbons (it will be obvious to any Army character that she has no combat experience) and a computer monitor-aide mounted over her left eye. She does not react well to Marines, nor to anyone who approaches her with a rude or surly attitude, and she *really* resents having her lack of combat experience thrown in her face. She respects rank and will automatically defer to superiors, including nobles who make it clear that they are in charge. She will try to make things a bit easier for Army types—strictly within the rules, though—and if she’s approached with courtesy and respect (beyond what her rank and position might warrant, but not too obviously fawning and obsequious), she’ll go out of her way to be helpful.

(Task: Difficult; Admin). DMs:

- +2 if designated commander is an Army veteran
- 2 if designated commander is a Marine veteran
- +2 if designated commander's rank is higher than captain.
- +2 if noble present who lords it over everybody.
- 2 if no one present is above social status 6.
- 4 if applicants criticize her for not having combat experience.
- +4 if the applicant “makes real nice and respectful”
- 2 if the applicant is surly.

If the task roll fails, the players may reapply each day, as long as the roll is not missed by more than 4

Active Measures

(Continued from page 13)

points, in which case Captain Procrustes will refuse any further application.

Noble Bodyguard Registration: Any noble may register a “personal bodyguard” of up to 15 individuals. These individuals may carry any civilian or light military weapons within local law level, without interference from local authorities, provided that they are within about 1km of the noble and on his business. To obtain this license, the noble must personally provide the Alphax Ministry of State with the list of individuals in the bodyguard unit, plus a copy of his patent of nobility. There is no filing fee; it is a two-way diplomatic courtesy. This license is sufficient for the purposes of the Trans-Galactic security ticket, though they would prefer either of the other two licenses.

It’s conceivable that events transpire to close off all three of the above from the party. In that case, they can try...

Forging a License: There are two different quality forgeries that can be attempted. If the players just want to fool Trans-Galactic into accepting them as a licensed unit, then it is (Task: Difficult; Forgery), with a +1 modifier for each whole day spent improving the forgery. If the forgery is meant to fool the police weapons depot, the Imperial Surplus Service or InterStellarms, in order to purchase weapons illegally, then it is (Task: Formidable; Forgery) and requires three days of work. The referee should make the skill roll in secret, but tell the player if he fails the roll by 5 or more points (obvious bad result). If a failed result occurs and is presented it will be discovered and the police will be summoned to arrest the forgers (adventure over, man).

Purchasing Weaponry

It’s necessary for the players to purchase weaponry for their unit. Visiting, purchasing and receiving weapons from one source counts as one “activity”.

What sources are accessible depends on the type of license the characters have, as detailed in *Trying to Obtain a Mercenary License*, above. Equipment is listed in general terms to allow adaptation to any *Traveller* edition.

Local discount store: Normal, non-military supplies and equipment can be purchased routinely at standard price. Blades, shotguns, and shotgun ammunition may be purchased at standard price upon showing ID. If more than one shotgun is purchased, a police investigation will be triggered (roll 7+ on 2D to avoid being taken in for questioning; if an illegal arsenal is found, prosecution is certain).

Police Weapons Depot: TL8-10 weapons (semi-automatic rifles, pistols, and revolvers) and ammunition, and TL8-10 armor (except combat armor, combat environment suit, or battle dress) may be purchased at standard price. The purchaser must show a valid Local Security/Mercenary License (an Imperial Mercenary License will also be accepted) and be photographed and retina scanned. A record check will be done (if the character has a criminal record, roll 10+ on 2D to avoid arrest.)

Imperial Surplus Service Depot: Military rifles and light support weapons (ACRs, light machine guns, hand grenades) at TL10 are available here. They are all used, and quantities are uncertain, as they are retired material from Imperial Colonial forces on Alphax. TL10 unpowered body armor, helmets, and communications gear are also available. Purchasers must show a valid Imperial Mercenary License, and all material must be purchased in quantity (guns, armor, comms: lots of 10; grenades: lots of 20; ammo: lots of 1,000 rounds). Prices are 10% below standard. All weapons are serial numbered and purchasers are required to notify Imperial authorities when they are sold, stolen, or traded to other than original purchasers.

InterStellarms: InterStellarms offers laser rifles, pistols, and carbines at up to TL12, and military electronics, mortars, and anti-personnel and anti-vehicle mines at up to TL11. Purchasers must show a valid

(Continued on page 15)

Active Measures

(Continued from page 14)

Imperial Mercenary License, and all materials must be purchased in quantity (guns (including laser weapon power packs) and electronics in lots of 10, ammo in lots of 1,000, mortars and mines in lots of 20). All prices are 150% of standard. All weapons are serial numbered and purchasers are required to notify Imperial authorities when they are sold, stolen, or traded to other than original purchasers.

A Noble with a “registered bodyguard” may attempt purchase from this source (Task: Average; Fast Talk or Carouse), but note that the local authorities will not react well to weapons exceeding the local law level.

“**The Street**”: If the party has had to resort to forging a license, this may be the best option for arming the unit. Anything is theoretically available, but prices are premium, and being discovered and arrested is always a possibility. For each attempt at a purchase, roll 7+ on 2D to avoid detection and arrest, then roll for availability of a specific article:

Items available from the Police Depot: (Task: Average; Streetwise); price 150% of standard.

Items available from the Imperial Surplus Service: (Task: Difficult; Streetwise); price 200% of standard.

Items available from Interstellarms: (Task: Difficult; Streetwise); price 250% of standard.

Other items, TL12+ or heavy military: (Task: Formidable; Streetwise); price 200+(2D×10)% of standard.

If an item is unavailable, a new attempt to purchase it may be made the next day, with DM -1 on the roll to avoid detection and arrest.

