



FREELANCE TRAVELLER

The Electronic Fan-Supported Traveller® Magazine and Resource

Featured Article:

The Making of Skirmish in Asteroid

by Ewan Quibell



Issue 069

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A Note About Production

Freelance Traveller is prepared using Microsoft Office Publisher 2010 running on a Windows 7 Ultimate x64 system. The program is reasonably easy to use, and produces good results with moderate effort; it also supports advanced typographic features such as typographic quotes and apostrophes, small caps, ligatures, swashes, and stylistic alternatives (if the advanced features are implemented in the font). Generation of the PDF files is built in to this version of Microsoft Office; no additional products are needed.

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From the Editor



As we go to press with this issue, it's just over a month before TravellerCON/USA 2015. In spite of the unexpected site problem, last year's Con went off well, and we're eagerly looking forward to this year's, and hope to see a lot of you there.

One of the advantages to the current site is that it gives us room to grow in a managed fashion. The ConCom (of which Your Humble Editor is a member) would definitely like to grow the Con in a managed and manageable fashion—but to do so, we need to know what you'd like to see. Ideas that have been floated include panel discussions, Notable Guests, virtual gaming/membership, more/different swag... lots of interesting ideas. In order to move

forward on any of them, though, we need your feedback—which ideas interest you the most, how much would you be willing to pay, and by what means (e.g., add-on fee, buy as from a merchant, or increase in membership fee), and so on. We're going to continue to gauge initial interest via Kickstarters, as we did last year and this year; we'd also be interested in what you'd like to see as 'stretch goals', and at what level you think those goals should be met. Email your thoughts to feedback@freelancetraveller.com.

TravellerCON/USA is ultimately what you, the fans, make of it. It's not too late to decide to come; early registration for participants closes on October 8. Come and join us!



Borderland Profile: Tanith

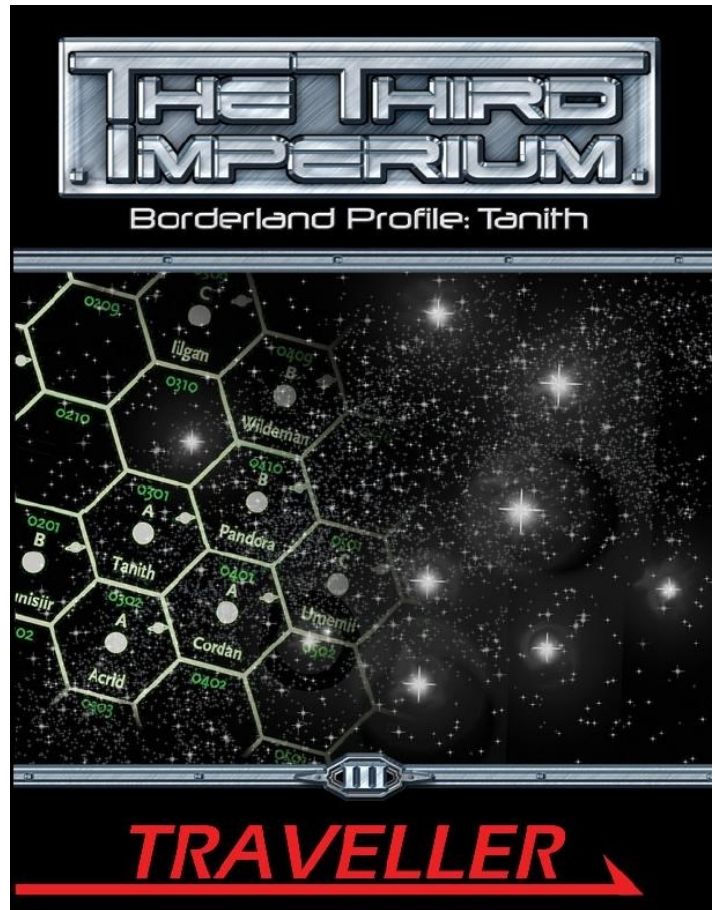
Reviewed by Paul Hillers

Borderland Profile: Tanith. Martin J. Dougherty
Mongoose Publishing <http://www.mongoosepublishing.com>
18pp. PDF
US\$2.99/UK£1.91

A mini-supplement in the Borderlands Planet profile series, *Tanith* clocks in at a total of 18 pages, though there's only 14 pages of text, along with a couple of low-res grey-scale illustrations.

The planet of Tanith is heavily influenced by the mercenary trade, and as such the first page is dedicated totally to mercenary company operations and concepts. If you haven't seen or read information related to mercenary companies elsewhere, the information presented within is actually pretty good and useful to both players and referees. While it is possible to provide *too* much information, I've always appreciated the author who errs on the side of too much rather than too little. If you are looking for similar background information, pick up a copy of the *Hub Federation Ground Forces* book from Gypsy Knights Games.

Tanith was the first of the Mongoose Borderlands system profile booklets that I have purchased. They've released a few already in the series, and while this was my first exposure to the work, I am very pleasantly surprised with the level of detail and backstory included here. I always appreciated the work that was put into detailing out an entire system (common in some of the older *Traveller* supplements). The author, a long-time contributor to the *Traveller* universe, does the same here. Since I'm a big fan of more I think this is great, and I hope that Mongoose continues with this format. Now the busy referee has less work to do without having to spend the time rolling or detailing out a system for those annoying PCs who never seem to be able to stay on the carefully laid-out plot line! In addition to being provided a basic idea of what's present in the system the reader is given a short history on the planet (Tanith), a description on some refueling stations



located in the system that are owned and operated by another stellar entity, plus a small bit of information regarding the relationship between the two entities (hint: they don't always get along... can you say potential plot points?). Furthermore, they provide you with details on another planet in the system (about half a page worth) that you can use to provide more adventure opportunities for your players. It's always nice to have more, rather than less, detail about a system and its' people and just why they might be there and what they are doing. The last page in this section (three full pages) has details on every other planet and anything of that might be of interest for a player to go investigate.

The following section provides more details on the port of Tanith itself, the region immediately surrounding the port, and some background on the operations and economics of the port as well as a primer on local planetary conditions. Since we are talking about a port of mercenaries there is plenty of info on what you might expect defensive wise on the

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Critics' Corner

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ground, in orbit and what kind of ships you might encounter. I found it to be interesting to both a referee and player.

Since the supplement talks about Tanith being so friendly to mercenaries, it's seems natural to include a section on some of the local denizens for (potential) hire. There are six pages dedicated to this, with each organization getting about three-quarters to one full page write-up. Now some of that space is taken up by a TO&E listing (that's table of organization and equipment), but for those that aren't savvy on military structures or organizations it's nice to have. And even if you are it makes for easy at-a-glance understanding of unit structures and capabilities. The additional verbiage on each unit just rounds out the whole thing.

The final five pages are devoted to potential adventure hooks. While none of the hooks go into great detail or provide things like d6 charts to generate enemies and loot, they do provide referees or players enough ideas to build upon. And, in my mind at least, that's half the battle. Sometimes getting the initial spark going is all that is needed. If you are the type of person that likes everything detailed out and handed to you, well, I think you might be disappointed with what's here. But most everyone else should be quite pleased with it.

Aside from the low-res artwork, there's not much to complain about. The information is present-

ed well and in reasonable detail. It would be nice to see some further detail on things that do get mentioned. For example, remember the earlier detail about the fueling station operated by a potential rival being in-system? Just what kind of station or forces would be seen there? The high port is described as being little more than a mooring station for unstreamlined ships, and then it immediately goes into talking about how heavily armed with missile batteries, particle accelerator barbettes and a fighter squadron is also based there. So does that make it a 1,000 ton light battle station? A 5,000 ton space station? This trend continues into the mercenary company descriptions. Some information like troops being equipped with gauss rifles as standard gear is good, but descriptions of generic missile teams, or EW operators, or vehicles equipped with magazine-fed 180 rounds-per-minute mortars (but only carry 40 rounds onboard) kind of leave you hanging. If you did want to use one or two of the mercenary companies you don't have the full unit descriptions available.

Overall I was very impressed with this, even with some of the informational holes that seem to be there from my reading of it. The price point is very fair for what you get. It's a solid product for a fair price. And even if you aren't looking to adventure in this area the information contained inside can be easily adapted to just about any *Traveller* setting or system. 🌟

Raconteurs' Rest

Changes of Mind

by Andrea Vallance

Part 1

226th of 2029 (052-98): Askiafant War Memorial, Daramm

It was raining, a light pleasant fall. I liked the rain. I'd spent the two weeks since the events on the *Raledenet* here in Askiafant. Time with the *t'yasa*¹,

telling stories and listening. Eeryn Yasvati had let me help out. It helped, a bit, but I still had nightmares. Not only of him laying there, his blood spreading, but of Sesh Liryn. I thought I'd left those behind long ago. I shuddered; I'd killed him, but he still had power over me.

I heard footsteps. "I thought I'd find you here, my dear," her voice was calming; odd... "Why don't you go in?"

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(Continued from page 3)

"I like the rain, mother. I find it..." I paused, "cleansing."

"The Luriani word for rain is?"

Her voice wasn't quite questioning; I didn't understand her point. "Mother?"

"Humour me."

"*Ydarli*?"

"That is the short form of what?"

"*Ydarammtoaali*, Daramm's tears." It clicked.

"You are more one of us than you realise."

I wept. She said nothing, just embraced me softly, as a mother should. "I'm sorry, *Nashu*."

"No, my dear, that is one thing you should never be sorry for. No Luriani, not even we stuffy *Mmarislusant*, should ever apologise for tears."

I clung to her as I wept. She gently stroked my hair saying nothing. Time it seemed stood still. She just held me in the rain as the tears just came.

I drew a breath and composed myself. She dabbed my eyes dry with a tissue "Old wounds have a way of flaring occasionally, do they not? But it does not mean they are any nearer than before."

She always had a way of finding the right words. I drew another breath. "Yes."

She kissed my cheek. "Your brother is looking for you. He has a meeting with Kirsov *Geenal-Lekhtenant*. I believe he wishes you to attend."

I sighed, "Suppose I'd better get going."

"I told *Siishubuu* you would meet him there."

I looked at her suspiciously. "Mother... what are you up to?"

She took the slightest step back and tried to look offended. "Up to? My dear, what ever could you mean?" but she could not suppress her smile.

I placed my hands on my hips. "Up to, mother."

Her smile broadened. "Vu Agent will need to be repatriated and requires an escort to ensure he... cooperates."

"And you wish me to provide his escort? *Siish* will not take kindly to losing his *dokhtor*, mother."

"Who said anything of the sort? Vu Agent will need to be transported on a... trustworthy vessel."

I laughed. "He will take even less kindly to *that*, mother!" She just smiled. "So, Mother, why us?"

She put on that oh so innocent look. "I need a ship I know and can rely on absolutely. I have plans for him."

I knew there was a lot more to this than that. No doubt she did have plans for him, but I also knew there was little point in pushing. "I suppose there is no point in asking what those plans are?"

