FREELANCE TRAVELLER

Featured Article:

Designing Basic Careers for Classic-Compatible Traveller

by Jeff Zeitlin

A Note About Production

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

The title and heading typeface is ZapfHumanist BT, a Bitstream adaptation of Hermann Zapf's digital redesign of his 'hot lead' typeface Optima, chosen as a 'tie-back' to the title typeface of the original edition of *Traveller*. The black-and-orange of the section headings is also a tie-back to *Traveller*'s origins, though we felt that the 'correct' red was too dark. The heading sizes vary from 12 to 16 points. Body text is set in Palatino Linotype, also designed by Hermann Zapf, and is set at 11 points for most body text, giving approximately the same text spacing as Times New Roman at 12 point (which was the original *Freelance Traveller* body text), but a lighter 'color'. Palatino Linotype also 'balances' better as a body text typeface to Optima as a titling typeface.

Contents

From the Editor

I've accomplished a previously-unrevealed goal for *Freelance Traveller*, one which I resolved to try for when I announced the shift to six larger issues per year instead of 12 smaller ones: I've managed to get on schedule so that you have the issue in your hands at the *start* of the cover date period, instead of the middle. Hopefully, with the longer lead time between issues, and with continued (or, preferably, increased) contributions from you, my readers, I should have little trouble staying on that schedule.

This is a good opportunity to plug the idea of "Theme Issues" again—they're something I like doing, even better than getting great articles that make it hard to decide on an issue's Featured Article. I have several themes lined up, including one whose publication will have to wait on a long-hoped-for product: *Prime Directive Traveller*. Even so, I'd like people to start writing for that theme, and also for any and all of the other themes lined up: Dark Imperium, where the velvet glove is a little more threadbare, and the iron fist a bit more visible; The Cruise, where the focus is on the liner, the passengers, and the destination; and Space City, where the focus is on the development and expansion of a spaceside starport, and what it's like. Plus the usual assortment of reviews, stories, and so on, not tied to a particular theme… ☉
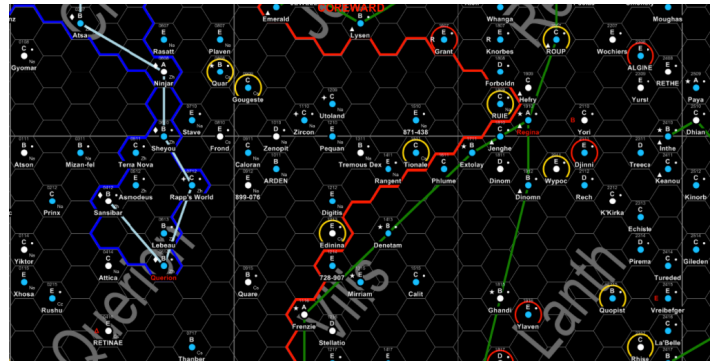
Why Classic Traveller?

by Mark Knights

This was originally posted to the author's blog at thepathfinderchronicles.com in July 2013.

This review is not of a single product within the line, as has heretofore been the norm, but rather a look at the entire line as an entity. We will happily print such articles in Critics' Corner if submitted.

A portion of the Spinward Marches that my players began in

I have been asked a few times in comments and through posts why I chose classic *Traveller* (CT) over all the varieties of *Traveller* there are to play. CT is the first ever version of *Traveller*, hence the 'classic' title, but still seems to have quite a few followers out there on the internet which is a great thing to see. Why I played it initially is an amusing anecdote, and perhaps a little disappointing to many but I will elaborate on it in this post. I will discuss why I continue to play CT in the face of other more modern systems in due course after it, highlighting some of the strengths of CT that keep me playing it.

OK, let us get the completely honest answer why I use CT for my sic-fi game. In essence, the game system was chosen before I decided to take the project on. My CT game came about as a request on the Google+ Asia-Pacific Tabletop Roleplaying game for a GM by Duncan McPhedran. The request simply asked if there was anyone willing to GM a game of CT via online hangouts. I had been thinking of running a sci-fi game at that stage, but I was going to run d20 *Star Wars* but I wanted to make it more of a sandbox style game that *Traveller* does so much better. I answered the post with a definite maybe. Then, without the coercion of anyone else in four comments and the purchase of the *Deluxe Traveller* box virtually (books zero to three and the map of the Spinward Marches), I had convinced myself this was the system to run. So, that is, in essence, the answer to why I play CT in my online game.

But the real question I think people want to know is why I stick with CT as my core rules. This is not as easy a question to answer and I have wavered on this topic over time. I can see as a GM it would be much easier for me to make a hack of *Fate Core* and run the game with that system. I have thought long and hard about putting this to the players but I have now put that aside for the time being. Using the CT rules is a harder way to run the game but I believe the benefits you get out of it using the system outweigh this amount of effort.

Before I go into too much detail about why I think my above statement is the truth I will qualify my own experience with *Traveller*. I have played a *lot* of *Traveller* in the past, but CT was busy being replaced by *MegaTraveller* at the time I started playing, so I never saw the 'little black books' version. I played in a game with a good GM, Kel Dennis, who basically house ruled a lot of stuff and ran a very story-based space opera-esque game for me. It was, and still is, one of the most memorable games I have been a player in. Hours and hours were sunk into the game. I later made a large purchase of *MegaTraveller* books but never ran a game in the system before on-selling them again.

My vision for the game that I am running was to use the existing *Traveller* universe in a sandbox manner. This allowed me to not have to delve too much into making star systems (though I still needed to populate the existing ones) and also gave those players that came to the game after having played it themselves previously a sense of nostalgia. I had not even finished reading the third book when we launched into our first game. I sat with an open notebook as well as a name generator web page and started throwing hooks at the players to see what interested them and the game developed from there.
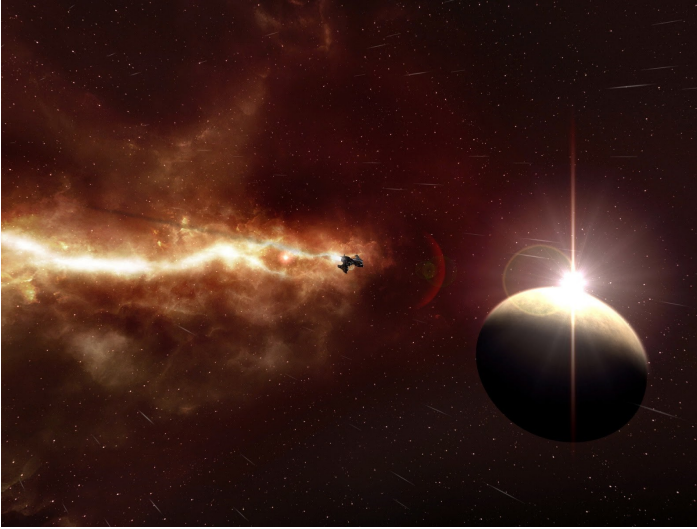
This image is from the X3 computer game.
Closest thing to Traveller *since* Elite *in the '80s!*

Of course, prior to the game I had informed the players that I intended to run a "merchant" style campaign. This allowed the players to take charge of themselves as they took to the "Big Black" in search of the best deals. Buying in one place, selling in another. It encouraged them to go forth and explored the regions of space that they wanted to and I would simply enable this to happen. I had only three long-term goals with this game, story-wise, and I would insert them into the game as I felt the players were ready for them. The first of these goals has been realised with the wreck of the *Pandora* and space station the most recent adventures we have tackled. I have two others that need to be matured before dropping them in play.