Recruiting Soldiers

A character can use his activity to try to recruit soldiers to bring the unit up to 12 men. Each attempt (Task: Average; Leadership, Streetwise, or Carousing) will result in 1-3 soldiers from the following list being available. As each recruit appears, he will automatically take the job offer at private’s salary and shares. A rejected applicant can be signed up later (Task: Average; Leader, Fast Talk, or Recruiting).

Thad Kisenowski 888777 Army (1 term)
Gun Cbt-2, Heavy Weapons-1, Brawling-1,
Ground Craft-1, First Aid-1

John Stephens 777777 Army (1 term)
Gun Cbt-1, Demolitions-1, Gambling-1, Recon-1,
Mechanical-1

Urdush Mogushi 888665 Marine (1 term)
Gun Cbt-1, Cutlass-1, Recon-1, Throwing-1, Street-
wise-1

Migo Resh 777667 Marine (1 term)
Gun Cbt-2, Cutlass-1. Recon-1, Stealth-1

Bluto Sludge 989663 Army (2 terms)
Gun Cbat-3, Recon-2, Artillery-1, Dagger-1, Stealth
-1, Grav Craft-1

Dorn Whiplash 888777 Army (1 term)
Gun Cbt-2, Camouflage-1, Ground Craft-1,
Melee-1

Joe Harrison A98777 Marine (1 term)
Gun Cbt-1, Cutlass-1, Computer-1, Battledress-1,
Environmental Combat-1

Steve Conners 777666 no prior career
Ground Craft-1, Brawling-1

Ihero Meshmishig 788886 Scout (½ term)
Jack-of-All Trades-1, Recon-2, Pilot-1, Gun Cbt-1,
Brawling-1, Computer-1

Fulwith Rago AAA664 Rogue (1 term)
Gun Cbt-1, Dagger-1, Brawling-3, Streetwise-1

These are the only recruits available during the week of recruiting. Both Steve Conners and Fulwith Rago claim to be experienced mercenaries, but an average interrogation task (default at full value to Army/marine veterans) will reveal they have no real military background.

NOTE TO REFEREE ONLY: John Stephens is in fact a saboteur. He acts like a slightly undisciplined, if well-trained, soldier but is waiting for a chance to place a bomb (concealed in his personal entertainment computer). He can be discovered, but only ‘by intent’ (Task: Difficult; Interrogation (must be specifically looking for saboteurs)). It is strongly suggested that he remain completely nondescript in the referee’s presentation at this point.

(Continued on page 16)

Active Measures

(Continued from page 15)

Tracking Down Information

If a character uses his activity to search for information and makes his skill check (Task: Average; Streetwise, Carousing, Admin, Leader, or Computer), reveal one of the following rumors. If the character decides to follow up the rumor, make another skill check at the indicated level to determine additional information.

1. Trans-Galactic has been automating nearly every facet of its operations.

Follow-up: Easy: True; there is a large number of displaced workers angry with the company.

2. Trans-Galactic has been changing its mining operation on this planet into an export-driven luxury food business.

Follow-up: Easy: False, but a group called Sophonts Against Vegetable Exploitation (S.A.V.E.) has protested the supposed new business.

3. The Grey Shadow Criminal Cartel has gained control of the Miners' Union and plans to extort money from Trans-Galactic.

Follow-up: Average: True, but Trans-Galactic is in no hurry to pay, and in fact does not seem worried.

4. A damaged merchant vessel arrived last week and was landed on Trans-Galactic property.

Follow-up: Difficult: True, and the management has been searching hard for qualified engineers and mechanics.

5. In Trans-Galactic mine shaft A-7, all work was mysteriously called off 6 months ago, but the laid-off workers have been called back beginning next week.

Follow-up: Average: True, and there are also reports of the mining equipment being in need of minor repairs.

6. A huge monster was sighted on Trans-Galactic land several times over the last six months.

Follow-up: Difficult: No pictures or reliable eye-witnesses exist.

7. Trans-Galactic has made a deal with the Grey Shadow Cartel to eliminate the Miners' Union.

Follow-up: Difficult: Absolutely false; there is evidence that Trans-Galactic has been stepping up efforts to have the Imperial authorities and local law enforcement move against the Cartel.

8. A strange unmarked bus has been sighted picking up and dropping off men from the main Trans-Galactic mine barracks.

Follow-up: Difficult: True, and no one has been able to talk to these men who have been kept sequestered.

Organizing the Unit

Once the unit has been recruited, it must be organized. Each person in the unit should be given a rank, to determine salary and shares. A chain of command should be established. Since the unit will be 12-15 men, the most likely organization would be as a squad. The unit commander would hold the rank of sergeant. The remaining troops would be arranged in "fire teams", each of which is four men commanded by a corporal. The remaining troops should be privates, or lance corporals. One player character could be designated Assistant squad leader and given the rank of Lance Sergeant. Assuming this organization, shares and monthly pay would be as follows:

Rank	Shares	Pay
Sergeant	4	500
Lance Sergeant	3	450
Corporal	3	450
Lance Corporal	2	400
Private	1	300

Once the unit is organized, the players should prepare an index card for each NPC trooper and indicate his name, UPP, skills, armor, weapons and other equipment, his unit rank and which team he is a member of on it.

The shares will be important in the final "cashing out" at the end of the adventure. Salaries must be paid to NPCs whether or not mission is a success or even if the character is killed.

Active Measures

(Continued from page 16)

Phase III: The Mission

Note to Referees: Two maps should be prepared for this part of the adventure. Map #1 should give a plan of the Trans-Galactic compound, showing the locations of all of the buildings, the fence, and the starship. Map #2 should show all significant terrain features within 1000m of the compound.

Saddle-up!

When the players and their unit arrive at Trans-Galactic headquarters with the requisite license and equipment, they will be greeted by Mr. Wuldax, wearing an especially tall Vilani headdress. He will look over everything and then push a button on his lapel. After the contract is signed, a bus will pull up and Wuldax will say, "Get in; I'll brief you when we arrive at our destination."