"All in good time, my dear, all in good time."

227th of 2029 (053-98): Protectorate Military Detention Facility 21, Daramm

Mother was getting irritated. This was not a good thing, especially for the young *korneet* who was irritating her. "*Raslee Korneet*, do you know who I am?"

She gulped, her voice almost a squeak, a mix of fear and embarrassment "Yes, My Lady!"

Mother spoke through clenched teeth, "Then we may proceed!"

Raslee Korneet shrunk into her chair "I'm afraid not, My Lady, your papers are not in order." You could hear her trembling.

Mother lost it in a most un-*Mmarislusant* fashion: "*Korneet*, do you want to spend the rest of your career scrubbing out algae ponds on *Yasant*?"

Her voice a whisper now, "No, My Lady."

"Then let us through!"

The *Korneet's* eyes were locked firmly on the floor, her voice almost imperceptible. "Even with a white five clearance, your companion still requires authorisation from *Sung Kolant* in charge of detentions."

Mother screamed, "Get me *Sung Kolant now!*" the emphasis she gave the word *now* left no doubt she meant that delay may have been fatal.

Raslee Korneet tapped a few buttons on her terminal; a rather flustered middle-aged man appeared on the screen. He appeared annoyed. "I left strict instructions I was not to be disturbed!"

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"Kolant, I... I... I'm afraid to bother you but there's a... situation that requires your presence here."

The *kolant's* face twisted and you could see the anger rising. "Raslee! I don't care if all the Gods themselves are there, deal with it!"

Mother smiled and stuck her head in front of the monitor, "No Gods, *Kolant*, just me."

Sung *Kolant's* face seemed to freeze in place. Then he spoke haltingly, "I'll be right there, Lady Councillor Manish."

Sung *Kolant* had been surprisingly flexible once he arrived. It took less than a minute to get me not only authorised to enter but to escort the 'prisoner' out of Protectorate territory. I felt a strange mixture of trepidation and excitement as we approached Agent Vu's cell, I could understand the trepidation but not quite the excitement. There was also a tinge of fear, an old fear. Places like that always give me that sense of fear, especially after the events of the last few days. The image of Rinni laying there in a pool of blood had sprung into my mind when we entered the detention block. It disturbed me.

"Are you all right, my dear?"

"Yes, mother, why do you ask?" Clearly my discomfort was more obvious than I thought.

She looked at me "Yes, I imagine these places would be distressing for you. I am still so sorry."

I forced a smile. "It's okay, I'm sorry, too. The war was bad for a lot of people."

She gently took my hand; a mother, *my* mother. "If you ever need to talk, you do know, yes?"

A smile, not forced. "Yes, Nashu, thank you."

I was lost in thought when the heavy sound of the lock drove a shiver through me. I flinched, then found my hand in hers. I turned and only the slightest warm smile, a mother. The door slide aside and there, in a three by three metre cell, he sat. He ap-

peared to staring at the ceiling aimlessly, but I could almost hear his mind turning over. I wondered what was occupying it.

He stood and nodded politely ever so slightly "Ah, Madam Manish, Manish *Wa*, always a pleasure. I assume you've come to... further help determine my fate."

"Your fate has been determined, Vu Agent, within hours of... your slight... oopsy, as it happens." Mother really did have a habit towards euphemism. But then again, so did a lot of Luriani.

"You will, of course, excuse me if I'm not at all surprised." You really had to listen to detect the pessimism in his voice. "So, how long will I be an honoured guest of the Protectorate?"

"As long as is required for you to walk out this door, Vu Agent. Despite the... indiscretion, you still have many friends here. Myself included."

While his relief was as well hidden as his prior pessimism, his surprise was not. "Free to go?"

That particular slight smile, the one that says 'not quite' came over Mother's mouth. "We thought you would wish to return to the Imperium promptly, since your... sightseeing is concluded. So we have taken the liberty of arranging passage for you." A slight pause. "A token of our appreciation for your honourable nature."

He chuckled, "Yes, of course, My Lady." His turn to pause. "I will be accompanied, I assume?"

"Why, yes, Vu Agent; we thought it prudent. We wouldn't want anything ill to befall you now?"

"And I assume, again, I'll be meeting my travelling companion shortly?"

I swear Mother beamed, "Immediately, you will be travelling with my daughter. Oh, and my son."

More than a chuckle this time, "Oh, I am sure he'll be delighted at that." He turned to face me. "But I will be delighted to spend a little more time in your company, Manish *Wa*." There was an unfamiliar warmth to his smile.

I returned his smile "And I, you, Vu *Lul*."

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228th of 2029 (054-98): An apartment in Antiavash

I'd not slept well; nightmares. They were rare now, but still they came sometimes. To be honest, I'd been having a few, lately, and they were wearing me down. I was pouring myself a coffee when my 'guest' woke. I must have looked terrible, still in my dressing gown, hair tousled from my restless sleep. For some reason this made me uncomfortable.

"I must say, Manish *Wa*, your apartment is rather comfortable. Best sleep I've had in weeks. I hope you slept well, too."

"Yes, I normally do," I lied.

"Ah, coffee, a delightful aroma in the morning. May I?"

"Certainly, feel free." He poured himself one "Whitener fridge."

He paused as he opened the door. "Have I done something to offend? You seem rather curt."

"Too much blood in my coffee stream; I'm not a morning person."

I found myself smiling at the chuckle that elicited. "I shall remember that, Manish *Wa*, and ensure an adequate supply is always on hand."

I nodded in response, "I have a meeting to attend, so you'll be on your own until about three this afternoon."

"As I said, your apartment seems more than comfortable, I'm sure I'll cope."

"No need to stay here; if you wish, some excellent shops and food here in the archology."

"I am allowed to wander freely? The Protectorate is rather more relaxed about security than I'd have thought."

The very slightest giggle slipped from my lips. I looked down in an effort to hide it. "You will be watched."

He drew a breath of acceptance. "Yes, I understand."

I casually tossed a credit chip on the counter "Should be more than enough for an afternoon on that."

He picked it up surprisingly gingerly, "Your mother's generosity is surprising."

"Not Mother; me." For some reason I wanted him to know. "And only proper for a host here."

"But 20,000 *keedits*?"

"I am more than... comfortable, financially." For some reason I wanted him to know that, too.

"And from my understanding of etiquette in the Protectorate, it would be exceedingly rude on my part to refuse."

"Indeed, Vu *Lul*." I found myself smiling and unconsciously trying to straighten my unruly hair.

"My thanks, and I shall treasure the honour you do me in this gift, Isabella Sanchez y Montoya *Wa*. I believe that is correct?"

"You should use my Luriani name and professional title, Isabella Manish Khaadii *Mmarislusant Dokhtor*, but close enough. You are most welcome, and do me great honour in your acceptance, Fakri James Vu Agent."

"Thank you, Isabella; I am touched. If I might, the custom of my people in such circumstance is to kiss. May I?" There was a genuine warmth.

I was aware of the customs of the Sesheryn, but still somewhat taken aback. I sighed, attempting to feign resignation. "If you must."

"I must, Manish *Wa*."

I found myself blushing as he lightly kissed my cheek and try as I might, could not suppress my smile.

228th of 2029 (054-98): Dteejkal archology, Daramm

I know they're safer than flying, but I've always found V-trains² unsettling; the idea of travelling that fast that close to a solid wall is a little disturbing. I guess most people never think of it. But it takes less than an hour for one to cover the 4,000 km from Antiavash to Dteejkal. It's the closest archology to Central Command, a good place to meet. A small

(Continued from page 6)

diner for brunch; Ariaryn was playing with his food, so fussy, speaking softly. Guess it goes with being a cook.

"I think Impee food would be better than this."

Afira looked at him, her voice flat. "No. Three and a half years, trust me on that." That killed that conversation.

Ariaryn's eyes fell downwards, "I'm sorry."

"I'm sorry, too, *Oommin*." I chuckled; she'd taken to calling him that. Somehow a small cute cuddly bear-like creature that would rip your throat out seemed to fit him.

I sat between Jane and Sakuya. "So, where is our beloved *kaptan*?"

She looked up from whatever she was eagerly devouring. "Delayed at the bank, apparently. Seems our funds are now sufficient to warrant 'personal attention' which somehow seems to make things take longer."

I picked up a menu. "Think I'll try the *mreeso*." Ariaryn sniggered. "What?"

"Well, a bit tame."

I sighed; five years I'd lived here, but I'd still not got the taste of Luriani cuisine down. "I prefer my food without high levels of toxins that will make me vomit."

"Try the *shiritsho*; *Verasti Dtareen*, so perfectly safe, but a bit more bite."

A smile. "I'll stick with the *mreeso*."

My order had just been delivered when Siish finally arrived. Jane rounded on him as soon as he sat "So, Why did the bank take so long?"

"They wanted to discuss 'investment options'. Seems over ten million *keedits* should be invested, according to them."

Sakuya was his usual eager to please self. "Oh yes, my father always insisted on wise investments, safe with secure returns. I can give you a list of his favourites, if you'd like."

Siish's eyes bored into him; he looked, then broke contact. Eyes down, his body drew into itself, his voice almost disappeared, "sorry."

Afira drew him into a hug as she stared daggers at Siish. "It's okay, it's okay, honey."

Siish got the point. "It's okay, Sakuya, I'm so sorry, too. You can tell me later." You could hear the concern and compassion in his voice. Sakuya didn't look up. "Honest, later I'd like to hear." Sakuya looked up and smiled slightly.

Afira broke the tension. "So, Siish, what's the plan?"

He was glad of the change of topic. "Pretty simple. Kirsov has another job for us. We go see him, find out the details, then go do it. Should be straightforward."

Jane snorted "Simple and straightforward, yeah, right."

"Should be; fly into Imperial territory, find a wrecked cruiser, retrieve the datacore, come home. What could go wrong?"

Ariaryn's turn to show his skepticism. "Yes, easy, just like delivering a suitcase."

Okay, so now was my time to put a spanner in the works. "Errr... hate to tell you this, Siish, but Mother has meddled."

He just looked at me with those *oh dear god* eyes he gets when Mother is mentioned "Ohhhhh... should I ask?"

"She wants us to repatriate Agent Vu."

Swear the entire diner looked. "What?!"

I repeated myself. "She wants us to repatriate Agent Vu. And no point in fighting it. What the head of the Security Committee wants, the head of the Security Committee gets. At least when it comes to Protectorate Security."

Jane was even less impressed. "He tried to kill us!"

"No, he didn't. He actually went out of his way not to, *Ikark*³." I looked at Ariaryn, stunned.

Jane did not appreciate that from her lover and her look made that plain. "I don't have a problem

Raconteurs' Rest

(Continued from page 7)

with it, personally. I think underneath it all he's an honourable man. He *is* Sesheryn, after all."

Siish simply coughed; 'accidentally' the conversation stopped "So, Isabella, Mother wants us to be the ones to repatriate him; why? And for that matter, Why is he being repatriated in the first place, instead of spending a few decades as an honoured guest of the Lord Protector?"