So, now we know more about my actual game I will tell you what I like about CT. The first and foremost thing that attracted me to the game is the trade system that is contained in *Book 7: Merchant Prince*. This system is a beautiful balance of algorithm that calls on the players to be pro-active in their trading. Running a *Traveller* starship is a costly enterprise that is two parts accounting, one part trading, one part negotiation, one part positioning and three parts luck. Honestly, merchant traders need to be on their game to ply the trade routes of the system. The

resulting system is like a mini game where you can spend a good deal of time perfecting the right deals for the right price. Not to mention managing passengers and other opportunistic scenarios that may arise. This is the flavour of game I want to run. A party tied to a space ship for employment plying their trade skills to meet monthly payments to do it all over again a month after that.

Another part of CT that attracts me is the idea of basic generation as presented in *Book 1: Characters and Combat* as well as the more detailed character generations presented in Books 4 - 7 and also a couple of the supplement books. The idea that you can have a nicely balanced character in either format is really good. The basic version requires less attention to detail but it is up to you to fill in the blanks of what happened whilst the advanced version gives you a much clearer understanding of what your character had been up to in their career. The other thing I like about character generation is its random nature. You can start with a character concept but that may be altered via the twists of fate! You may even have to roll up several characters before you even get one that survives generation. Having a character generation system that is this risky is like a game in itself!

The maths of the system is also something that is impressive. The skill system is based on a 2d6 roll with a target number of 8 for a success. Modifiers apply to these rolls so if you have an applicable skill you add the level to the roll and other modifiers may apply from the referee determination. Statistics are the opposite where to make a statistics roll you roll the 2d6 and try to get under the valid statistic for a success. CT does not shy away from mathematical equations either. A lot of the system is actually wrapped up in scientific truth of the time of the game and is simulationist. In games where space travel is involved even at a light setting this can mean you are in for some pretty intimidating equations. I love this, and I also love the hexadecimal format of the statistics for a character.
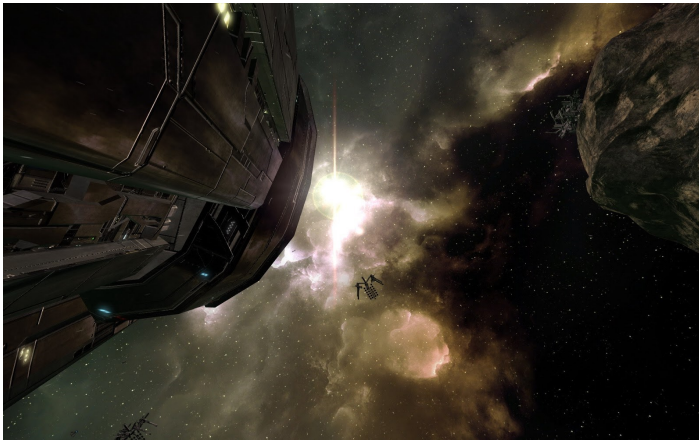
There are few sandboxes bigger than the Traveller *universe!*

I think that CT was set up with simplicity of characters at a premium. In other games I run (*Earthdawn*, *Pathfinder*) it can take me up to four or five hours to build a decent NPC. In CT, a decent NPC can be made in under 10 minutes including writing up all the statistics. There are six statistics for a character in CT: Strength, Dexterity, Endurance, Intelligence, Education and Social Standing. No matter the character they are recorded in a UPP (Universal Personality Profile) as six hexadecimal digits (giving a range of 0 - 15 in this format 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F) guaranteeing that the UPP only ever contains 6 entries. In reality these numbers are run together so generally appear like 4A3797 to define the statistics in the order as described above. All that needs to be added is skills and equipment and you are away. The range of skills does depend on which books you are using to play the game. The thing I really like is to have familiarity in a weapon you need a skill specific to that type of weapon. If you are using a laser rifle you can not use your Assault Rifle skill as a substitute as the two are about as similar as a Hiver to a K'kree.

There is also a mass of material out there in the CT universe! Websites full of fans love for the game has translated into a wealth of material. The little black books have been reprinted recently so you could get them in physical format or if you want practically everything that was ever printed for CT

in a PDF format there is a cheap way. The Far Futures Enterprise company sell everything that was printed for CT in PDF on a CD for $35 USD plus P&P. To me that is awesome value! Every module, every book, every supplement, every board game and even the Lost Rules PDF all on one disc. It did take them a while to get it to me but it has been worth the wait! I am reading full time just trying to soak up the information and working out what I am going to include in a program that can automate some of the rules when we need them.
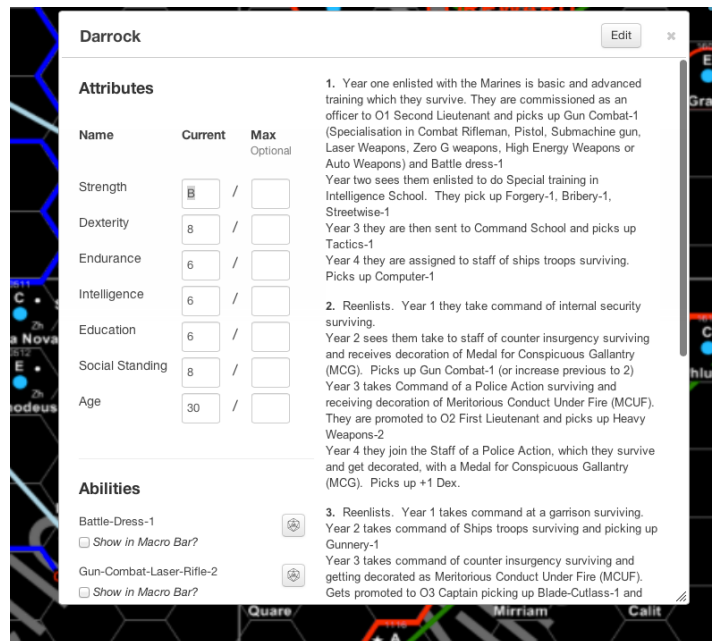
A Traveller *character in* Roll20

CT can be a daunting system when you actually look at all the books that were included in the system. The good thing to know is that it was designed to be run with just the first three books in the series so there is no need to be overwhelmed by it all. I have not as yet finished reading all the little black books so at times I am referring to the rules as I know them as included in the first three books. That is a great thing as the rules are easily transferrable to situations and fairly terse. The style of language when reading the books can be a bit dry and the earlier material does not have a load of artwork in them either so they can be a bit of a hard read.