The bus ride takes about an hour, at the end of which the players will find themselves at a compound consisting of a large garage, small administration building and a Subsidized Merchant vessel, all surrounded by a tall barbed-wire fence (map #1). Wuldax will invite the commander to a meeting room in the admin building. There he will give the following information:

1. Trans-Galactic has been experimenting with robotic mining on Alphax for the last six months. Special mining robots and techniques have been secretly used in one of the existing mines.
2. The robots, ore samples and technical information are to be loaded onto the merchant ship today, but the ship was ambushed by pirates on the trip in and requires considerable repair. A special repair crew has been hired to do the job, which should be completed in exactly thirty days when the last needed part arrives on the regular liner from the subsector capital.
3. Trans-Galactic has been having real trouble with the Miners' Union, which is controlled by the Grey Shadow criminal cartel. The automation of

the mines will put many miners out of work and eliminate the cartel's ability to use the union for money laundering and extortion. Wuldax believes that the Grey Shadow were behind the "pirate" attack on the merchant vessel and is certain that they will make a direct strike on the vessel to destroy the robots and the other results of the tests. Miners and their families may also cause some trouble, but this is not rated as a real danger.

4. The police will guard the shipment of equipment to this base, but will not leave a significant guard presence here, thus the need for the unit. Each day a bus will arrive from the town, containing a dozen workers who will work on the repair of the vessel, and return to town each evening.
5. The unit will be paid its Cr100,000 thirty days from now as long as the contents of the vessel (being loaded this evening) are intact and no additional damage has been inflicted on the vessel.
6. The troopers are legally justified if they use firearms or explosives against attackers who are using, carrying or displaying dangerous firearms on company land. If they fire on people who are unarmed or not armed with firearms, then they are liable to arrest and criminal prosecution, as they will be if they engage in offensive action off the base.
7. None of the troops may leave the base until the ticket has been completed, barring medical emergency or wounds.
8. The unit's authorized security area consists of the base and all land within 1000m (all of which is owned by Trans-Galactic). (map #2).

Nail it Down!

The PCs will meet the following people at the base:

Dris Molonu 777887 Merchant (2 terms)
Admin-2, Sensors-2, Gambling-2, Mechanical-1,
Law-1, Pistol-1

Dris is an ambitious woman who is a bit angry at being placed in charge of this installation instead of

(Continued from page 17)

a posting on a starship. She is the only human on permanent station at this base, supervising a crew of maintenance robots who clean up and do the inventory etc. She is a bit lonely and will take any opportunity to gamble with the troops. She will constantly remind the players about the legalities of the contract and their responsibilities and duties.

Brock Hammer 978787 Merchant (3 terms)

Admin-1, Engineer-3, mechanical-2, Electronics-2, Brawling-1, Computer-2.

Brock is the head of the repair crew for the starship. He is surly and grouchy and his favorite quotation seems to be "git yer damn sojer-boys outta my way and offa that ship". He will adamantly refuse to do anything that inconveniences his crew at all.

There are about 11 other rather nondescript repair crewmen. None of them will cause any trouble or has any connection with any of the opposition.

Wuldrax will provide sleeping bags, pre-pack rations for 12 men for 30 days each, and a tank of drinking water. There should be no "need" for any other supplies.

The first task that the players face is to set up their security measures. They should decide on a watch schedule and rotation, with posts or beats selected for optimal coverage.

There will be one complication during the first three days. A multi-phase coil adjuster will turn up missing according to a robot inventory check. This tool is expensive, but also can be used to overheat and damage a starship maneuver drive if left running near the thrust plates. It will not turn up on the base grounds, but in fact has been stolen by one of the repair crew and hidden in his toolbox. Dris will demand that it be found, but Brock will refuse to let the soldiers near any of his workers. The easiest method of dealing with this problem is to send for Mr. Wuldrax, but he will become very angry and chew everybody out. If Brock is restrained or assaulted he will storm off taking his workers with him and the patron will fire the troops.

Weep For The Beans!

On the eighth day of the ticket, a radio call will come in from Brock in the workers' transit bus. He says that a bunch of angry trees are blocking the road and he can't get through. It turns out that a band of Hresh (an intelligent, mobile tree-like being) calling themselves S.A.V.E. (Sophonts Against Vegetable Exploitation) have moved in and set up a political protest on the access road. The boulder field in the area makes it impossible to get the bus around them. The Hresh claim that Trans-Galactic is about to test market a new variety of cave-monkey chili as a luxury food off world. They are incensed that native chili beans are being needlessly slaughtered for the sake of rich off-worlders.

The blockade can be avoided by marching the workers around the Hresh, but Brock will refuse to do so, insisting that they be cleared off and the bus proceed. The Hresh will refuse to move voluntarily, and Dris will remind the players that firing on the Hresh is utterly unacceptable. Once the blockade question is settled, the Hresh will get up to about 200m from the front gate and start making a huge racket, with several loud speakers and electronic amplifiers and translators. They will constantly chant slogans such as "Weep for the Beans" and "Plant Killers Be Damned!"

If the police are contacted, they will just laugh. Wuldrax, if contacted, will say that this is the characters' job to settle. The Hresh will depart if they can be convinced that there is no vegetable-based food in the hold of the ship or after 4 days of incessant chanting. If Steve Connors is in the unit he will go nuts after two days of Hresh protest and attempt to "teach those bush-boys a lesson."

Treachery and Sabotage

After the first week has expired, the saboteur, John Stephens, will attempt to do his dirty work. At night, when the workers are gone, he will attempt to get onto the ship and place his handheld "game computer" (which is actually a bomb) in the power plant of the ship. The bomb will explode 30 minutes after being planted, during which time Stephens will

Active Measures

(Continued from page 18)

try to escape from the compound. The referee will have to judge his chances of success based on the plans of the base, the locations of the troops on watch, and so on. But, he is not especially stealthy, although he has a good chance of spotting someone looking for him. If stopped and questioned, he will say he left some of his gear in the ship. If he believes he is discovered he will attempt flight, but will return fire if necessary. If he is stationed alone in the ship, it's bad luck for the players (unless he's caught while trying to escape). If caught and questioned, he will turn out to be a hired criminal who does not know the identity of his employers.