"He is being repatriated because he did something really big for us during the war. No I don't know what; Mother wouldn't tell me, but it must have been absolutely enormous. And why us?" I paused to think. I had a suspicion as to the real reason. She was exceptionally perceptive, especially when it came to her children. And she just couldn't help herself but meddle in our lives. "She wants it to be an *ami* she can trust totally. She has plans for him. No, I don't know what."

He just sat, staring off then sighed, "No point in fighting it. But I just hate Mother's plans, never go well, do they?"

Sakuya didn't take this well; he almost disappeared as he sunk into his chair. Afira had already taken his hand and I leaned into him. "It's okay, it really is okay. You'll be safe and he won't take you. All of us will make sure of that."

Notes

1. Children
2. An ultra high speed maglev train travelling in a tunnel kept in vacuum. Often used for mass transit systems on high population worlds. The V-trains in use on Daramm at that time could reach speeds of up to 5,000 kph and circumnavigate the entire world in less than eight hours.
3. A term of endearment. Old High Vilani for a type of fruit pie. 🍓

Up Close and Personal

Lock Thormadon

profiled by Ewan Quibell

Lock Thormadon 7C5926 Age 22 Cr900

1 Term Navy (Petty Officer 3rd Class)

Mechanical-2, Engineering-1, Handgun-1, Liaison-1, Medical-1

AutoPistol, Vacc Suit (TL F), First Aid Kit

Member, Travellers' Aid Society

Lock Thormadon is 6' 1" (185cm) tall and masses 187 lb. (85kg). He is average looking, has shoulder length blond hair worn in a ponytail, and blue eyes.

Thormadon is the second son of a lumberjack from the outback of Moran (2924 Spinward Marches). Apart from being taught the three Rs by his parents he has had no formal education.

At the age of 14 he was expected to work at the mill. He had his best times when driving the wood to the starport where he would enjoy himself with what money he had. Compared to the mill the star-

port was a wonder to the backwater boy. Being in the starport exposed him to the potential of what was on offer in the universe, although what he saw was effectively denied to him. He longed for more knowledge and when he reached the age of 18 he applied to attend University on Mora and was almost immediately, and not surprisingly, turned down. Having had enough of outback life and wanting better opportunities he made his way to the starport where he walked straight up to the Naval base's recruiting station and signed up.

Thormadon spent his three years of active service aboard destroyers and escorts patrolling the frontiers of the Imperium. He enjoyed the travelling and the exposure to new and varied cultures, although his lack of education and naivety caused him to be the butt of many a practical joke. His abilities saw him promoted quickly through the ranks, slowly moving his way to frontier with the Extents. In his last year of service he was assigned to the ship cap-

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Up Close and Personal

(Continued from page 8)

tioned by Baron Rory Furminger as a Petty Officer 3rd Class. In this position he found that his lack of education was a hindrance to the paperwork that he had to perform. His assessments started to reflect the fact that he was having trouble with the paperwork and at the end of his first term the Navy let him go. His saving grace was his work performance on the Baron's ship. While his reports were not good his performance in his job was exemplary. Following the death of the ship's doctor in a corsair raid it fell to Thormadon to save the life of the Baron.

Having been forced to leave the Navy, Thormadon was happy to accept the Baron's offer to be an aide in his new job. Membership of the Travellers Aid Society was arranged so he might accompany

the Baron on his task. Thormadon uses his untrained intelligence and his acquired skills to help the Baron in any way he can. Thormadon has an ability to look at a problem differently than educated people would, and surprises people by asking questions and providing answers that others just don't come up with or every think of. He is immensely loyal to the Baron for the opportunity that has been offered to him and is attempting to improve himself so he might be better able to serve the Baron. To this end he practices auto-pistol with the Baron on a regular basis and is undertaking a correspondence course to improve his education. Being in regular contact with the Vargr, Thormadon is picking up their ways and language. He has an effective Charisma of 5, and is starting to speak Gvegh, although he could not be said to be fluent. ☼

Critics' Corner

Cowboys vs. Xenomorphs

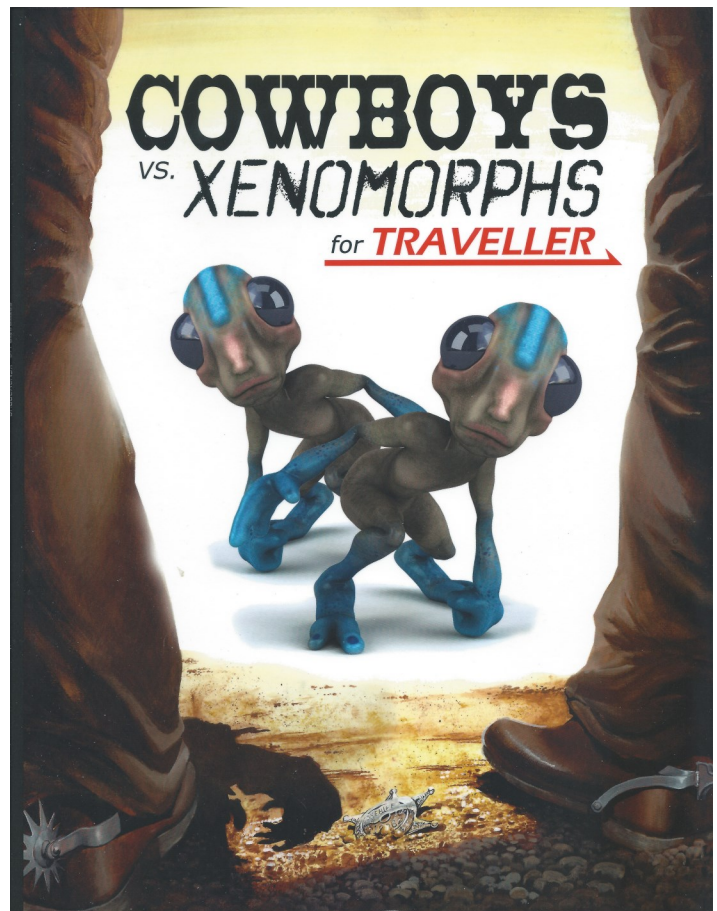
reviewed by "kafka"

Cowboys vs. Xenomorphs. Matthew Sprange, Gareth Hanrahan
Mongoose Publishing <http://www.mongoosepublishing.com>
49pp. Softcover or PDF
US\$14.99(S)\$8.99(P)/UK£9.99(S)£5.73(P)

This review originally appears on rpg.net in March 2015 and is reprinted with permission.

Every so often there comes a book that really changes the way that you look at things. While *Traveller* has often been compared to *Firefly* or 'Shotguns in Space', it never quite had the same feel of a Space Western that e.g., *Star Trek* did. It had more of an investigation and good people called to do sometimes bad things mood. But, what it kept coming back to was a sort of Western (genre) sensibility where players do form posses and go after bad guys. Which is as much a product of the Western, as it is of the experience of many servicemen/women returning from the theatre of war – whether it was Vietnam or some of the more recent wars.

This adventure/supplement does take a step back in time, and gives a set of rules and ambience



to recreate the "Old West". As the name implies, the antagonists are aliens. The writing and the mood

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this supplement/adventure creates is far superior to that of a certain Harrison Ford movie on the same theme, as it nicely blends in elements of the Weird West along with classic motifs of isolation and alienation. That means that this adventure/supplement can be ported into any setting but stripping the players down where Colt Rifles replace Fusion guns, horses for speeders.

So, in a mere 48 pages, there are extraordinarily simple rules to transform your *Traveller* Space Opera milieu into an Old West setting, there is an adventure with a number of xenomorphs of varying difficulties liberally lifted from different tropes each with their own set of motivations, and there are interesting and well-fleshed-out NPCs – including, surprisingly, prostitutes. I had thought the OGL explicitly stated that *Traveller* would avoid the racier and salacious aspects of '70s Science Fiction and keep it within the Golden Age. But they have existed in every *Traveller* adventure that I have run and been a part on, and their inclusion here is done intelligently and with dignity and with respect to any female players. So, kudos to finally seeing a more mature approach to an aspect of role-playing that has always been present.

There are rules that are missing (presumably, because the Old West is going to get a *Traveller* setting unto itself), such as chase scenes with horses; however, any good Gamemaster can improvise upon the missing rules in the meantime. There is also a definite feel of one-shot here – it would have been nice if, by way of a conclusion, the Gamemaster had been given a small piece of purple prose that could be used to kickstart a campaign. That said, there is plenty of *Deadlands*, *Boot Hill*, or *Aces and Eights* adventures kicking around that can be adapted.

I was deeply impressed by the quality of the writing in this adventure/supplement. It perfectly evokes a mood through its description and atmosphere for a genre that I am not particularly keen on.

Thus, it is a credit to the writer that it actually makes me want to try this scenario based upon the images he has implanted in my head. The artwork is extraordinary and I could wish that this was the new standard for Mongoose. However, as we have seen too often, with Mongoose and other publishers, art is something that outside the cover gets very short shrift. Which I think does partially explain the popularity of D&D – yes, the rules might leave something to be desired, but the pictures still compel me to add this to my collection. As it seems to be a lost art (pardon the pun), that art is getting less and less, a thrift which is ironic for this day and age – we are far more visually oriented than we have been in any other times outside of the Renaissance. Thus, I think, it incumbent upon RPG publishers to attempt to make a book beautiful as well as practical if our hobby is going to be passed down to the next generation. Hasbro gets this. Pelegrane Press gets this. Chaosium has lately gotten this. Why not *Traveller*/Mongoose? For *Traveller* rode in the fiery chariot of the Keith brothers who combined artistic sensibility with great rules.

Overall, it takes a fair bit to surprise me – this supplement/adventure did and in a very positive way. Aside from the above, nitpicks, my major criticism is that it is too short—but reading the 'State of the Mongoose', a full setting book seems to be in the works. I only hope they can maintain the quality of the writing and imagination stay consistent. 🌟

TravellerCON/USA

TravellerCON/USA 2015 will be taking place October 9–11, at the Lancaster Host Resort and Conference Center in Lancaster, PA. Registration is open; the full weekend is \$30 for referees or participants (age 12+ only) and may be paid at the door; vendor registration is \$60, and must be paid in advance. There is a discounted room rate at the Resort; mention TravellerCON when placing your reservation. Come play with us! More info can be found at the TravellerCON/USA website, <http://www.travellercon-usa.com/> 🌟

Grey Matters

by Michael Brown

Synopsis: The team must rescue a doctor in time for him to save their gravely-injured friend.

Setting: Any Imperial world.

Equipment and Skills Needed: None. Medical and Hunting skills may be useful.

Players' Information

Prior to the adventure, one of the PCs or an important ally (the players may choose from among their number, or the referee can designate someone) suffers an explosion that results in grievous brain injury. Although the others managed to stabilize the victim, extraordinarily delicate surgery is required. Fortunately, the group has heard that a doctor capable of it is visiting a nearby town on business. Perhaps he could be persuaded to attend their stricken friend.