The one problem that I have with *Traveller* is some of the concepts are a bit dated. Computers are

completely behind the times. There is a website that gives a reason that you can throw at players for it but in reality it is just better to build something yourself that is a bit more reflective of what could occur. Also, Tech Level 15 (TL15, the highest theoretically possible in CT) just does not seem to cut the mustard for me. I am a big fan of Peter F Hamilton and to incorporate some of the technology that he espouses in his sci-fi novels would probably be sitting at TL20 or above. Some of this I have begun to insinuate into my current campaign because the players need to understand I will be using more advanced technology than the books would allow for. For books in the late seventies and early eighties these books would have been right on the money for advanced tech but 20 odd years later sci-fi has moved on and you will need to address this if you want to run a modern game.

There is good and bad in the combat system on a personal level. The best part of it is being in a battle is not an ideal place to be. Combat is quick and often deadly. There are no hit points or combat damage tracks. The damage is done to your physical ability scores. The first shot hits you and does damage to a randomly chosen attribute. If it gets reduced to zero you fall unconscious and excess damage flows into other stats. If you reach two stats at zero you are seriously injured and need a trip to ICU with a competent medical professional and three stats means you get to meet the reaper. It is quite easy to take way too much damage and end up on a slab especially seeing combat is initiative-less.

I actually quite like the idea of no initiative. The game does not give a definitive time for a combat round but suggests that it is around three to six seconds long. In essence everyone declares an action for the round and then makes their checks for the actions chosen. All damage is resolved at the end of the round to see how the smoke settles. There are specific rules for surprise in the book so I think this works well. I am always bewildered how much

some systems think you can get done in a round and how players always assume if they get a shot off that kills an opponent it makes their attack null and void. Not in CT which makes for an even more strategic approach to combat.
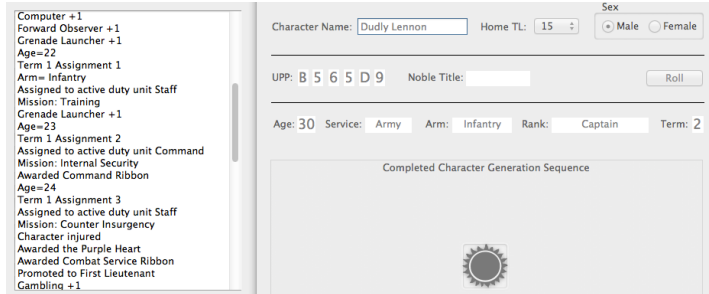
A character generator I use.

The one "bad" I have with combat is the number of modifiers to be applied on a single roll. It is possible in a situation where a player takes a shot or swings a blade that the referee will need to refer to 4 pages of charts before a final modifier can be applied to a roll. This is a little frustrating but one (at least) of these pages will quickly become second nature to a referee of the game.

So, there you have it. My take on CT and why I continue to use the system. The system itself seems still quite alive from the comments I read and receive from players of the system which is a great thing. The system may not be for everyone but I do find it allows for freedom in the characters actions while providing great rules around what they expect the players to spend a bit of time doing. They try to stick to standard rules so that things work intuitively and they try to do this as "realistically" as possible. I have not covered alien races here but they exist and add an element of otherworldly-ness to the game without overpowering it. The game also allows the referee a lot of freedom and space to design the story to be told in. I do prefer this version of *Traveller* over *MegaTraveller* but I cannot comment on anything after it. I find a lot of people gravitate toward Mongoose *Traveller* (MgT) and I may make the investment in the future. I hope this post spurs some of you to travel into the "Big Black". Until next time, keep travelling! ⚙

A Problem Like Myra

By John Clifford

Part 1

Jan 5, 5710 CE / 005-1192 Imperial

Spinward Marches jump space, somewhere in the Querion subsector

Korvettenkapiten (Lieutenant Commander) Styrr Ornolf looked up from the data pad before him and nodded his head in approval. "Alright *Kapitensleutnant* (Senior grade lieutenant), I'll put in the request. But I doubt we'll get the parts until we return home." Even in a private meeting, Styrr didn't allow himself to get informal enough to address his executive officer by his first name. They had known each other for almost ten years and Styrr considered Arva a friend. But he was a stickler for proper etiquette when on duty. And as Captain of the SWCS *Vakandi* he considered himself always on duty when on board ship. Arva Thord was not only used to his friend's formality, he fully approved of it. One of the reasons they got along so well was a similar outlook of such matters. This was understandable since they were both from the planet Narsil and were both from similar upper middle class backgrounds. The long years of acquaintance helped as well. Arva typed a note on the virtual keyboard projected by his wrist comm, then flipped to the next page of the meeting agenda. "Onwards and upwards then. That only leaves my status updates on the *kadet*'s training."

The *Vakandi* ("Vigilant") was one of five *Varnarmaðutr* ("Defender") class frigates in the Sword World Confederation regular navy. They were considered large for frigates, displacing eighteen hundred tons. They were designed to operate independently in the wilds, so they were built large enough to be multi function, not to mention survivable. In the nearby Imperial Regency they might have been called frontier cruisers. They were considered by the Confederation navy to be ideal ships for Naval Academy cadets to take their final training cruis-

es on. Between their size and the wide range of situations they routinely encountered, they would test the officers in training to the full. Since there were only five in service at the moment, only those in the top of their class tended to be assigned to these ships. As X.O. of the ship, personnel matters were handled by Arva. This included grading the cadets.

This wasn't just a training cruise for the cadets; it was their final exam. While by this point they had all earned enough credits to graduate, this last test would determine if they would ever have a chance to command. It would even tell whether or not they ever served shipboard again—if they did badly enough, they would be 'exiled' for their entire careers to an office shuffling papers. They were roughly half way through this six month deployment, so this could be considered the four cadets' midterm.