Infiltrators

1d6 days after the Stephens incident, a party of infiltrators will attempt to cut the wire, sneak in set a bomb on the ship and escape. There will be four of them, each wearing cloth armor (Jack in CT/MT/GT) carrying an SMG. One will have wire cutters, one the explosive device; the other two also carry daggers and two hand grenades each.

4 × **Infiltrator** 787874

Stealth-1, Demo-1, Gun Combat-1, Dagger-1

The infiltrators will flee if discovered, but will use their weaponry if needed to escape. If any are captured and questioned, they will turn out to be known members of the Grey Shadow Cartel. They will reveal (Task: Difficult; Interrogation) that they were meant as a security test, but if they succeeded, then they would get a big bonus.

Riot

1d6 days later a gang of 50 people will show up at the front gate and begin to throw rocks and yell at the compound. After 30 minutes or so they will try to rush the gate and eventually get into the ship and destroy the contents. The crowd is made up of 15 university sociology students, 15 criminals, and 20 miners from the Miners' Union; all of these are led by Brigo Haze, a union activist who will be riling

everyone up with his megaphone. If there is any weapon-fire, the university students will immediately flee. If Haze is convinced to leave (Task: Difficult; Intimidation or Bribery (Cr500)), the miners and students will clear off too.

The criminals will stay until 25% of them are captured, killed or knocked unconscious, although they can be forced off (Task: Formidable; Intimidation). If any of the miners or students are killed or seriously injured, then the unit will face serious legal consequences.

The Big Climactic Gun Fight

Three days before the expiration of the ticket, the Grey Shadow Cartel will attempt one final play to destroy the ship's cargo. They will send a paramilitary strike team to assault the compound. It will be a night attack in two parts. The first body will consist of 3 air/rafts each with 4 men; the second element is a 24-man infantry unit which will attack on foot.

The Plan: The air/raft unit will come in at high speed firing as many bullets as possible hoping to draw the entire security force into a fire fight. They will always remain on the Eastern half of the compound, sacrificing their own weapon accuracy to avoid being hit. Their attack is mainly a diversion, but each air/raft does have a bomb stowed on board to set on the ship if it becomes practical.

Meanwhile, the infantry unit will wait until it thinks that the unit is fully engaged, when it will rush the western perimeter. The rifle-grenadiers will use the rifle grenades to blow holes in the wire fence, and the troops will rush through and attempt to wipe out or drive off the defenders.

Captain Gudrio Flox 887877

Rifle-2, Leader-1, Demolitions-1, Grav-Vehicle-1, Dagger-2

Equipment: flex vest 9 (armor 3f), ACR-10.

12 × Air/raft **Crewman** 777777

Grav-Vehicle-1, Heavy Weapons-1, Demolitions-1, Rifle-1

Equipment: flex vest-8 (armor 2f), Rifle-Bullpup-9.

Active Measures

(Continued from page 19)

Each air/raft is a standard model, with a Light Machinegun in a non-stabilized mount.

24 × **Foot Soldier** 777777

Gun Combat-1, Heavy Weapons-1, Stealth-1.

Equipment: cloth armor (armor 1f), either Rifle, Bullpup-9 or SMG (1/2 each)

1 man in 8 has a rifle grenade adapter and 3 rifle grenades.

They will attack in 3 squads of 8 men each, 1 grenadier 3 riflemen and 4 SMG gunners each.

(Note: if using editions of *Traveller* other than T4, treat Rifle, Bullpup-9 as a standard Rifle, treat flex vests as flak vests (cloth armor) and treat cloth armor as Jack.)

Check Morale for each Infantry Squad when 2 of its 8 members are killed.

Check Morale for each air/raft when 1 of its crew is killed.

Use standard morale rules.

While the attackers have a large numeric advantage, they have no Tactics skills, which presumably the defenders will. Also the attackers are lightly armored and hopefully the defenders will have procured better armor, weapons and communications gear. Finally the defenders should have the advantage of prepared defensive position.

Phase IV: The Cash Out

Once the thirty-day ticket is complete it is time to receive the rewards.

Abject Failure: If the players end up in prison for illegal activities or fail meet the terms for initial employment, then the patron will not pay, the troopers will quit and the characters receive no experience points.

Failure: If the contents of the merchant ship are destroyed by a bomb or rioters, or the base captured

by the attackers, then the mission is a failure. Any remaining troopers will quit the unit, and the patron will not pay. Each surviving character receives 1 experience point.

Success: If the ship and its cargo is intact with only minor additional damage, but the unit or base personnel have suffered fatalities, then the patron will pay the Cr100,000, and each character will receive 2 experience points. Each wounded NPC soldier will quit the unit; the others can be convinced—individually—to remain (Task: Average; Leadership).

Complete Success: If the ship and its cargo is intact with no additional damage and the unit has suffered no fatalities, then the patron will pay the agreed upon Cr100,000, the soldiers in the unit will want to continue in the PCs' employ, and each character will receive 3 experience points.