Urumssh, a highly skilled Virushi doctor, is happy to help. He has no transportation of his own, and will need for the team to provide transport to their friend. This is easier said than done; Virushi are large beings (3 meters long, nearly 2 meters at the shoulder, and weighing nearly a ton.) Transporting him will involve much more than simply piling him into an air/raft.

However they solve the problem of conducting the doctor, time is of the essence.

Referee's Information

The doctor is in a town 100 kilometers away. The local police zealously enforce the speed limits. If the group has no vehicle large enough to accommodate a Virushi, they will have to rent one, at a charge of 1% of the price of a new vehicle per day (the renter must throw a good Reaction, +1 for SOC 9+.)

The injury cannot be treated by a run-of-the-mill medic. A sliver of skull was driven into the hero's brain tissue. While the damage was not immediately life-threatening, the bone shard has the potential to move deeper into the brain, causing increasing damage, personality change, and eventually an agoniz-

ing death. Rest is the only way to prevent increasing damage; unfortunately, this is not in the cards.

The first personality changes appear almost immediately; the symptoms are consistent with amnesia and paranoia. The victim does not recognize comrades and regards everyone and anyone as an enemy. The referee may impose additional mental disorders such as phantom voices and other hallucinations, multiple personalities, or uncontrolled rage. The paranoia compels the hero to escape. To that end, he or she does anything—even violence—to get away. If successful, the victim will hide in the wilderness. The referee should determine the chances of finding him or her; the searchers can apply any Hunting skill levels.

The referee should ensure that the stricken individual has undergone wounding and recovery from unconsciousness per *Book 1: Characters and Combat*. This will set the person's STR, DEX, and END scores in a wounded state. Each hour he or she does anything other than rest quietly means 1D-3 (minimum 1) further damage from the migration of the bone spur deeper into the cerebrum. The referee should also throw vs. INT; failure means the immediate loss of one point. Subsequent hourly throws vs. INT occur against the new, lower total. If the character's INT drops to 2, the damage becomes permanent. An INT of 0 means the individual lapses into a coma. At that point, the above physical damage occurs automatically until the character dies.

Meanwhile, the PCs delegated to pick up the physician are discovering a problem of their own: he is nowhere to be found. Unknown to them, several years ago the good doctor naively borrowed a large sum of money from Marome Raachald—a figure with ties to organized crime around the subsector—to fund research. Unfortunately, Raachald did not do her homework on the Virushi psychology; they do not respond to orders or threats. After Urumssh missed several payments (having thrown himself fully into his studies), Raachald began sending “bill collectors” to exact payment; all such attempts thus

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Active Measures

far have failed. Raachald has decided enough is enough and dispatched a gang of toughs to deliver Urumssh to her. Armed with powerful animal tranquilizers, the thugs subdued Urumssh, loaded him into a cargo vehicle, and fled.

The PCs may throw 9+ (DM: Streetwise skill) every thirty minutes to gather enough information to piece together the events of Urumssh's abduction. Further inquiries (10+, DMs as above) turn up witnesses who can direct the group to a villa just outside of town.

Dr. Urumssh is kept chained in the villa's basement. He is so far unharmed, but that will change if the PCs fail to arrive in time. Raachald leads ten thugs, all armed with pistols. They will fight until they lose half of their number, then the survivors will flee. Raachald will fight if cornered; otherwise, as soon as trouble starts, she heads for the nearest exit.

Assuming the adventurers are successful in rescuing Dr. Urumssh, he must still perform the surgery. This of course depends on whether the injured character has been found and returned safely. Urumssh will request assistance from an assistant surgeon (of Medical-2+) and an anesthetist. If either is unavailable, he will draw upon the PCs for help.

The surgery takes 1D+1 hours and is successful on a throw of 5+, which includes DMs for Urumssh's skill level and dexterity, and the difficulty of the surgery. Additional DMs:

- +1 for each assistant of Medical-2+
- -1 if only the PCs are available to assist (and none have Medical-2+)
- -1 if the world's Tech Level is 5-
- +1 if world's Tech Level is C+

The referee may impose other DMs as befits the situation. Failing the surgery throw does 1D damage to the patient and forces a throw against his or her

INT; failure removes another point of INT and makes the accumulated INT damage permanent. A throw of a natural 2 means death on the table.

If the surgery is successful, the patient's full INT will be restored immediately. Given proper medical care, the physical damage will heal per the rules in *Book 1: Characters and Combat*. Dr. Urumssh will not charge for his services, considering his rescue to be more than sufficient payment.

The referee should determine the flow of subsequent events.

NPCs

Urumssh F8C895 (Virushi) Age 30 Cr20,000

3 terms Doctor

Medical-5

Instruments

Urumssh is a typical Virushi, pacifistic and patient with those of lesser stature and intellect. He is also ethical to a fault and dedicated to his profession. His one flaw is not taking criminals seriously enough, such as the ones he failed to repay a loan they extended to him. He views his apparent peril with amusement rather than fear. His doctor's instruments are specially built for Virushi hands.

The Virushi were detailed in the original *Journal of the Travellers' Aid Society* #12 (1982).

Marome Raachald 45AA35 Age 34 Cr70,000

4 terms Other

Streetwise-2, Bribery-2, Revolver-1

Revolver

Raachald grew up on the mean streets of a mining world's Startown. She fell in with organized crime at an early age and now runs her own small operation. Despite being armed at all times, her first choice when trouble starts is to flee and always has at least one escape route planned. ☸

The Making of *Skirmish in Asteroid*

by Ewan Quibell 2012-01-05

Skirmish in Asteroid is my continuing efforts in creating and playing *Snapshot* scenarios with whatever resources were available to me at the time.

I have the GDW 120 series game of *Asteroid* and following my efforts in the making of *Skirmish at Apple Tree Farm* (<http://www.freelancetraveller.com/features/rules/skirmapple.html>) and the resulting PDF (<http://www.freelancetraveller.com/infocenter/software/Skirmish-at-Apple-Tree-Farm.pdf>) when I looked through my book shelf my eyes fell on the game.

I was intrigued to see if the counters that they used for *Asteroid* could be used in *Snapshot* and found out when I looked that they were in fact the same ones that were used in *Azhanti High Lightning*. The realisation that *Asteroid* was just a simpler game than *Snapshot* using ½" squares for the gaming sheets just meant that I had some more deck plans to play *Snapshot* on.

The robot counters in *Asteroid* look similar to Zhodani Medium Warbots, so I instantly thought of a Zhodani listening base that needed to be stormed by the Third Imperium. I hadn't done much in the way of gaming with the Zhodani so I picked up *Alien Module 4* and started to read.

Now, this is where my interest and enthusiasm started to pick up. If you have read my previous article I enjoy playing *Traveller*, learning new things, and problem solving, and this is what was presented to me again. While Zhodani character generation is not especially new to me, psionics is, and while I'm reading the rules, I'm thinking to myself that I can almost guarantee that they haven't been applied in *Snapshot*. And also (not surprisingly) Robots weren't covered either.

So, I started rolling up a few Zhodani characters for use in the game, thinking about what types of people would be in a secret listening base, and thought about applying psionics to *Snapshot*. It turns

out that it's relatively simple, and allocating 8 AP to a psionic action works quite well. Robots, on the other hand were a different matter.

I started a discussion on the Traveller Mailing List with my initial thoughts on the subject and had a discussion about the various attributes of Robots and how they might translate into action points. It turns out that my thoughts on APs for robots were the same as Douglas Berry's and James Lindsay's (the guys who wrote *At Close Quarters*), so I went with them, and I also liked Doug's comments during the discussion about dumbots in combat so went with them as well.

So I have my psionic opponents ready and I have my Robots ready to fight. I just need somewhere to fight them. Taking the *Asteroid* playing sheets I arrange them into what looks quite like a base, number the rooms and scribble down some descriptions. I think about some victory conditions and then roll up the marines to fight them with.

It's at this point that I remember that I have some *Traveller* counters that someone had posted to the web, and I go searching for them on my hard disk. They are pretty much what I was looking for, but they only have one Zhodani so I improvise a little. Adjusting them a little and printing them out I have my defenders and skirmishing commenced.

As I did before, I decided to write what I had done up and present it in a PDF for a couple of reasons. First was to ensure that the *Traveller* counters continue to be available to the community. It's a shame Geocities was taken down, because a lot of useful content was lost, so putting them into *Skirmish in Asteroid* allows them to be available again. Second, I quite enjoy the process itself, and creating the PDF allows me to bring my notes together into a coherent document so I don't have them on different bits of paper scattered around my office.

So here is *Skirmish in Asteroid*. If you can make use of it in any way, even if it's just to use the Marines and Soldiers as pre-rolled NPCs in your own game, fantastic. If you can use the *Traveller* counters

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then even better (if you know who drew them then please let me know), and if you come up with your own scenarios for use with *Skirmish in Asteroid* then by all means please write them up and share them with the community!

Editor's Notes

A link to the *Skirmish in Asteroid* PDF will be found on this issue's "perma-link" page on *Freelance Traveller's* website.

Freelance Traveller will consider for publication *Skirmish in Asteroid* scenarios—or *Traveller* scenarios for any published miniatures or counter game rules—as Active Measures; contact the editor in the usual ways. ☼

Critics' Corner

LBB9: Library Data

reviewed by Megan Robertson

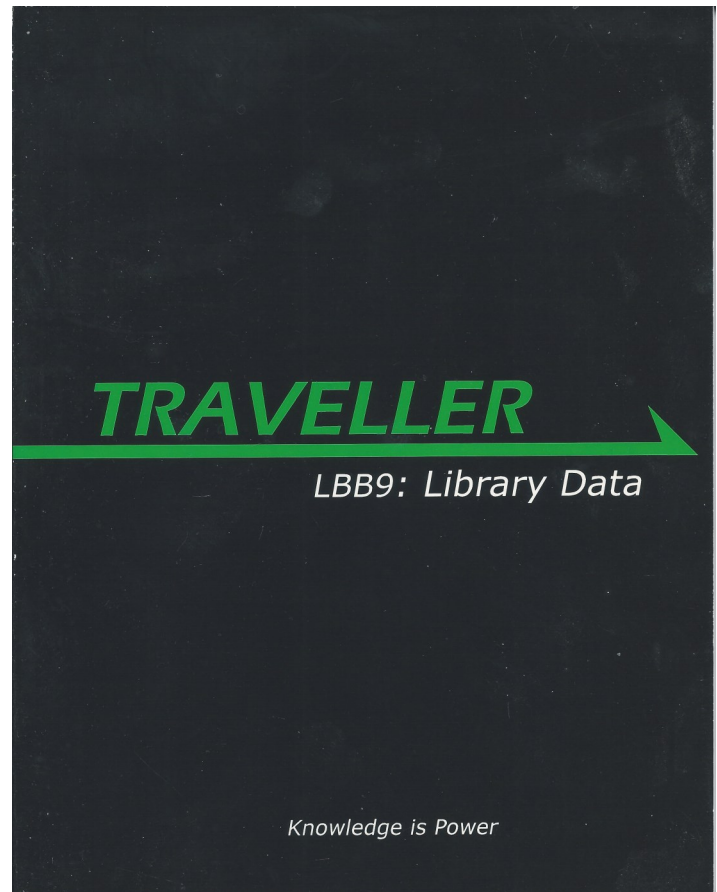
LBB9: *Library Data*. various authors/contributors.
Mongoose Publishing <http://www.mongoosepublishing.com>
70pp. Softcover (digest size) or PDF
US\$19.99(S)\$11.99(P)/UK£12.99(S)£7.79(P)

This review originally appeared on rpg-resource.org.uk in 2010, and is reprinted with permission.