Styrr held up a finger in the ancient sign for 'one minute'. Then he picked up his coffee mug and took a long drink. Unfortunately it was just coffee, but it would do for now. Properly fortified, he waved his hand for Arva to continue. The X.O. suppressed a smirk and began to read off his reports on the four proto-officers. Generally he sounded pleased by them all except one. Although she was doing well in terms of skills and ability, Arva had his doubts about cadet Myra Brun. " My real concern with *Kadet* Brun is with two areas: how she deals with the enlisted personnel, and if she's strong enough emotionally to serve in combat." The captain frowned; these were serious concerns, indeed. Depending on what her problem with the enlisted was, it might be correctable. The Sword World Confederation navy was small, but aggressive and not being emotionally strong enough for combat was a career killer. "What's wrong with how she deals with the enlisted?" Arva gathered his thoughts for a moment before replying. "She's too friendly, too close to them. She acts more like a friend then a commander. I don't think they take her seriously. I'm also not sure how she would react if one or more of them died. There should be a certain distance between an officer and her subordinates. She doesn't keep that dis-

tance." The captain nodded his head. "True enough; we can't afford to get too attached. But it may not be as bad as you think." The X.O. gave him a puzzled look and Styrr shrugged his shoulders. "As it happens, I had a talk the other day with the *Hauptbootsmann* about the *kadet*s. He seemed to think Brun was 'different' but effective. He gave me an example…

―――――――

Hauptbootsmann (Chief petty officer) Falk had positioned himself carefully. He was at a life support control station for the ship's main deck. To all appearances he was checking gas mixtures and air flow. What he was really doing was waiting. A training exercise was about to start and it would give him a chance to watch cadet Brun's crew. He wanted to see how the girl was shaping up. More importantly, he wanted to see how the crew of five veteran spacers had adjusted to being under the command of the twenty year old young lady. Two of them were older than her, the other three were the same age. But they all had at least two years experience. She was still in training. Was she able to lead the more experienced men? How were the men reacting to being commanded by the green as grass woman cadet? And there was another issue. There were few women in the Confederation military. Granted, the ones that were in the service were generally as good as the men. But still, she was trying to fit into what was a decidedly male profession. On paper it appeared she was doing well. Her crew was performing all its duties to standard. They were getting high marks on all the various proficiency exams. But was that because of her, or despite her? It didn't help that she was pretty. That could be adding an entire level of complexity to the issue.

As the klaxon sounded the chief pretended to ignore it and keep working. He was already in his space suit and at what could be considered his battle station. The life support station doubled as a damage control station as well. This gave the chief access to the security vids and computer system. He was able to monitor the entire ship from there. He could hear the sounds of crew running to their stations, donning space suits, closing hatches. More importantly, he was able to watch it all as he sat there. He was even able to listen in on the chatter over the comm channels. All without any of the crew the wiser. More importantly to him, unlike his usual spot in damage control, from here he was near by to observe the central gunnery stations. This was where cadet Brun's crew was stationed for this exercise. They were assigned to the four missile turrets, located in the center of the ship, arrayed around the missile magazine. Feed tubes went from the magazine to the turrets. One crewman was to run each turret and the fifth was to run the magazine. There was an extra station in the magazine from which Brun could supervise.

The crew of the *Vakandi* was well trained and it only took a matter of minutes for everyone to reach battle stations. The reports of the various crew members to the department heads, then the department heads to the bridge, sounded calm and orderly. Brun and her team got into position with minimal chatter, seemingly a well oiled machine. The exercise was to simulate detecting two enemy ships, then defending against their attack. The enemy ships were Vargr corsairs. At four hundred tons, the *Rrazaghz* class ships were, combined, only half the size of the *Vakandi*. But they packed powerful close range armament. If they could close, they could do serious damage. Brun's missile crew needed to do as much damage at long range as possible. They carried longer ranged missiles, and more launchers. So they had the edge. But not by much. When the order to fire was given, the launchers began rapid firing.

From where he was, Falk would have been able to hear and even feel the missiles moving down the feed tubes from the magazine. If this had been a real battle and not a simulation, that is. Over the comm, he could hear the cadet giving calm, precise orders. Her crew responding the same way. It sounded good, professional. But the chief was waiting for the little surprise that the captain had added to the sce-

nario. Just as the first salvo of missiles was closing in on the corsairs they turned on electronic jammers. The missiles were blinded. Three of the four gunners responded right away and corrected for the jamming. The fourth hesitated, only for a second. But it was enough. All four of his missiles failed to re-establish a lock and missed the target. Each of the enemy ships had been targeted with eight missiles, the one labeled 'bogey one' was hit by six of eight missiles. Its speed dropped and it turned away, trailing atmosphere and debris. The other, 'bogey two', was only hit by one . But not able to face the *Vakandi* alone, it too turned away. As a parting gift it launched a salvo of its own missiles. But they were no match for the frigate's point defense lasers. Soon after, the captain announced the exercise was over and the crew started to head back to their regular duties. But then the chief heard cadet Brun call her crew to the missile magazine on a private comm channel. *This could be interesting*, he thought, *provided she leaves the door open.* The security feed in the magazine gave him visual, but not audio. He shouldn't have worried. All five crew couldn't fit with her in the small space. One man had to stand in the doorway. On his monitor he could see the smirking cadet put her feet up on the console in front of her. That girl always had a smirk or smile on her face; odd that. Most Sword Worlders, especially members of the nobility like her, tended to be rather grim. Yet she seemed perfectly relaxed in the small room with the five men as she started her unofficial after action review. She looked at the gunner that missed and asked in a calm mild voice "What happened, Knutsen?" The spacer looked embarrassed as he answered, "I was surprised, Miss Brun. I hesitated." Myra shook her head, "No, you were stunned. We were *all* surprised. The others either recovered faster, or they expected to be surprised." Knutsen and some of the others looked puzzled. But the senior man in the group, *bootsmann* (Petty officer) Sali-

datter, nodded his head and started to match her smirk. She continued in the same mild, calm voice. No anger, accusation or humor in her voice, just understanding. "In battle, always expect to be surprised. Some opponents, like whoever designed that drill, will actively try to surprise you. Others are stupid and lucky. It makes them hard to predict either way. So we have to expect surprises. Every. Time. That way if our opponent does something clever or monumentally stupid, we don't get stunned into indecision." She tilted her head and her smirk turned into a warmer smile. "Alright, I'm sure you'll do better next time. Actually, all of you did well today. We'll do even better with a little more practice." Then she waved her hand dismissively. "All right, off with you, back to work, lads." *Bootsman* Salidatter stayed behind as the other four saluted her and left. Chief Falk wasn't sure if she had made some sort of signal for him to stay behind or not. But, after the others were gone, he asked, "I take it you want me to work with Knutsen?" She shook her head, "No, just keep an eye on his training. It was a simple mistake. I don't want him to drive himself crazy over it. He just needs a little more experience. Besides, if we fuss over it, it will hurt his confidence. What I do want you to do is start working on Ackerman. He did well in the magazine, today; I think we should start getting him ready to man a turret soon." Salidatter nodded his head, "Yes, he's about ready. Anything else, Miss Brun?" She shook her head again, "No; I have to make my report to *Leutnant* Feldmann. Dismissed, *Bootsmann*." He saluted and left.