Dividing the Money: Subtract the salaries of all the soldiers and PCs (whether each survived or not) from the Cr100,000. Also subtract from the Cr100,000 the cost of any weapons and other equipment purchased for the mission, which is now considered "unit property". The remaining money is split in half. One half is called the "owner's share" and is split among the owners or investors of the unit (this typically means the player characters). The split is either even or in proportion to the money invested in the unit. The remainder is the troopers' share and is divided among all surviving soldiers who took part in the mission (PC or NPC) in proportion to the shares that are derived from their ranks. For example, if the troopers' share is Cr40,000 and the survivors are 6 privates (1 share each) and 1 sergeant (4 shares), there are a total of 10 shares which is divided into Cr40,000 to get Cr4,000 per share, so each private will get Cr4,000, and the sergeant will get Cr16,000. 🎲

Hub Federation

reviewed by Megan Robertson

Hub Federation. John Watts

Gypsy Knights Games <http://www.gypsyknightsgames.com>

60pp. softcover or PDF

US\$16.99(S+P)7.99(P)/UK£11.26(S+P)5.30(P)

This review originally appeared on <http://rpg-resource.org.uk> in November 2014 and is reprinted here with permission.

Placed firmly in Gypsy Knights Games's alternate *Traveller* universe, this book presents a discrete political unit that can be used as a basis and location for a range of adventures or even a whole campaign. It also provides a groundwork for using other Gypsy Knights Games books within the alternate setting, tying everything together neatly.

It begins by presenting the history of the Hub Federation, right back to pre-colonisation days when humans were exploring their own solar system and not much else. Then came the discovery of a starship drive based on quantum entanglement, the Zimm Drive, that could take a ship further and faster than hitherto imagined, roughly a parsec in a week. Moving out to the stars, a wormhole was discovered which led somewhere on the far side of the galaxy, opening near to an inhabitable solar system that was soon named The Hub as it was used as a base for exploring what lay beyond.

The next hundred years or so saw great expansion with many colonies being established. Some were independent, others beholden to whichever Earth government sponsored them. All manner of groups sponsored colonies, religious or philosophical groups seeking somewhere they could live out their ideas without interference, companies seeking to exploit natural resources and more soon scattered out from Hub across what in time became known as the Clement Sector. Trade flourished between the worlds, as well as back 'home' through the wormhole... until one day it just collapsed!

Nobody has yet discovered why the wormhole collapsed, but in the aftermath the President of Hub, one Fyodor Hauser, contacted the leaders of other



worlds proposing an alliance to replace the former model of being governed from Earth. He also contacted the Admirals of various navies stationed nearby, some of them agreed to join but others did not. Likewise many worlds decided they'd be better off on their own, but several of the closest worlds joined the alliance. This was about ten years ago, and the year is now 2342.

If you do not want to use the alternate universe as is, you can abstract as much as you wish if you want to use these worlds, perhaps as a pocket empire somewhere on the fringes of known space.

Next we take a look at how the Hub Federation is governed. There is a small Senate, with each constituent world represented by a single Senator. Interestingly, it is completely left to each world to decide how that Senator is chosen. Then there is a President, whose role is as chief executive and commander-in-chief. The Senate is responsible for making laws, the President puts them into effect. The President is elected by the Senators from amongst their number with a term of office of ten years. The world

Critics' Corner

(Continued from page 21)

for which he was a Senator must then find another to replace him.

The Federation governs at the highest level: common defense of the member worlds, a common currency, combatting interstellar crime, provision of a navy and the coordination of ground forces and diplomatic relations with other worlds. Everything else is left to individual worlds to deal with. The Hub military forces consist of the navy and marines, other worlds may have their own ground forces and limited naval ones—their ships may not be equipped with Zimm Drives and are limited to system defence roles.

On to wider matters, next comes a sub-sector map of the Hub sub-sector and UWPs of all its worlds, followed by greater detail of each of the member systems of the Hub Federation. (See *Subsec-*

tor Sourcebook 3: Hub for the other worlds.) Each comes with an astronomical overview of the system followed by more details of the inhabited world—their geography, atmosphere, government, laws, culture, etc. All the things the well-informed visitor might want to know. Although the governmental system is covered in each case, there's one omission: how they pick their Senator to represent them in the Hub Federation. However in most cases it can be deduced from the way in which the world itself is governed.

This makes a neat Pocket Empire, or the core of the known colonies if you are using the alternate setting. Ideas for adventures spawn quite readily as you read, and some specific suggestions are made as well. The work ends with an overview of technological changes between regular *Traveller* and this alternate setting, mostly dealing with the ramifications of the Zimm Drive. Overall, a fascinating concept and well worth a look. 🌌

The Shipyard

Mongoose Traveller Designs

Sheriff John Brown (Modified Type S)

designed by Peter Bradley

The *Sheriff John Brown* is a heavily-modified scout/courier owned by the local subsector branch of the Imperial Ministry of Justice. It began life as the *Curies' Curiosity*, a stock Type S scout/courier commissioned by the ISSS, and then sold on to the IMOJ as surplus. It has been modified for use as a prisoner transfer ship, specifically, as a "sleeper ship", where the prisoners are kept in low berths for the journey, to reduce the risk of break-outs.

The modifications were extensive, involving changes to large areas of the Type S hull. One stateroom and the existing common area were removed, with the common area being turned into fuel tankage and the stateroom converted to a new common area. Half of the ships fuel purifiers were removed, and the Air/raft hanger was converted to a small cargo bay, to give the ship a minimal cargo carrying ability as the lower deck bay has been re-purposed.

The lower-level fuel tank was completely removed, as the ship no longer needed the 14 week endurance of the stock design. Instead, the whole lower deck was turned into a low berth deck with 48 standing-type low berths installed back to back.

Entry to the deck is on the port side, where the probe drone hanger would be on a normal Scout/Courier, along with the only access hatch to the upper deck (the starboard side access hatch has been removed for security reasons). This area is partitioned off from the rest of the deck by internal walls, with only a single door leading into the low berth deck, again for added security. Space on the deck is rather tight, with little room between rows of low berths. To reduce the risk of prisoners trying to use the narrow confines to their advantage, prisoners are loaded singly, with only one conscious prisoner at any one time, and the next is not allowed on the ship until the previous prisoner is sealed in his low berth and "under". While in flight, the whole deck is kept de-pressurized, including the entry room.