Right from the very beginnings of *Traveller*, one of the joys of the game was the impression of a whole universe out there, ready to be explored. A feature of this, even back then and more so as the Information Age has developed far more than Marc Miller and the rest might have imagined, has always been the ability to pull up data about those places your character might be going to... even in the days of those 'little black books' there were a couple entitled 'Library Data' that contained the sort of information a character might turn up if he enquired about a place or a thing he'd heard about, neatly encapsulated so that the Referee could either read it out or just point to the book. Everything was 'in character' and free from any game spoilers, something you could let your players browse through as much as they wished without risking anything you didn't want known yet coming out.

This book is a worthy successor, presented in a similar manner and every bit as useful to player, character and referee alike as the original!

It pretty much dives straight in, with a scant paragraph explaining that the records herein are the



sort of information that would be thrown up in a computer search on a given keyword before starting with 'A' and so on. Neatly, it reflects the same sort of problem that besets those who struggle with a Google search—you need to know what you are looking for: apparently computers in the far future are no better than today's at interpreting vague and woolly requests. Ask Google for 'that expensive hotel in the Gulf states' and you won't find the 'Burj al Arab' easily; just so in the far future: you need to know what you want to know about!

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Critics' Corner

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If you are not desperate for a given piece of information right this instant, it can be quite fun to flip through, if a bit disjointed by the very nature of the presentation. The style is very uniform and consistent, clear and authoritative in tone. Whilst it is accurate in terms of the Official *Traveller* Universe (OTU), individual Referees can of course make their own decisions as to how accurate this 'public information' actually is within the context of their own game. It would also be relatively straightforward to devise similar entries on matters of your own devising, ready to answer in-character queries from your players.

As well as the 'encyclopaedia' entries, there's the Emperor's List that runs through the succession of rulers of the Third Imperium for the past thousand years right up to the current incumbent, Strephon. This is followed by some useful charts equating Tech Level to various standards recognisable to real-world present-day readers (especially those who

read enough science fiction to know what, say, a Dyson Sphere might be!). A timeline chart shows events in the entire OTU as compared to Earth... the Zhodani were spacefaring while our ancestors were building pyramids! These charts put things nicely into context.

As a game resource, it is an excellent and accessible presentation of 'what an educated character probably knows' about any topic from the AAB to Zhodani. By necessity it can be a bit of a thumb-nail sketch—and often there will be more information in other books for those who want to go into a topic in detail—and sometimes it's a bit simplistic: any far future kid already knows far more about air/rafts than the couple of paragraphs here... but it has also been written with one eye to the age-old gaming problem: characters know far more about the reality in which they live than their players can be expected to! If you run or play in *Traveller* campaigns that use the OTU to a greater or lesser extent, this book is well worth having as a handy reference! 🌌

Essay Question

In our November 2010 issue, the Editor posed the following question:

It is widely held that there are three overall styles of gaming: Gamism, Narrativism, and Simulationism (see http://en.wikipedia.org/wiki/GNS_Theory). Which do you think is best supported by *Traveller*, and which do you prefer? Why? (Your answer to this may be a reasoned refutation of the validity of the GNS model.)

Chad Munson replies:

This was a very good question, and rather troubling that it, as of yet, had no response. I will do my best: Though it is ultimately up to the GM to determine what sort of philosophy your players fall into and appeal to that, I believe the game lends itself best to the simulationist role. Though narrativism can be accomplished in anything (just use the tools to tell a story), one has to limit danger and neuter the game's lethality to ensure the narrative has a chance

of becoming. Gamism also can exist in most games, but the streamlined ruleset, the lack of levels, and characters not gaining complicated perks allowing them to become legendary heroes detracts from the efforts of the "game-inspired" player. Your character in *Traveller* is an incredible pilot because he's spent the last twenty years flying, which brings me to the third element of the trinity: Simulationism, or as some refer to it (acceptably), Immersion. I, as a GM, want you to feel like you are here. Whoever you are: 21 year old store clerk, 42 year old merchant marine, or 30 year old intelligence agent, you are who you are in the context of where. The standard model of character creation attests to this—I tell my players "Don't have your whole character in mind, you won't get that," because so much is random and a unique and fleshy character emerges from the ether naturally, rather than a min/max optimized charac-

Essay Question

(Continued from page 15)

ter built for being threatening and cool. The lethality of the setting often demands that characters act with caution, a large part of the game is focused on mercantile exploits, exploration (foreign locales, cultures, politics, etc.) being a key element of play. All of these are evidence that, at its core, the game is a

simulationist system. Narrative can be up to the players with little work on the GM. Gamists will likely be disappointed. This could be colored by the fact that I myself prefer the immersive approach, and it is my job as a DM/GM to “Make the sandbox, fill it with sand and toys, and let the players find their story.” ☼

Freelance Traveller will continue to accept answers to existing Essay Questions, no matter how old, and will also accept new questions posed by our readers. An Essay Question is a question that won't have a definitive answer; each respondent will have his or her own idea of the answer—but the question itself should be intended to provoke considered reflection, rather than an immediate reaction. Questions and responses for this section should be sent to questions@freelancetraveller.com, with a subject line containing the phrase “Essay Question”. ☼

The Prep Room

Getting Started with Miniatures

by Robert DeVoe

Using miniatures in gaming varies from group to group. Some will use them and some will not. Another consideration is availability, especially with trying to find miniatures that fit *Traveller*. Unfortunately, there is no current supplier of miniatures specifically designed for *Traveller*, and the major races of *Traveller*. If your group needs a Droyne, Hiver, or K'kree, about the only recourse is to watch eBay and see if any of the old Grenadier Miniature models becomes available. It is possible to modify some existing miniatures to create your own Aslan or Vargr. However, there are several options available for human characters and maybe a non-major race or two. The miniature companies listed are generally using the 28mm scale (the old Grenadier miniatures are 25mm scale). Availability in the local gaming store will vary greatly. Most are only available online; shipping and handling will vary. In all cases be aware that figures are sold unpainted and assembly may be required.

Ainsty Castings (<http://www.ainstycastings.co.uk>) is based in Lincolnshire, United Kingdom. While

they do not have a large selection of figures, there are some aliens and a variety of *Planet of the Apes* figures which could make for an uplifted character. The main items they offer are a assortment of scenes and set pieces. Ainsty casts in resin.

Anvil Industry (<http://www.anvilindustry.co.uk>) based in London, United Kingdom produces plastic miniatures. Most of their miniatures are military-based figures and they offer a variety of exchangeable parts.

Bronze Age Miniatures, based in Bluffdale, UT, USA (<http://www.bronzeagemin.com>), uses the 32mm scale for their lines so models will be noticeably larger than 28mm comparison. It would be like a seven foot person standing next to an almost six foot person. They have a fairly large assortment of science fiction miniatures, though they specialize in models



Miniatures vary in scale. Left to right, 25mm, 28mm, and 32mm.

The Prep Room

from Edgar Rice Burroughs's *John Carter of Mars* series. They also offer four different versions of "Sci-Fi Wolfmen" (read, large Vargr).

C-P Models (<http://www.cpmodelsminiatures.co.uk>) of Leicestershire, England has a small variety of science fiction miniatures. They offer individual figures ranging from combat-suited to wrench-holding crew.

Games Workshop, producer of the *Warhammer* series of games (<http://www.games-workshop.com>), is probably the most readily available science fiction miniatures in your local gaming shop. They are also the least favorable to a *Traveller* theme as they are selling armies for their tabletop war game. Some individual figures may be usable but you are not just purchasing a figure you are purchasing a game piece and will have to pay for the uniqueness of that figure in relation to its power in the *Warhammer* game.

Heresy Miniatures in Derby, United Kingdom, (<http://www.heresyminiatures.com>) has a line of science fiction miniatures that are generic but mostly based on some popular television shows (*Dr. Who* and *Firefly*). Not every figure will fit with *Traveller* but a piece or two may appeal to a player, or needed villain.

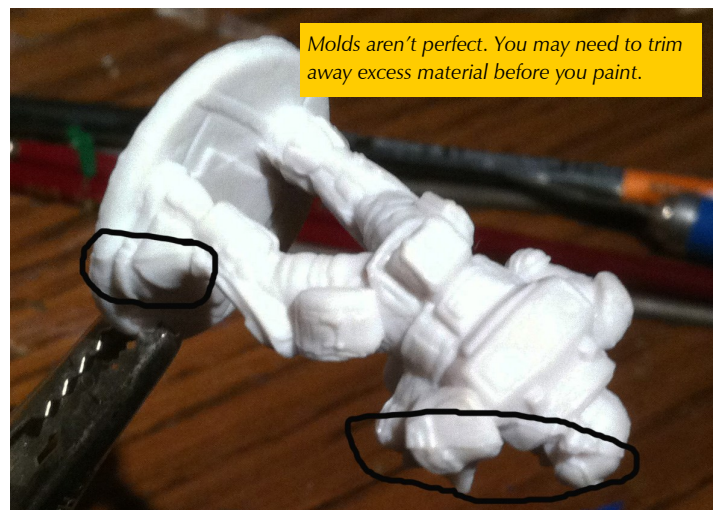
Hydra Miniatures in Warrn, Michigan, USA (<http://www.hydrainiatures.com>), uses a 30 mm scale in their products. (Click on the Retro-Raygun.) The figures are based on the old serials of the 1930s and 1940s, like *Buck Rogers*, *Flash Gordon*, *Brick Bradford*, etc. They offer a variety of stances for the "Galacteers" hero line as well as a variety of Robots, Villainesses, and Aliens.

Pig Iron Productions in Bolton, United Kingdom (<http://www.pig-iron-productions.com>), is geared toward infantry action. Miniatures are available in a variety of packs with differing poses. They offer generic troops, lower tech "Kolony" troops, and a batch of infected 'zombie'-type miniatures.

Reaper Miniatures (<http://www.reapermini.com>) is based in Denton, Texas, USA. Their *Chronoscape* line offers several possibilities for characters. It is a mish-

mesh of themes either in plastic or metal and may require some assembly. Not every figure will fit the *Traveller* theme but there is a wide range to look over.