The chief noted that the petty officer seemed pleased as he headed off. The chief shut down the video feed and leaned back in his chair thinking. It was unusual for a cadet to handle personnel issues that well. Thinking about their advancement and training like that? Most cadets were still thinking about their own training at this point. He almost didn't notice the cadet walk up to his station and pass by. Without looking at him she said, "Hello,

chief." He looked over at her and … Did she wink at him? He wasn't sure, as she continued toward officer country and her meeting with the head of the gunnery department. The chief chuckled to himself and thought *have to keep an eye of this one. She could be interesting*.

"… It seems she's turning her crew into her own little team. That may not be such a bad thing. There is something else you should consider: How many Orcrists do you know? I mean really know well?" Arva paused at the seeming *non sequitur*. "None that I would say I know well, *kapiten*. Miss Brun is the first I've served with." Styrr nodded his head and took another drink of his coffee. "There obviously aren't a lot of them in the navy. They only make up, what … point zero, zero, two percent of our total population? Early in my career I was stationed at the base on Orcrist, so I got to know a lot of the locals. Including some of the nobles. They're an interesting bunch. Historically, the people of Orcrist have had a strong 'us against the universe' ethos. They spend so much of their lives fighting to survive their world's hash environment, they tend to stick together. Take care of each other. Unfortunately, that only applied to other Orcrists. They tended to view everyone else as fair game. Their reputation as crooks and con men was based on how they viewed outsiders. But that all changed with the start of the third occupation[1]. They got their fair share of refugees fleeing the Imperials. Millions of frightened and desperate people. Most with nothing but the clothes on their backs. They felt for them and it changed the Orcrists; they started to view all Sword Worlders as 'us'. Not just the people of their own world. So as far as they are concerned now, when they think of 'us against the universe' these days that includes all Sword Worlders." Styrr reached for the carafe of coffee on the table as he spoke, he held it up in offer

to Arva, who nodded his head and held up his mug. After topping up both mugs he took another drink then continued. "One of the things I also noticed on Orcrist was the local nobility shares these attitudes. As a result, most of them have what might be called 'the common touch'. They're not nearly as haughty and distant as nobles from Narsil. One of them explained it this way: 'When everyone is choking to death because of an environment breach, social status doesn't mean all that much'. I think *kadet* Brun acts the way she does because of her background. Not necessarily because of weakness on her part. You might be surprised at how well she handles death. I'm sure she already has experience with it." The two men both paused to drink their coffee and think. The captain put his mug down and asked, "None of that addresses the issue of her emotional toughness. Do you have any ideas on that, *kapitensleutnant*?" Arva collected his thoughts for a moment before he answered, "Well, short of actual combat the closest we can come is to put her in high stress situations and see if she breaks. I was thinking, when we make planetfall on Rushu, have her crew be assigned to the shore party. Can't think of a more stressful situation then dealing with a planet full of nervous Vargr, can you?" Despite himself Styrr let out a snort of laughter. "You have a sick and twisted mind, X.O. I've always admired that about you!" Arva grinned in response. "Thank you. It's nice to be appreciated, *kapiten*. "

1 The first occupation was of ten of the Sword Worlds some 572 years ago. It lasted for six years. The second was the occupation of the 12 so called Border Worlds 82 years ago and lasting for 22 years, until the third started with the occupation of a further 7 systems. Unlike the first two, this time the Imperials are trying to make this a permanent annexation ✹

More Than Four Legs and Nasty Pointy Teeth

by Robert Weaver

In my last post ("Animal Encounters in CT", *Freelance Traveller* #075, May/June 2016), I explored the Animal Encounters part of *Traveller* adventure design. Yes, animals can be a danger and a challenge, but will they be memorable? A memorable encounter has to have something surprising—an "I didn't know it could do that" or "how do we deal with this" aspect. If all carnivore chasers are leopards with different color fur, encountering them will be worse than not memorable, those encounters will be dull. So what to do?

Here's just one example of a different way to play an animal encounter: Suppose the PCs encounter land based crabs, 6kg carnivore trappers with claws that do 1D-3 damage. Not too troublesome, you say? Here's the twist: they migrate by the millions. Maybe it's a new settlement on the world and no one has encountered them before. Or it may be a recognized phenomenon and the locals know to just lock up and bring everything inside for one night, then clean up the morning after. But the PCs see only a few at first, then suddenly there are waves of them, and they crawl or eat through whatever is in their way.

Animal Special Effects

Critters should be able to do surprising things. I realize that I've let myself be limited to the information on the table, which misses opportunities to challenge the PCs in many ways. What if the next animal the PCs encounter has one of these abilities?

- High Jumps or long jumps – able to change ranges quickly, like from Close to Long in one round.
- Psionic creatures – either sensitives or able to use life detection, or to teleport!
- Creatures whose hide acts like reflec or ablat. This will be a surprise challenge to players who have a strong firepower advantage.

- Poison! Worlds with non-terrestrial biology surely will produce many creatures whose blood, saliva or other fluids are problematic for humans. Allow the PCs to make a throw based on the intensity of the poison to avoid/resist the effects; add a +DM for a high END. Any wound of more than (perhaps) 4 points by teeth or stingers can introduce a poisonous substance causing:
- Death – instantaneous or xD wounds per round until medical aid is given.
- Paralysis – make the save to keep moving at ½ speed and -2 to skills
- Pain – throw END or less to be able to move, take 1-2 wounds per round
- Disorientation – DM -3 on all attacks, -4 on other skills
- Hyperactivity (unintended Slow drug!)
- Sleep – making the save avoids this effect completely
- Insanity – anything the referee decides
- Drunken state - -3 to DEX, -3 to INT, +1 to END
- Nocturnal or hibernating animals – you never know what might awaken them, so tread carefully.
- Flight or floating like naturally occurring contragrav. High speeds, like 5, 6, 7 or more! Animals especially flyers that can move at this speed will have -DMs to be hit.

Animals make sounds. These can be communication or a defense mechanism:
- Terrifying rumbles – can force morale checks for retainers or PCs!
- Super loud wailing – painful at Medium range or less, 1-2 wounds
- Hypersonic vibrations – causes damage to structures, like electronic gear
- Any type of sound may trigger a stampede of other local animals

Referees should generate a throw to avoid effects like disorientation, fear, or deafness. INT or EDU provide a +DM.