The Shipyard

(Continued from page 22)

The ship has a regular crew of four: Jessica Berthold, pilot, navigator and captain; Robert Berthold, Engineer, 1st officer and Jessica's husband; Dr. Karl Urdan, medic and legal affairs officer; and Lt. Justin "Justice" Jones, security officer and gunner.

The Bertholds and Dr. Urban are on 4 year contracts with the IMOJ, with only Lt Jones being a full time IMOJ employee. Normally, the Bertholds share a stateroom and the other two have one each, but the cabins can all be configured to double occupancy, if there is need to take an extra passenger along. This is sometimes required, normally either an extra

security officer escorting an exceptionally dangerous convict, or a witness being taken to give evidence at the prisoners trial at the destination world.

The *Sheriff John Brown* has a roughly circular run though the subsector, picking up and moving prisoners from system to system as needed. Prisoners may be moved for any number of reasons, but some of the more common are for extradition for crimes committed on another world, and transfer to a off world prison from low-pop worlds without the facilities to administer the mandated punishment. Normally, the *John Brown* is carrying 24-36 prisoners, and will off-load less than half a dozen prisoners at any given stop, gaining a similar amount. 🌟

Ship		<i>Sheriff John Brown</i>	
		Tonnage	Cost (MCr)
Totals		100	32.795
Hull	100tons (Hull 2, Struc 2) Streamlined		2.2
Armour	Crystaliron 4 pts	5	0.4
Jump drive A	Jump 2	10	10
Maneuver drive A	2G accel	2	4
Power Plant A		4	8
Fuel	1xJ2 plus 4 wks	24	-
Bridge		10	0.5
Computer	Model/1bis Software:		0.045
	Jump Control/2		0.2
	Library/0	-	
	Maneuver/0	-	
Electronics	Military Sensors	2	1.0
Weapons (1 hardpt)	Triple Turret 3xPulse Laser	1	2.5
Crew	4 Pilot, Engineer, Medic, Security/Gunner		
Accommodations	3 Staterooms	12	1.5
	48 Low Berths	24	2.4
Extras	Fuel Scoops		
	Fuel Processors	1	0.05
Cargo		5	
Life support			11,800-13,800/month
Maintenance			2,733/month
Mortgage			136,646/month

Career Companion

reviewed by Jeff Zeitlin

Career Companion. John Watts.

Gypsy Knights Games <http://www.gypsyknightsgames.com>

60pp., softcover or PDF

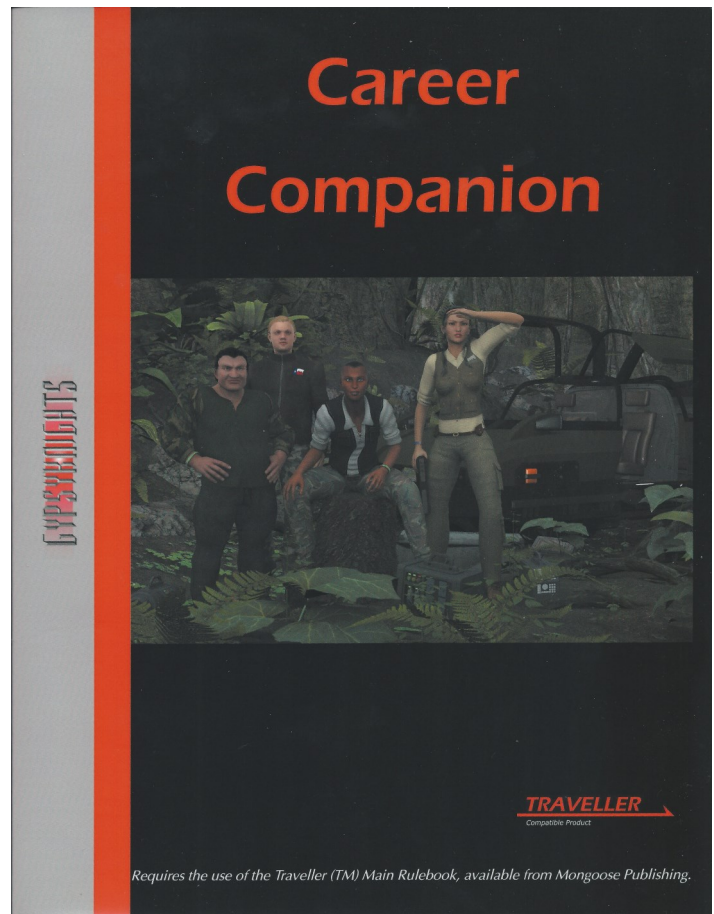
US\$15.99(S+P)/6.99(P)/UK£10.27(S+P)4.49(P)

Disclosure: The reviewer was comped a copy of this at TravellerCON.

Prior careers. They're a key part of *Traveller* character creation, and pretty much everyone wants to customize them in some way. Maybe the setting requires a different career organization ("My Planetary Defense Force includes the oceanic navy. Why can't I get 'watercraft' from the Navy skills list?"), or maybe the 'standard' available careers just aren't right ("My character is a journalist. She's not an 'agent'. There isn't really that much overlap."). Whatever the reason, customized careers are probably one of the earliest 'house rules' that a gaming group comes up with.

Clement Sector is no different, in that sense. While some of the standard careers can be used with this alternative setting, the core setting book notes that some career tracks are inappropriate, or that some things must be interpreted differently. So, John Watts and Gypsy Knights Games have gone ahead and assembled a collection of Clement Sector-specific careers. There's overlap with some of the core rulebook careers, but these careers have a very definite Clement Sector flavor to them, and have to be considered a better fit for the setting than the 'equivalent' core careers. They also go beyond the standard careers in some ways; what might be a single career track within a career in the standard rule books can be expanded into a full career with its own career tracks here, and there's one entire career (Orbital Construction) that wasn't even a single career track in the standard rules.