Victory Force Miniatures of Shawnee Mission, KS, USA (<http://www.victoryforce.com>) has a line of "Spacefarers" that may look familiar. They package their miniatures in either packs of five with different poses, or they can be purchased individually. The miniatures are all cast in metal and are somewhere between 25mm and 28mm scale. There is also a small line of "Victorybots".



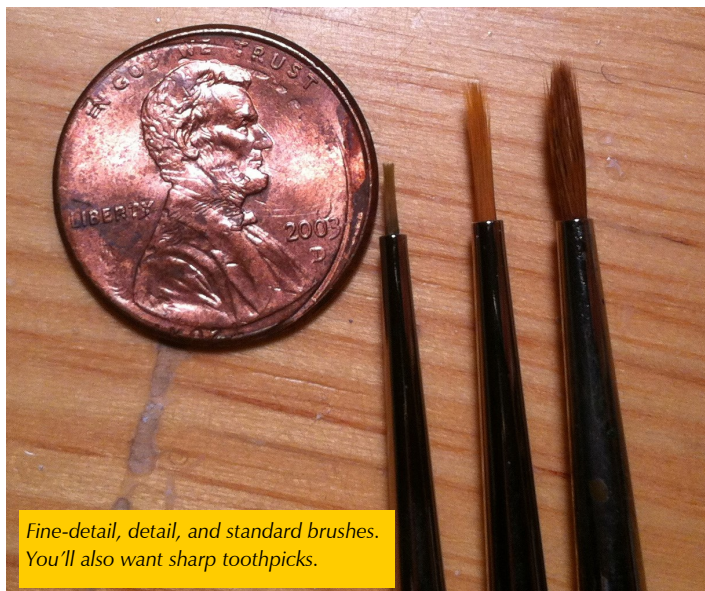
When you get your miniatures you may notice some uneven parts, lines, or even excess globs of material on the miniature. This is because the molds do not always have a tight seal and may sometimes not line up 100%. Invest in a hobby knife or X-Acto to trim the parts. Be careful, sharp things can cut you. Optionally, you can invest in a set of small files, usually found near the painting supplies in your gaming store. Superglue is a good general bonding agent to assemble the figure. Do not throw away the packaging in which the miniature was packed. If the miniature is plastic or resin based, wash it with some water and dish soap and a toothbrush you are no longer personally using. This removes any grease used to keep the figure from sticking to the mold.

Now that you have your miniatures you may want to paint them. There are a variety of sources available for someone to learn how to paint from books and DVDs on Amazon, to numerous videos

The Prep Room

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on YouTube, most dealing with tips and techniques.



Fine-detail, detail, and standard brushes. You'll also want sharp toothpicks.

To get started with painting there are a few necessary items. It is best to get three different brushes. Names may vary depending on the manufacturer but you will need a fine detail, a detail, and a standard brush. The fine detail is for very fine work like painting a belt or highlighting a ridge. The detail brush is for general painting. The standard brush is for the base coat or for covering larger areas (and for dry brushing, but that is a technique and best seen on video). A sharp toothpick is best to paint an eye.

Paints vary but for the most part stick with acrylic paints as they are water soluble and one brand or another should be available in your local gaming store. Paints will range from \$3.00 to \$4.50 in price depending on manufacturer. There are differences in paint and choosing which to use will eventually come down to personal preference after experimentation. Citadel paint is the most expensive but probably the most available since it is made by Games Workshop and thus available where ever their figures are present. It is a thicker base paint and generally pretty good for a base coating. Reaper paints are thinner but allow you more control on the paint-brush because they are thinner, thus are best for smaller areas or highlighting. You don't need to spend a small fortune to get started, but you do

need black, white, red, blue, yellow, a darker brown, a lighter brown, and some sort of steel or silver. You can mix paints to achieve different colors: red and blue make purple, red and yellow make orange, blue and yellow make green, etc. You can use, sparingly, white and black to lighten or darken the colors. You can also mix your color with the steel to achieve different metallic colors. Be aware, though, that eventually you probably want to buy additional colors so that you don't have to keep matching mix to touch-up an area. Know when to say when, though.



Don't be afraid to get the colors you need—but know when enough is enough.

You will also need an old cup or container of some kind to hold water for cleaning your brush. Store paint inside, where there's a reasonable expectation of controlled temperature; storing it in the garage or other non-temperature controlled room will result in the paint drying out.

You can use the packaging from the miniature as a disposable palette to mix your paints (and in the case of Reaper paints, to put the paint). Also necessary are toothpicks. I have found that Citadel paints will sometimes require toothpicks to really mix up the paint rather than just shaking the bottle. Put the toothpick with the paint on the makeshift pallet and just use the paint from there.

Using a primer on the miniature is not essential. Using a matte varnish or matte sealer after you are done *is* essential, however. It will not keep the figure pristine forever, but it will help keep the paint from chipping too soon or wearing off too soon when using the figure in play. Spray sealers or varnishes should be used only in very well ventilated areas;

The Prep Room



The backing from your miniatures can be used as a palette for mixing your paints or holding your toothpicks.

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the odor will linger, otherwise. They should also be used only in a narrow temperature range, usually between 70 and 90 degrees. Too much over 90 and the sealer will start to dry in the air before it hits the miniature, causing a white ‘frosting’ effect on the paint job.

Painting can develop into a fun hobby, but does require patience. Sometimes it is best to work on a couple of different projects at a time because you do have to wait for paint to dry between layers. Some hobby stores may have painting workshops. Trial and error can sometimes lead to happy accidents. As stated earlier, there are a variety of options available on learning to paint. Achieving the quality seen on figures online takes a lot of practice, and then if you achieve that level of painting will you want to risk others touching it during game play? 🌟

Confessions of a Newbie Referee

Timothy Collinson

#17: Bibliomania

I’m a bibliophile. There’s no escaping it. I’m a librarian – professionally and as a hobbyist. I’m a collector. It’s something of an affliction; just ask my wife as she navigates the piles of books, hunts for a crevice on a shelf to tidy her latest novel, or threatens divorce proceedings when we move house and she sees all the boxes come out of the attic. Perhaps I should start a group. “My name is Timothy. I’ve been a bibliomaniac for four decades. I last bought a book, well, this afternoon actually.” There’s no doubt there’s something of a compulsion about it: the love of a good bookshop; the haunting of charity shops to get a fix where you just don’t know what you might stumble across; the honeymoon visit to Helsinki University Library.¹

Naturally, this carries over into *Traveller*, where I’m in the very fortunate position of being able to claim an almost exhaustive collection. Built up over the years – much of it bought as it was published – it now fills more than an Ikea bookcase. And that’s before you start to work out ways of measuring the electronic material. It’s difficult to describe the itch-like frustration of those odd things I know exist and haven’t been able to find – mostly Japanese titles. I sometimes say it’s likely to be the biggest collection this side of the Atlantic although I don’t actually know that. The one time I got into a (very good natured) man-to-man “mine is bigger than yours” debate the contender withdrew gracefully after an opening volley of rarities followed by close-quarter quarter yardstick combat.

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Confessions of a Newbie Referee

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I said privilege earlier. I recognize how fortunate I've been. One of the reasons I've spent years flogging away at *The Traveller Bibliography* (which actually started as a project to list what I had for a friend I was hoping to encourage referee) has been because I hoped it would be useful to other Travellers. The odd bit of feedback I've had, particularly in regard to *The Periodical Bibliography*, would suggest that that's been successful. I would surmise that most bibliographies are written by those with uncontrollable urges to 'possess' books – whether it's actual

ownership or just the satisfaction of knowing an item exists and providing its details.

A quarter of a century working in three different libraries has helped me to learn to 'let go' of books – technically: 'weeding'. But it's still difficult. (The books I find hardest to weed at work are the bibliographies...). I've not yet had to throw away a *Traveller* book. Long may that be the case!

1. One of the one most beautiful spaces on the planet. My bride sat on the steps of the square outside and missed an experience I'd rank right up there with the British Library Reading Room and Trinity College Dublin's 'Long Room' (memorably used in a Star Wars film), two other spaces I've been awed by. I should add that the Helsinki visit was brief... I'm not that stupid. ☪

Active Measures

Getting Off the Ground

Elegance Never Forgotten

by Michael Brown

Patron: Entertainer

Required Skills: None

Required Equipment: Starship

Players' Information

While looking for passengers on Regina, the PCs are approached by a frail old woman. Still striking and modestly dressed, she is accompanied by a tall, impeccably-dressed man with a conceited air. She politely offers the crew high passage for the two of them to Extolay. She mentions she is going to visit her son, but surprisingly does not have much in the way of luggage; just a pair of worn travel bags.

As the duo boards the ship, several passengers do a double-take upon seeing them. If questioned, the incredulous passengers swear that the woman is legendary holoivid star Lisbet Gugiidima. But that couldn't be; Gugiidima has been dead for 20 years!

Referee's Information

The man with Gugiidima, Iebert Wix, is arrogant and condescending—when he acknowledges the adventurers at all. He makes no bones about his superiority to the "scruff," as he refers to anyone beneath his station, and boldly holds forth at length


about the food, the surroundings and the other passengers. He treats his companion marginally better; she, on the other hand, is charming and friendly, with a quick wit and a ready yarn. She tires easily, however, so is not seen much during the journey.

Possible Directions to Take This Scenario

1. All is as represented. Gugiidima is indeed the legendary holoivid star. Her death was erroneously reported years before and she wanted to retire anyway, so she saw no reason to dispute the account. Wix is her aide and executor of her estate.
2. As 1, except Wix is actually her son, accompanying his mother to what she believes will be her final resting place. She has dementia, and believes her son is waiting for her on Extolay. Her periods of lucidity are becoming rarer as the days drag on. Wix knows as soon as his mother has passed on, he will become very rich.
3. Wix is a swindler after Gugiidima's extensive real estate holdings on Extolay. Once he has them, he plans to dump her in an offworld retirement colony.
4. Neither Gugiidima nor Wix are who they say they are. They are con artists who are taking advantage of Chandia Bulin's uncanny resem-

Active Measures

(Continued from page 20)

- blance to the star to swindle adoring passengers out of their money *en route*. They will then disappear with their ill-gotten gains and further another plot onworld.
5. As 4, but the two are fugitives from the law. One of the other passengers is an undercover law enforcement officer who is finally close enough to nab the pair, and will not let anything or anyone stop him/her or get in the way.
 6. As 4, except the pair is not impersonating Gugiidima for nefarious purposes; they are trying to convince a board on Extolay that Gugiidima is still alive in order to keep her assets from being seized by a corporation.
- The referee should determine the flow of subsequent events. 

Doing It My Way

Character Detailing Rules

Generating NPC Psychology

by Richard Honeycutt

This article was originally posted to the pre-magazine Freelance Traveller website in 2002.

The problem of simulating the human psyche in a role playing game is a difficult one to solve adequately. There are undercurrents of thought and emotion that are little seen, but form the entire rationale for a character's actions. While a player has no trouble 'acting' out the persona formed by his own imagination, the referee has to generate dozens, or more, and role-play each one in a convincing fashion without merely following some hackneyed stereotype. The referee needs some aid in making this as painless as possible.