Doing It My Way

- Shooting spines or spitting stones – these attack like a body pistol. Spines can be barbed and hard to remove, requiring Medical skill to avoid more damage. They may also be poisoned (see above).
- Creatures that have humaniform hands can use clubs or hurl rocks; and might even pick up human weapons.
- Sticky stuff like web strands that can entangle PCs: roll 10+ to break free, with +DM for each point of STR above 8.
- Slimes/oozes that solidify on contact, gluing characters in place, or holding limbs against the body, or gumming up filter masks. These will require a minimum strength to break alone, two or more PCs can combine strength. Using hand weapons to break free give a +DM to the attempt.
- Caustic or acidic sputum or ink which is:
  - smelly
  - staining
  - damaging to objects
  - damaging to characters (+1D damage to a teeth attack)
- Parasites. Fatal buggers like in the movie Alien may be over the top, but critters with a stinger might inject Something Nasty into a character, and the group's medic will have to do surgery to get it out again.
- Secretions that are addictive substances. Sort of the opposite of poison, what if the bite doesn't hurt that much, but causes a euphoric state, and leaves the PC with a strong desire for a repeat experience? I like this idea as an idea, but I would not spring it on a PC unless that player was willing to go along and explore what it's like to be (effectively) a drug addict in *Traveller*.

Large creatures with claws or tentacles can pick up characters. Let us assume that an animal can lift ¼ of its own mass. If a character gets picked up, they can try to free themselves with Strength, or by severing the limb. Throw 13+ to break free of a lifting creature, DM+1 for STR of 11+ and +2 for STR of 14+. Attacking the holding limb is a normal attack, and needs to do damage equal to ¼ the creature's initial wound points to injure the limb enough to make the creature let go.

Filters, Trappers and Sirens can have a Move rating of 0, meaning the creature is immobile. These can just as easily be (or look like) plants as animals. They function the same, but will appear as part of the local flora.

It is the unusual, the colorful and the challenging encounters that players will remember. The next time the PCs are out in the wilds, or down in subterranean caverns, have a strange creature show up to menace them. Traveller is a science fiction game, alien worlds should look and act alien.

If you want more examples of interesting animal encounters, take a click over to Felbrigg Herriott's Behind the Claw podcast. He has a regular section called the Creature Catalog where he details strange and wondrous creatures. Enjoy! �

TravellerCON/USA 2016

TravellerCON/USA 2016 is planned for the weekend of October 7—9, at the Lancaster Host Resort and Conference Center in Lancaster, PA (same place as last year). 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 $35 until July 1, $60 after, and must be prepaid. Prepayment for both is handled through PayPal. There is a discounted room rate at the Resort; mention TravellerCON when making your reservation. Those who attended last year and were … underwhelmed … by the Resort should note that they are under new ownership and extensive renovations are under way. Come play with us! More information will be found here and at the Con website (http://www.travellercon-usa.com/info/) as it becomes available. ✱

2300AD Core Rulebook

reviewed by Megan Robertson

This review originally appeared on rpg-resource.org.uk in March 2016.

The original *Traveller: 2300* (from Game Designer's Workshop) had little to do with *Traveller* proper, being set far earlier and having a different ruleset. In this revisualisation by Mongoose Publishing, the ruleset is brought in line with the rest of their *Traveller* product, but the original setting and flavour is kept intact… and some cunning additional rules are added to enable it all to work well.

The Introduction explains the setting clearly. The date is 2300AD, as in but 300 years into the future, human beings have left Earth and colonised some 20-odd habitable plants in other solar systems… and the single SF element is the faster-than-light 'Stutterwarp' drive that got them there. Earth nation-states still exist, so colonies regard themselves as being French or Australian or… rather than 'of Earth', although some large corporations and other groups wield as much clout as nation-states. Five alien races have been encountered, with varying levels of hostility. Although now core *Traveller* rules are being used, this is **not** *Traveller per se*, it is more realistic, probably a bit more gritty—and yet it's still a game of adventure and exploration.

The first chapter, Background, covers the history that got us to 2300AD. It's not quite the same as the original 2300AD game, but it is pretty close. Starting at the year 2000, it appears things went from bad to worse, with 2000-2089 being regarded as Twilight, a time little understood, not least because of widescale destruction of records during (perhaps because of) a nuclear war the origins of which have been lost. This caused considerable damage to much of Europe, Russia, North America, China and India, though France somehow managed to remain relatively unscathed. The war was followed by further devasta-

tion from several pandemics, possibly caused by bio-weapons. Eventually France started taking an interest in space travel and slowly some semblance of civilisation returned… leading to renewed scientific endeavour and a new age of exploration. Of course this wasn't completely peaceful and reading about the various squabbles shows how the current state of affairs developed.

Next, Core Worlds introduces the sort of life to be lived on the core worlds of Earth and Tirane (in the Alpha Centuri system), but which can also be found the more advanced urban areas of long-settled colony worlds. Life can be luxurious, at least if you're a knowledge worker, but far too many are unemployed and scrabbling for anything that they can get. There's a surveillance culture that many from outside find oppressive and restrictive, the payback being security and convenience. There's a lot of cultural homogeneity—one of the reasons many people decide they want to move on out to the stars. This overview leads into a more detailed look at Earth, the rest of this solar system, and Tirane.

Then comes a chapter Frontier Worlds, which provides similar information on what life is like out in the colonies, and details what they are like. One interesting feature is Planetary Adaptation Syndrome: human beings are designed for Earth and even the most Earth-like world just isn't the same. You have to adapt to live there and it may not be easy, even with DNA therapy and drugs to assist. This is a good place for a discussion of disease, as people do not have natural defences against the bugs on a new planet either. There's a good overview of all the current colonies, so read through and decide where you want to visit first… or maybe settle. Planetary Adaptation Syndrome means that most people do not flit from world to world all the time, a key difference from mainstream *Traveller*.

The final part of the setting information is a chapter on Foundations, Corporations and Terrorists. Not everything revolves around nation-states, so here we meet some of the other major players, with plenty of detail and examples. Characters might end up working for one such entity, or opposed to it… they are certainly likely to interact in some way if only by purchasing corporate products or hearing about a terrorist outrage on the news.

Then we get into rules territory, with a chapter detailing Character Generation. It is similar to the system presented in the core *Traveller* rulebook (which you need to possess to play this particular game line) but with differences based on this setting, so read through carefully as you decide on what your character will be. Again, wonderfully-detailed characters result, complete with the outline of a backstory to explain how they reached their current state as you start play—it's quite a distraction; you want to sit creating characters instead of getting on with reading the rest of the book!