But that's not all you get with the Clement Sector *Career Companion*. The core setting book notes that there aren't any aliens in the setting—but this book reveals that there are alternatives that can po-



tentially be just as interesting: Uplifts and Altrants. Uplifts, as the classification implies, are animals that have been modified to have human (or very-near-human) intelligence, and taking advantage of certain basic traits where the animal form in question might have advantages over unmodified ('baseline') humans. Altrants are modified humans, intended to have advantages in certain environments that can cause problems for baseline humans. While the range of Altrants isn't quite as wide as that of Uplifts, in terms of the advantages they provide, the high points are hit, and Altrants don't suffer from quite the same level of social disability that Uplifts do.

Another complaint about the standard *Traveller* rules is that there's no real way to improve your character once you're done with the generation sequence. This is another area where house rules often fill the gap, and the Clement Sector setting is no different. The rules here make use of 'character points', where it is assumed that the referee will

(Continued on page 25)

Active Measures

(Continued from page 24)

award one character point to each character at the end of a session, possibly two if the character was played *really* well. Character points are accumulated over time, and may be spent to improve skills or attributes when sufficient points have been accumulated. As written, you can only improve a skill or attribute one step at a time, and you must gain level 0 in a skill before you can go up from there, so gaining high levels of skills or high attributes is expensive, and takes quite a long time (to gain level 0 in a skill requires 10 character points, but to go from level 2 to level 3 requires 25; similarly, you can go from STR 1 to STR 2 for 10 character points, but to go from STR 8 to STR 9 costs 45. Each specialization within a skill is treated as a separate skill for improvement purposes—you can't improve "Art", but you can improve "Art (Dancing)", and it's separate from improving "Art (Acting)" or "Art (Painting)".).

Clement Sector doesn't have nobility; social status is a matter of wealth (and the visible trappings thereof), prestige, and power. It also has a requirement that you *spend* to maintain that social status (after all, nobody is going to care—or know—that you're the richest person on the planet, if you wander around looking like an anonymous derelict). Spending on SOC maintenance is also an easy way to *change* your SOC; if you fail to maintain the indi-

cated level of spending over six months, your SOC will drop; if you "overspend" for a year, your SOC will rise. It's the long-term (six months to a year) average that matters, so while you do need to keep an eye on your income and spending, it's probably not necessary to go down to the level of entering daily expenses into a money-management program. It's also reasonable to assume that some of that spending is for maintaining public prestige; paying for the party's dinner at an expensive restaurant might be good for a few hundred or maybe a couple of thousand (depending on the restaurant) credits of your required SOC spending.

Aging in the Clement Sector setting is quite different from standard *Traveller*—the average lifespan is on the order of 250 years, and aging rolls don't begin until age 76. The character also has far more control over his apparent age. This book provides guidelines, based on tech level, for the minimum apparent age that a character can maintain at a given actual age. Characters can, however, appear older if they feel it appropriate for their role.

If you're going to be playing in the Clement Sector setting, this book belongs right next to the core Clement Sector setting book on your shelf. It's less useful to mine for ideas to be used in other settings, as a fair amount of modification is likely to be required. Nevertheless, it would be hard to say that purchasing this would be a waste. ☸

Traveller By the Byte

Introduction to the Feature

By Jeff Zeitlin

This month, we introduce a new feature, "Traveller By the Byte", inspired by the original print JTAS "Using Your Model/1bis", briefly resurrected in *Challenge* as "Using Your Model/2bis" and "Electronically Exploring the Traveller Universe": The source code for a small (well, "Electronically Exploring..." got up to medium-sized) *Traveller*-related program is printed, free to readers to use.

Because *Freelance Traveller* is not imposing a restriction on the language used, a functional explanation of the code presented should be included as part of the article.

Anyone may submit an article for this feature. There are no restrictions on what language may be used for the code, but the intent is that the reader should be able to "edit-and-run", much like was possible when using BASIC on an Apple II (the target of the JTAS/*Challenge* articles), without having to purchase expensive development environments or

licensed run-time modules, or go through multiple edit-compile-debug cycles (obviously, the code as presented should be ready to run). Submissions should have four elements: A brief summary of what the code does as a whole; identification of what supporting software is needed, what environments it runs in, and where to get the supporting software; the code itself; and an analysis of what the code does, functionally (you don't have to break it down line by line; just look at the high-level 'chunks').

Different publishers have different licenses for fan materials; please be certain that the fan license for the version of *Traveller* you're writing code for allows the distribution of that code—it is known that at the present time, the Mongoose license does not. It is fully the intent that *Freelance Traveller* stay within the bounds of such licenses, so if you're not sure, ask the licensee and/or publisher.

The *Traveller* APL Workspace

By Jeff Zeitlin

The author recently "rediscovered" some old programming languages—the one of interest for this article is APL—and decided to refamiliarize himself with them. To that end, he decided to start building a *Traveller* workspace that could, with the addition of data by the user, be used as a *Traveller* play aid suite. The completion of the suite will take several articles, but at the end of each article, the workspace will be usable for some subset of the tasks involved in setting up or running *Traveller*.

Tools and Environment

APL is surprisingly easy to find out there; there are still commercial vendors, and several implementations, both up-to-date (in terms of the standards) and historical, can be found for free in various places. This workspace is being built with the (free) NARS2000 experimental APL interpreter, available at <http://www.nars2000.org>. The NARS interpreter runs natively in Windows; on Linux or Mac OSX

with the WINE translation layer, available from <http://www.winehq.org>; and on Mac OSX under the commercial products Crossover or Parallels. The APL being used is compliant with the Extended APL standard (ISO 13751), and there will be an article on this workspace (once it's complete) on adapting it to so-called 'traditional APLs' predating the adoption of the ISO standard.