What follows is a small attempt to provide such an aid without resorting to simply choosing broad characterizations from a chart. Saying that a non-player character is brave, romantic or some other basic description offers no clue as to how or why a character feels that way. An NPC's personality should be more complex than that.

By describing an NPC's personality with a short series of common features, it should be easy to flesh out how he feels and may act. This short series of personality features can be found in the one of the oldest scales weighing the frailties of the human condition: the seven deadly sins.

The seven deadly sins form a map of man's constant internal struggle between good and evil. Whichever side is winning this struggle within a man, often determines that man's view of the world and his opinions in it. It is his views and opinions that guide his actions and choose his allies in life. Lust, greed, gluttony, sloth, vanity, anger, and jealousy all belong to a list of weaknesses of a man's heart and can be used to describe the weaknesses that an NPC can fall prey to. Conversely, this list can also be used to chart his strengths as well. In each area, he can be on one side or the other, or mostly likely, somewhere in between constantly struggling with moral dilemmas.

- **Lust:** This characteristic governs a person's views on the carnal pleasures. At one extreme, one might be a sex maniac, driven by insatiable lusts and sexual desires, while at the other extreme; a person might feel that all sexual contact is disgusting and to be avoided at all costs. While sordid details have no place in the game (unless such inclusion is mutually agreed to be appropriate), the effect of sex on a person's emotions are strong and should be considered in any worthwhile description of an NPC's personality.
- **Greed:** This is a measure of an NPC's drive for material wealth. This characteristic ranges from insane desire for more of any material possessions, to being a generous ascetic who spurns the

material world for spiritual enlightenment. This characteristic determines the risks and actions an NPC might take for the sake of wealth.

- **Gluttony:** Here, one can see a man's ability to be frugal. A glutton would waste what he desires by taking more than he could possibly need. On the other hand, he might be frugal to the point of being a miser. There is a difference from being under the spell of greed. A greedy man wants for the sake of having; a glutton wants things for use. An ungreedy man eschews the material; a miser attempts to hold on to what he has.
- **Sloth:** This is how responsible one is. A man guilty of sloth would rather play than work, tossing of his responsibilities aside in order to pursue his own frivolous dreams. Someone who plays RPGs while his rent goes unpaid is slothful. Likewise, A man who works to the exclusion of any recreation is at the opposite extreme.
- **Vanity:** Someone who is vain cares overly much how others see him. He cannot allow himself to be seen as less than the best. He will hide his own shortcomings and magnify his own strengths, even at the expense of others, in order to look the best. At the opposite end of the scale is one who doesn't care what others think of him. He may be blunt, crass, or rude. He doesn't live his life for other people's benefit, so he doesn't worry about their opinions of him.
- **Wrath:** This is a measure of how prone to violence and confrontation a person is. This ranges from a readiness to commit violent acts at the drop of a hat to complete pacifism even in the face of attack. As this is often seen as a quick temper, wrath seemed the right place for this.
- **Jealousy:** Jealousy is a measure of contentment. When one is jealous, he covets others' things. He always feels that other people have better or more than himself and tries to remedy that. This is similar to gluttony, but a glutton wants *more* things; a jealous man wants *better* things. On the opposite side, the person is fully content with his

lot in life, regardless of what that is. He accepts happily his position and is happy for others' good fortune to be able to have better.

All of these characteristics have their place in describing a complete person. By taking a few moments to consider how each 'sin' plays off the others, a fairly complete psychological profile can be formed. A person's *persona* is a conglomeration of each of these characteristics. The manner in which these characteristics mix determines how an NPC feels and acts. Anger, lust, and jealousy may combine to form the profile for a brutal sadistic rapist, while vanity drives him mad with shame, compelling him to hide his desires. It is up to the referee to determine whether he merely fantasizes or actually commits heinous crimes of passion.

Generating the Profile

Roll 2d6 in order to generate the values of each 'sin' for the NPC. Be sure to record each value, as it will be used in determining interpersonal relationships. These numbers will probably never change in the course of a character's life, but it is possible if the character comes under extreme psychological pressure. As these ideas are being developed for the sake of describing NPCs and not necessarily player characters, this is usually not a great concern.

Once the values are determined, the referee can use them as a guide to provide an in-depth profile. This should be an aid to fleshing out important NPCs. While this is in itself not a great improvement over established methods, the use of the results will be an improvement for interpersonal tasks.

Determining Relationships

The rules for relationships are based on the relationship rules from *Marc Miller's Traveller: Pocket Empires*. In that game, the social profile of a world is compared to another world, and the average difference is used as a modifier for a roll on an alliance chart. This chart determines any diplomatic ties between the worlds. If the same principle is applied to individuals instead of governments, using the character psychological profile as generated above, it

Doing It My Way

(Continued from page 22)

should be easy to see what level of friendship or animosity there is between characters.

The process of determining friendship is more easily shown than explained, thus an example is in order. Only the psychological profiles will be looked at, as the physical characteristics will have almost no impact. The intellectual statistics should have an impact as people will associate better with people of like intelligence and educational background, and social standing will determine the sorts of people a character would be expected to 'hobnob' with.

Psych profiles can be compared for similarities. The more alike they are, the better chance there is of good relations existing. Let's look at Jon and Dave:

Sin	Jon	Dave	Difference
Lust	3	7	4
Greed	6	8	2
Gluttony	9	3	6
Sloth	7	11	4
Vanity	8	9	1
Wrath	10	4	6
Jealousy	4	9	5

- Jon hates sexual contact and Dave is neutral; difference is 4
- Neither obsesses about money though Dave worries about it more than Jon; difference is 2
- Jon is not frugal in getting things he wants while Dave is very thrifty; difference is 6
- Jon is an OK worker but Dave hates work and would much rather go fishing or gaming; difference is 4
- Both worry what others think of them but Dave is slightly more egotistical; difference is 1
- Jon has a short temper and Dave is a pacifist; difference is 6
- Jon is happy with his life and can't see it getting much better. Dave wishes he had nicer stuff... maybe if he was willing to work for it... difference is 5

The average of the differences are $(4+2+6+4+1+6+5)/7$ or 4. This value then becomes a die modifier for the relationship table.

To find the value to use for the relationship table, roll 2d6 and subtract the modifier from it. Other modifiers could be fast talk, diplomacy, persuasion or streetwise as (uncertain, confrontation) tasks. The actual mechanics are left to the referee as there are several differing rule sets in use. To attempt to find out the other person's personality profile values, use interrogation, psychology, recruiting, interview and/or streetwise as (uncertain, confrontation) tasks. Disguise can be used to hide your own personality profile due to acting skills.

Once the relationship is determined, it can only be changed by voluntarily lowering it or attempting to raise it. At most 3 levels of change are allowed at any one attempt. Each difficulty level in an attempt allows a one step change in whichever direction the attempter desires. Any interpersonal skill may be used in an (uncertain, confrontational) task. The time increment is left to the referee's discretion. 🎲

Level	Reaction	Description
2	hatred	Will physically attack if provoked
3	hatred	Will verbally assault if possible
4	strong dislike	Will avoid when possible
5	dislike	Will not enjoy being in presence
6	neutral	Will not like nor dislike person; will typically ignore
7	like	Will enjoy being in presence of person
8	like	Will enjoy conversing with person
9	like	Will seek out person's company
10	like	Will cultivate friendship
11	like	Will trust person sufficiently to permit sharing/loan of possessions
12	strong bond	Will be willing to support person in arguments due to friendship
13	strong bond	Will be willing to physically defend person
14	love	Will be willing to share home with person
15	love	Will be willing to make gifts of possessions
16+	love	Will propose emotional partnership (marriage or cultural equivalent)

Jump Destination: Evansion and Korranion

Reconstructed by Ken Pick, from campaign notes c.1978-1979.

This article was originally posted to the pre-magazine Freelance Traveller website in 2008.

Author's Note: This system originated in the 30-year-old "Glavion Cluster" campaign notes of Steve Marsh. This is a generic version for insertion into any Traveller campaign.

Evansion D555211-7

Korranion B76A565-9

System Eaglestone Trade Class 2, Ri/NI

Evansion and Korranion are the two largest moons of a ringed gas giant in the habitable zone of an orange dwarf (K4V) sun; a small Navy Base (justifying the Class B port) is located on another, airless moon, and Belters work the outer system. Total population is just under a million.

The system consists of the sun and two planets:

Salamanda (X100000-0, Orbit 0) is a small, well-cratered rockball in a close orbit (.2AU) and tidal lock, lost in the sun's glare.

Gauth (LGG, 150 T-mass, Orbit 1) is a "Half-Jupiter" gas giant in the liquid-water habitable zone (4AU for a K4V sun) with a ring, three regular moons, and dozens of irregular captured-asteroid moons. A deep atmo-blue with white cloud bands and polar cloud-caps, Gauth's normally-rapid rotation has been slowed by suntime to 18 hours, affecting its appearance. Unlike typical gas giants, Gauth's cloud bands are very ragged and irregular, with a large blue clear "eye spot" on the equator directly beneath the sun where it becomes too hot for water clouds to form. Gauth has a narrow close-in ring, dim and bronze-colored; the closeness of the ring complicates fuel-skimming runs.

Without any gravity well outside of Gauth to jump-start the accretion process, the remainder of the system is an "asteroid disk" of variable density, sprinkled with dwarf planets and merging imperceptibly into the system's Kuiper Belt.

The Moons of Gauth: Korranion, Evansion, and Dralion.

Gauth's three moons include the two main worlds of the system.

Korranion: Inner Moon and System Mainworld

The innermost moon is Korranion (B76A565-9), a fish-farming waterworld of volcanic islands and atolls, a world-wide South Seas paradise with a 44-hour tidal-lock day and a population approaching a million. Run as an offworld colony by one of the cluster's dominant systems (the high-tech industrial system of Arnex), the Law Level allows ownership of various weapons but not their public display (to quench fears at home about military designs). This implies some tension between the colony and its motherworld.

Korranion's main industry is aquaculture, breeding fish in captive atolls using solar-powered electrical grids to heat up the deeper waters and bring up nutrients. Said fish have been genetically-engineered to digest the native plankton and seaweed without ill effect or retained toxicity. The fish market and fish byproducts export market is just getting established (Eaglestone Trade Index of 2, Rich/NonIndustrial); depending on its location re it's mother system, Korranion ships around 200 passengers and 2000 dtons a week. This traffic is expected to increase as the aquaculture takes off and the population rises; Korranion will probably receive an Ag trade classification within another generation.

A secondary industry is immigration in general, as despite its seismic/storm/tsunami hazards this Rich waterworld is a pleasant place to live; nobles and corporate types from the motherworld have claimed entire islands as personal estates.