This is followed by Alien Races. Most of this is quite general and could be regarded as what a well-educated human being might know about them. The implication is, however, that aliens will be NPCs (there are no alien character creation rules), so the Referee may restrict access to this material.

Next comes Cybernetics and DNA Modifications. Here you will find all the rules you need to allow characters to take advantage of these augmentations. Beware, most places in the Core Worlds don't like people who have had their DNA changed! Material here provides for a fairly 'low-cyber' style of game. If you want more, try Mongoose *Traveller Supplement 8: Cybernetics*—the advantage of sharing a common ruleset! The really interesting bit is the discussion of DNA modification, a new introduction to the ruleset.

Science and Technology covers the current state of play in the biological sciences, computers and information security, mechanical telepathy (this sounds… interesting) and transportation. Robots and drones and materials science are also mentioned. Then we get a bit more practical with chapters of Equipment, Weapons and Armour, Robots and Drones, a spot of Cortex Hacking, and Vehicles.

Next we move on to Starship Design—the concepts and rules—followed by Starships, Spacecraft and Space Stations (loads of examples), Space Travel and Space Combat and finally Starship Encounters. Loads of information, all honed to this setting yet fitting in to the underlying ruleset. We then turn to NPCs and Animals, with plenty of samples of both.

Finally, there's the 2300AD Referee's Guide. This provides additional guidelines and a wealth of ideas about the sort of campaigns that you can run—exploration, trade, combat (ground or space), or maybe you fancy a party of troubleshooters or an anti-terrorist spin on things. There's also an extensive list of sources you might use for inspiration: fiction, films, TV shows and more. There's a calendar for the year 2300AD, and the Near Star List used to set up space for this game. Interestingly, it's the original 1988 one used in *Traveller: 2300*—it maintains the flavour of the setting better than contemporary knowledge of what's out there!

Overall this is a masterful blending of a very original setting with an established ruleset and—with the good range of supplements available—makes for some interesting gaming. ✪

Harvest Index

by Michael Brown

Synopsis: The PCs uncover dark secrets and mysterious foes behind a planetwide grain blight.

Harvest Index is designed for 4-6 Classic *Traveller* characters of varied career backgrounds, who should've worked together before the adventure and be well acquainted with one another. No particular skills are required for the adventure, but one of the PCs must be an ex-Scout. The adventure begins at a Scout base on any world within 2 parsecs of the setting below.

Pre-Adventure Prep

The referee should select or create the following :

- An Imperial world with a Trade Classification of Agricultural (Ag), preferably a backwater, referred to in the text as Ashnan. The referee may of course replace this world with a similar one of his or her choice.
- Map of Ashnan, with six areas marked (see text.)
- A terrorist/rebel organization, of sufficient power and tactical ability to be a concern for the local authorities, referred to simply as The Renegades in the text. A canon example of such a group is the Ine Givar (q.v.)
- Members of an elite espionage unit (see text and "NPCs" below.)
- A floorplan of a small hotel of at least three floors, or one guestroom within that hotel.

The IISS agent mentioned below is only marginally important to the adventure. The referee can make this individual more or less important as necessary, but no stats are presented. In addition, some NPCs have no gender specified, for maximum customization by the referee; these persons are referred to with the gender-neutral pronouns *xe* and *xir*.

Background

Ashnan, a agricultural backwater world nevertheless considered a breadbasket of the subsector, has been all over the news lately. A fast-moving grain blight appeared in a particularly important growing area, and spread quickly to all corners of the planet. While not all crops have been affected, the main one—*izin*, a staple cereal that forms the backbone of the planet's economy—has been rendered all but extinct in many areas. The subsequent famine has resulted in global social turmoil; fighting over surviving stocks; a run on other staples; and mass migrations as farmers give up on farmsteads and move to other areas, where they're not necessarily met with open arms. Worse, the black market has caused prices to skyrocket. Economic collapse is predicted for the world's near future.

The planetary government has asked for—and received—Imperial aid. Relief convoys arrive daily, along with emergency funding, agricultural advisers, and scientists. One of those scientists made a shocking discovery: the blight was not due to a naturally-occurring organism, but a swarm of nanomachines!

This news was quickly hushed up, as it would push Ashnani society—already approaching violent instability—past the point of no return, although the information was passed along to the Imperial Interstellar Scout Service, which formulated a plan.

One

While the adventurers are conducting business onworld, their ex-Scout is reactivated for duty and summoned to the local Scout base for immediate assignment (if there are multiple Scouts in the party, all are summoned.) Quickly describing the above situation, the administrators inform them that an IISS agent is waiting with a cargo of counter-nanites obtained from the military. Once on Ashnan, they are to deploy the nanites in areas specially designated by the agent for optimal dispersal. As a secondary assignment, the crew is to determine who released the nanoblight and why. As reimbursement, the Scouts offer Cr100,000 and full servicing of their ship if they have one. If they don't, they are loaned a Type S Scout/Courier. The required equipment takes up 3 tons and takes several hours to load and calibrate.

14

Upon arrival at Ashnan, the agent indicates six sites around the globe where the PCs are to release the nanites. They must do this from the air, although optimum dispersal requires they be no farther than 500 meters from the surface, and xe insists that all sensors be running in order to monitor the dispersal patterns and make directional adjustments as necessary. This requires that the ship remain stationary for the period of time in which it deploys the nanites. To deploy successfully takes 10D minutes.

The first deployment proceeds without incident; but throw 8+ on each subsequent deployment for the ship to be suddenly attacked by two air/rafts and a laser-armed Ship's Boat. The boat is intent on disabling the adventurers' vessel; the air/rafts—each with a pilot and three heavily-armed enemies—look for opportunities to board the heroes' ship in midair. If they succeed, a boarding trio will split up toward Engineering, the bridge, and the nearest access point to admit the second strike team. Their aim is to take the ship quickly and force it down. If the air/rafts cannot insert a boarding party, then the Ship's Boat (crewed by six more gunmen, including the pilot) will simply try to shoot down the PCs' ship. Once down, all the enemies converge on the vessel and kill anyone left on board. At the very least, the enemies settle for destroying the cargo of counternanites. (If the referee is using the Starship Combat rules from *Book 2: Starships*, a hit result of "Hold" destroys the nanites.)

If the adventurers win and interrogate the survivors, they discover that their attackers were members of a local Renegade cell, determined to keep the PCs from stopping the blight. They won't divulge their associates' identities or where their base is, even under duress.