The Code

APL's general development paradigm bears resemblances to that of Functional Programming. Rather than being a monolithic chunk of code, APL routines (universally called functions) are small code assemblages that have a single purpose, ideally with no references to anything external to the function except the arguments and returned result.

As the meaning of APL symbols is not generally immediately obvious, the author is willing to be contacted by email for further discussion and analysis of the code, at a level beyond what is needed for this article.

Function: D

```
∇Z←COUNT D DM
[1] Z←(COUNT,DM)
∇
```

This function exists to allow the use of expressions such as $2 D + 3$ or $3 D - 5$ to specify the set of dice to roll. It does not actually roll the dice; it merely returns the dice structure used throughout the workspace. The left argument (COUNT) indicates how many six-sided dice are to be rolled when this structure is used; the right argument (DM) indicates the amount that should be added to the roll (subtracted, if negative). A two-element vector consisting of first COUNT then DM is assembled and "enclosed" to be treated as a scalar for storage as part of a variable.

Function: ROLL

```
∇Z←ROLL DICE;COUNT;DM
[1] COUNT←1↑DICE
[2] DM←-1↑DM
[3] Z←+/ (0=⊖IO),DM,?COUNTρ6
∇
```

(Continued from page 26)

ROLL actually rolls the dice; the argument DICE is a structure as returned by the function D. The function “breaks open” the structure into a number of dice (COUNT) and a modifier (DM). The dice are then rolled, and the DM added. The final value is returned to the caller.

These two functions are sufficient to act as a general *Traveller* dice roller; one can load the workspace, and type statements like `ROLL 2 D - 7` to get a random number (in the range -5 to 5, for this example).

Function: **CONSTRAIN**

```
▽Z←LIMITS CONSTRAIN VALUE
[1] Z←(⌊/LIMITS)⌈VALUE⌈(⌈/LIMITS)
▽
```

CONSTRAIN takes as its right argument a value (assumed produced by ROLL), and as its left argument a two-element numeric vector representing the limits that the value must be between. If the value is between the limits, that value is returned; if it is outside the limit, the closest limit value is returned: `(5,12) CONSTRAIN ROLL 2 D + 3` will return 5 if the 2D+3 roll returns 4-, or 12 if it returns 13+, otherwise it returns the actual value rolled.

Function: **MAKERACE**

```
▽MAKERACE NAME
[1] ⚡NAME, ' ← 6 ρ 2 D 0'
▽
```

MAKERACE takes a single argument consisting of a character string representing the name of a race (e.g., 'human', 'vargr', 'dushau', 'hani', etc.) and creates (or overwrites) a variable in the workspace by that name whose value is a vector of six dice structures as generated by `2 D 0`. Note that it does not return a value; rather, it modifies the workspace environment. This variable can—and should—be modified later to reflect the actual required rolls.

Function: **C**

```
▽Z←C ATTRIB
[1] Z←ATTRIB-(0=⌊IO)
▽
```

C is a bit of a cheat—its sole function is to produce subscripts used with either a race-name variable or a game-character variable (e.g., `JOE[C 6]` or `VARGR[C 1]`) to ensure that the correct attribute—in *Traveller*⁵ style—is selected, regardless of whether the APL environment happens to be set to start index counting at 0 or 1. You can name the attributes for a given race, classic style, later on by entering a “direct (lambda) function”, e.g., `INT←{C 4}`, and then select the attribute by writing e.g., `JOE[INT]`.

Function: **GAMECHAR**

```
▽Z←GAMECHAR RACE;TMPCH;EHEX
[1] EHEX←'0123456789ABCDEFGHIJKLMNPQRSTUVWXYZ'
[2] TMPCH←(≡RACE)[;2]++/'?'(≡RACE)[;1]ρ"6
[3] Z←EHEX[TMPCH+(1=⌊IO)]
▽
```

GAMECHAR creates a character’s UPP. It takes a variable created by MAKERACE as its single argument, and uses the six dice structures in it to “roll up” a character, returning the UPP in the standard “Extended Hexadecimal” form.

A sample session with this workspace might look something like this:

```
MAKERACE 'URSA'
URSA[C 1]←3 D + 2
URSA[C 2]←2 D - 2
URSA[C 3]←2 D + 2
GRIZ_DI_JIM←GAMECHAR URSA
GRIZ_DI_JIM
F5B864
```

First, we create a race called URSA. Then, we adjust the way the stats for an URSA are rolled—STR is 3D+2 (range 5-20), DEX is 2D-2 (range 0-10), and END is 2D+2 (range 4-14). The rest are the standard 2D rolls.

Now that we have a definition for URSA, we use that definition to roll up a character, Griz DiJim. GAMECHAR actually rolls the dice, and tells us that Griz is an URSA with stats F5B864.

That’s it for this month; future articles from this author in this series will add functions to do things like generate and resolve careers, or roll tasks. You can download this workspace for NARS2000 from this issue’s download page. 🎲

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

December 2014

- **Christian Hollnbuchner** has released *Crane Light Bomber*, and *Starships Book IIIIO10: Dire Turtle Scout Cruiser*.
- **Blackstone Entertainment** has released (system-agnostic) *47 Fantasy Adventure Hooks*, *47 Critical Hit Tables*, *47 Ways to Create Great NPCs*, *47 Key Concepts*, *47 Ancient Maps, Scrolls, and Handouts*, and *47 Villainous Plots*.
- **Gypsy Knights Games** has released *Ships of Clement Sector 7: Perth-class Frigate*. 

Submission Guidelines

What is *Freelance Traveller* looking for?

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

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

What about ...

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

...Hyperlite?

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

... Diaspora, or Starblazer Adventures?

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

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

How should I submit my article?

What needs to be in the submission?

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

What format should I submit it in?

That depends on what you're submitting. Generally:

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

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

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

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

How do I get it to you?

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