Planetary Geography: Korranion

Korranion is a waterworld, with only small islands breaking the surface of its world ocean. These islands are volcanic, with the largest being only the size of Honshu or New Zealand or New Guinea, clustered in two tidal-heated hot spots directly under Gauth and at the antipodes. Due to its close or-

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bit and tidal stresses, Korranion is very seismically and volcanically active; there are always volcanoes erupting somewhere on-world. Additionally, with no land to interrupt them, storms have infinite “fetch” to grow. Accordingly, superstorms and tsunamis are the main natural hazards, and settlements are placed well above sea level on the larger/higher islands wherever possible.

Surface conditions/Sky picture: Korranion

Surface gravity is around 80% of a standard gee, and the atmosphere is breathable with near-normal density and pressure. The day is 44 hours long from tidal-lock, with a year of 65 local days. Even with the heatsink effect of the oceans, the long day/night cycle causes major temperature variations, with cold nights/mornings and hot afternoons/evenings.

Though the sun appears half-again “normal” size with a distinct orange tint, the sky is dominated by Gauth, a ringed behemoth over twenty times the apparent diameter of the sun (which it eclipses every day for three hours, a red ring flanked by its own rings, capped by aurorae, and sprinkled with megabolt lightning storms). At night on Gauthside, a full Gauth shines bright enough to make the whole concept of “night” a joke, eliminating any need for outdoor lighting, Evansion and Dralion weaving past in their orbits and Korranion’s shadow sweeping across the ragged cloud bands every night.

On Farside, the nights are dark, broken only by auroral displays from dueling magnetospheres of moon and primary, the other two moons growing and shrinking as they spin past in their orbits.

Native Life: Korranion

Korranion has a Life Index of 4; decent sea life, but only simple land vegetation making the transition. Large tendrill-kelp beds form floating islands, constantly torn apart by storms and regrowing back; similar anchor-kelp beds help damp storm waves in the shallows around the islands and atolls.

Since most settlements are on high ground due to superstorm and tsunami hazards, the lowlands are given over to the blue-grey native plants, simple tangles of organic tubes with fractally-branching stem-leaves; most highland vegetation is imported.

Port details: Korranion

Korranion Port is located on a plateau on the world’s largest island, high enough to clear even the largest mega-tsunamis yet close enough to the coast for easy shipping, in the center of a dead caldera like Haleakala with Gauth’s ringed sphere almost directly overhead. Though Class B, the port is relatively small, with no highport and a capacity of only a few thousand dtons at a time; with a current size limit of 2-3000 dton ships.

Normal traffic is a corporate Type TI Frontier Merchant every 2-3 local days shipping out frozen fish and byproducts, with small liners every few days. These main-route corpos only connect with the mother system; other trade is through free-traders or smaller subsidized merchants.

Surrounding the port proper is Port Korranion, the capital and largest “city” with a population of 150,000 including Colonial administration, corporate offices, large aquaculture/warehouse district, and Startown. Much of the warehouse and commercial districts are vacant lots for future expansion; Korranion is still a young and growing colony.

Evansion: Middle Moon and Corporate Jungle

The next moon out is Evansion (D555211-7), a small world with a 94-hour tidal-lock day, thin atmosphere, and abundant native life in shallow seas, swamps, and jungles, adapted to the extremely long day/night cycle and resulting temperature extremes. Kept as a Corporate wilderness/retreat/estate/hunting preserve by one of the cluster’s megacorps, with a permanent population of under 1000.

Planetary Geography: Evansion

Half of Evansion is covered with shallow oceans; most of the land area is low-lying swamps and jungles, adapted to the long day/night cycle.

Surface Conditions/Sky Picture: Evansion

Surface gravity is just over half a gee, barely enough to hold its atmosphere, which is thin, but with a high oxygen content from the thick Carboniferous vegetation. Altitude sickness is not a risk for most visitors, but the thin atmosphere does elevate the sunburn hazard. The day is 94 hours long, with extreme temperature variations despite the open water; the year is 30½ local days.

Besides biological hazards (poisonous vegetation and dangerous wildlife), the main natural hazard on land is runaway wildfires. Everything burns faster and hotter in Evansion's atmosphere; what would be a smoldering ember in a standard atmosphere becomes a runaway blaze in Evansion's. All settlements have cleared firebreaks around them hundreds of meters across; the fire danger is probably why Evansion has not been extensively settled—not enough exploitable resources for the risk.

Evansion's sky is similar to Korannion's, but less extreme; though still dominating the sky, Gauth is less than half the apparent size it is from the inner moon. The sky is darker to the point of navy blue at the zenith, and Korannion itself appears as a large blue marble, a miniature ringless child of Gauth regularly transiting its parent.

Native life

Evansion has a Life Index of 8; extensive land and sea life, like Earth during its Carboniferous era. Vast swamps and jungles grow into multi-canopied rain forests in the low gravity, with enough medium-to-large land animals to justify a hunting preserve. Amphibious and land life groups into two main phyla: para-arthropods (including two-meter paramillipedes, half-meter pseudo-insects, and throw-pillow-sized para-spiders) and mollusks (land octopi/nautiloids, tree-squids, and giant land-squids). Amphibious swamp forms include two-meter sea scorpions and five-meter eel-like slugs; krakens, crustaceans, and para-ammonites populate the open ocean. All land life goes dormant during the night; amphibians seek refuge in water; sea life goes deep.

Port details: Evansion

The only port on Evansion is a small D-level corporate downport beside a lake, with a permanent population of less than 500. Unlike Korannion, Gauth is not directly overhead, but low in the eastern sky. Access to Evansion is restricted to corporate traffic, contractors, special invitations, or emergencies; the port can only take ships of up to 600 dtons.

This port serves several lodges/retreats scattered over hundreds of kilometers, each with its own permanent staff. Cleared firebreaks and perimeter fences surround the port and lodges/retreats, creating a buffer zone between the offworld compounds and alien wilderness. Each lodge/retreat is self-sufficient with its own power plant and agricultural support fields, and keeps in contact with the port by radio/video, air-rafts, and G-carriers.

Dralion: Outer Moon and Navy Base

The Navy base is on Dralion (B4003M8-9), the Mars-sized third moon, airless and nondescript, well outside the orbits of both Evansion and Korannion in a leisurely 613-hour orbit/day. With 2000 on-base personnel, Dralion Base serves as a repair facility, supply dump, and patrol base for naval operations in the area. Though rated a B port, traffic is restricted to military and military contractors.

Dralion Base also provides in-system patrol and system defense for the two mainworld moons—one SDB/patrol squadron and two fighter squadrons totaling around 2000 dtons, plus a company of Marines with in-system spacelift capability. Korannion also provides additional ground forces for home defense: two battalions of TL9 Colonial Militia.

Gauth has some two dozen additional irregular moons, all captured asteroids in every orbit imaginable, supporting a small population of beltters—corporate, freelance, or any mixture of the two. System defenses (remote missile launch sites) may also be sprinkled among the irregular moons.

Outer System

Outside of Gauth is a “disk” of asteroids with no distinct belts, sprinkled with dwarf planets.

The largest of these dwarf planets, Duergon (D110226-9), is an airless cratered rock-and-iceball with three small asteroid moons that provides a base for some 500 additional Belters prospecting the disk. The belter base is the only permanent settlement in the outer system, a cluster of domes and dug-ins amid the cold and vacuum. The Belters of Duergon have formed a “Brotherhood” that runs the dwarf iceball as a “corporate democracy” commonwealth and claims the outer system asteroid disk—a “Forty-Niner” boomtown in space. Many Duergonese beltters have taken to wearing huge beards and flamboyant dress when visiting Korranion, cultivating a Romantic image of “wild men” or pirates of legend as opposed to mud-dwellers.

As is typical for orange/red dwarf systems, the hundred-diameter safe Jump limit is determined by the sun, corresponding to Orbit 2; Gauth and its moons are in Orbit 1, the liquid-water habitable zone. Safe Jump distance is thus .3 AU (45,000,000km) out-system, corresponding to “close neighbor world” distance. This helps system defenses, as any attacker Jumping in must boost for 18 to 36 hours to reach the populated area; even a “Dump-and-Jump” with 6-G missiles would give some 15 hours early warning. This does not apply to the outer system (including Duergon); the asteroid disk is well outside this Jump limit.

Adventure Nuggets:

The other Port Korranion. Not the downport on its high caldera-plateau, but the other end of its rail link: the fishing port huddled behind its tsunami walls, Cannery Rows and company housing tracts, all stinking of fish. Imagine getting “beached” here and having to work in Cannery Row or on one of the aquaculture fleets, from John Steinbeck to Deadliest Catch.

Natural hazards on Korranion—volcano, tsunami, mega-storm? Being a near-waterworld, Korranion hurricanes would have near-unlimited “fetch” to grow past Category 5, and the aquaculture atolls


don’t have any high ground. Ships in port could be drafted for emergency evacuations, whether from a Krakatoa or a Katrina.

Possible conflict between Korranion and its motherworld? The Law Level 8 quirk of the otherwise Law Level 5 colony (allows ownership of weapons but not public display) is “to quench fears at home about military designs”; this implies some tension between the colony and its motherworld. And Evansion is there as a bolt-hole for the corporate aristos in case of uprising. So far, just grumbling about the corpos and aristos getting all the money while Korranion’s watermen do all the grunt work, but if any mercs show up on a security ticket (PCs or NPCs), better have a bailout plan handy.

One of the corporate compounds on Evansion goes inexplicably silent; the player-characters are corporate staffers, tasked to investigate. Or the PCs are responsible, either way.

Belter action among Gauth’s irregular moons or amid Duergon and the outer-system asteroid disk. The Belters of Duergon claim the outer system from their icy boomtown, and cultivate a piratical image. Belters-vs-Corpos is an obvious point of conflict, but what about the Belter Commonwealth itself? Could we have a Deadwood, a new boomtown sorting itself out of initial chaos? Or a pre-Piratical Caribbean, before the Spanish crackdown on the original “Buccaneers” turned what were originally beach gypsies into actual pirates?

What if some of the beltters turn small-time pirate, preying on other beltters? Either under their own letters of marque or some other corp covertly moving into the system? Belters could just start disappearing, or going silent; again, the PCs could be on either side of this—pirates, mercs, or vigilante investigators.

And given how independent and eccentric Duergon’s beltters can be, what if a corp starts its own operations in the outer system? Deadwood meets Outland? 

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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

August 2015

- **Christian Hollnbuchner** has released *Starships Book I000I0I: Eilidh Class Interceptor, Spitting Cobra, Space Stations XIX: Pirate Vault, and Light Airship Bomber*.
- **Santy's** has released *Starship Deckplans for Sci-Fi Gaming—Lab Ship and Corsair*, and *Starship Deckplans for Sci-Fi Gaming—Research Vessel and Luxury Yacht*.
- **Gypsy Knights Games** has released *Ships of Clement Sector 9: System Defese Boats*.
- **Jon Brazer Enterprises** has released *d66 Military Unit Names*, and *d66 Scout Unit Names*. 

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”.