Two

The heroes, upon learning their attackers were members of the Renegades, are no doubt itching for a little payback; especially if any of their number

were hurt or killed. Finding them isn't easy, but the adventurers succeed on a throw of 11+ (DMs: Streetwise skill; using violence, -2), made once per day. Success means contact with "Walker" (see NPCs below), a representative of the local cell who tries to find out the heroes' intentions. She informs them that the Renegades aren't responsible for the attack on them, and are willing to talk, but she naturally can't lead the visitors with guns blazing to her companions. If the PCs promise to simply talk, she sets up a meet with several cell leaders for the next night. If the adventurers refuse, and/or offer violence, Walker—and any hope of finding the local Renegades—disappears.

At the meeting place, the adventurers are introduced to 1D+2 nondescript individuals who use only code names or nicknames. The insurgents relate several things to the heroes: The nanites are from a corporate lab several jumps away, originally developed under a military contract. Renegade agents stole them, intending to use them against an Imperial supply depot as a political statement. Instead, the nanites were in turn stolen from the Renegades. The rebels traced them to Ashnan, although they were too late to prevent their release. As to the authors of the plot, the Renegades are as much in the dark as the PCs, although ex-military Renegades detect military tactics behind the attacks. Apparently the mysterious opponents sought to frame the Renegades for the attack.

The cell leaders propose a temporary alliance to find out who was actually behind the blight and destroy them. Besides sullying the Renegades' name, they're attacking innocents, something they (this cell, anyway) don't condone.

If the PCs agree, Walker is assigned as their liaison and extra muscle. The cell also promises to share any information they uncover.

Three

Just as the meeting breaks up, everyone in the area suddenly comes under attack (check for surprise per *Book 1: Characters and Combat*.) The number

Active Measures

of assailants is 1.5 times the combined number of Renegades and adventurers. They're armed with assault rifles, but lightly armored, depending on speed and surprise; and wear facial concealment, such as masks or balaclavas. Any heroes with Tactics skill can tell that the assailants are very well coordinated, and have even had military training. They fight to the death and try to inflict as many casualties on the PCs and their allies as they can.

The defeat or withdrawal of the mysterious attackers doesn't mean the end of the PCs' troubles. Almost immediately after the fight, local law enforcement arrives in a blare of sirens and lights. Heroes and Renegades who try to escape do so on a throw of 9+ (DM: Streetwise skill.) Anyone who doesn't is immediately arrested and charged with terrorism.

What happens to the group next depends on whether or not anyone escaped:

If they're arrested: PCs are jailed for 3D x (Law Level) hours (treat Law Level 0 as 1 for this purpose.) They are offered bail of 1D x Cr10,000 on a Reaction throw from the courts of Good or better (DM: −(Law Level/3), rounded down); being ordered not to leave the planet in this case. Their court case comes up at the end of the above time; no-shows forfeit all bail money and are subject to immediate re-arrest.

If they escape: The heroes are assumed terrorists. Planetary law enforcement is ordered to detain them for questioning. Pursuit is relentless; each day, in addition to the encounter chances below, they come across police attempting to arrest them on 8+. If they're re-arrested, they're jailed as above except that of course no bail is offered.

Escapees are free to find out who set them up, their motives, and their larger game. Walker is in the dark. She knows of no rival cells onworld, and the Renegades haven't had trouble from other groups, such as the syndicates. The group does have a lead, however slim: Dropped weapons and clothing of

attackers are subject to analysis, and even images of dead assailants could be useful in a canvass.

The effort to find the responsible parties succeeds on a throw of 15+, made once per day (they really don't want to be found). DMs to this throw:

- Streetwise skill
- Using computer and chemical analysis of the scene and personal items: +2
- Conducting a canvass (without images): +1
- Conducting a canvass (with images): +2
- Interrogating a captured enemy: +4

Throwing a natural "2" alerts the enemies that the adventurers are after them, and brings on another attack the following night. Use the same number of attackers as above, armed in the same manner. Note that a PC victory may give them an opportunity to interrogate a prisoner, giving them a +4 DM in a further search.

Success on the above throw puts the PCs on the trail of Lin Zendarrey (see below), a wiry person with shifty eyes who's trying xir best to stay inconspicuous. Unfortunately, xe has tastes for grog and members of the opposite sex with flexible morals; so xe's unwittingly left a trail. The group can confront xir in one of these places, or observe xir for a while to see if xe leads them to bigger fish:

If the heroes follow Zendarrey, use the daily throws and DMs that led them to xir as above, but replace the use of images with a +2 for following Zendarrey. A natural "2" in this case means Zendarrey realizes xe's being followed, and does xir best to shake the adventurers off—replace the +2 DM with a −2 instead—and warn xir employers.

If the group confronts Zendarrey in a bar or a brothel, xe tries to escape out the nearest exit. A brawl is certain as 1D+3 natives confront the adventurers (while they have no great love for Zendarrey, xe's at least a local); bouncers materialize almost immediately and law enforcement is called on 4+, arriving in 4D combat rounds (1D minutes.) Staff and customers are also often discreetly armed. Zendarrey escapes on a throw of 9+, (DM: +1 for every person who interferes with the heroes.)

If Zendarrey is captured, xe sings like a canary. Xe was hired as guide and local liaison by a group calling themselves tourists and paying well for the privilege. Under Zendarrey's guidance, they took trips to several spots around the planet (the team will recognize several areas as vectors for the nanoblight). Xe thought the whole thing was boring, but so what? It paid well. The "tourists" are hiding in an upper room in a seedy StarTown hotel.

If Zendarrey escapes, the group must use the daily throws as above to find xir again, except now that xe's been alerted; use the procedure under "If the heroes decide to follow Zendarrey" above. If they successfully track xir, or pick up xir trail after an escape, the PCs eventually find their way to the Startown hotel mentioned above.

Four

The hotel is surrounded at all hours by all manner of street denizens who pester strangers for intoxicating substances, spare change, sexual favors, or anything else they think they can get. They also serve as a dandy ersatz warning system for the adversaries. Disturbances outside the hotel are observed (via remote video) and assessed for threat potential. The heroes will need to be especially discreet to avoid detection.

Within the room are four members of a team of espionage agents assigned to spread the nanoblight, observe its effects, and report to their superiors. Thus, the Ashnan nanoblight is actually a field test. The referee must decide where the intelligence agents are from, who they're working for, and whether the Imperium itself is their ultimate target, but they're all very well trained and completely devoted to their mission. The files that they haven't yet sent offworld are a wealth of information, and more than enough for Ashnani authorities to destroy the ring. There are 2D teams of agents scattered all over the planet; each team has 1D+1 members (not counting those eliminated by the heroes). The cohort the PCs have tracked down gathers and coordinates the other teams' reports. One of them then manually takes the compiled reports to the x-boat station at the starport once per week for transmission offworld and brings back new orders from the administrators. Zendarrey didn't lie about xir role; one of the spies did indeed hire xir as a local liaison and guide.

If the enemies have been alerted by the PCs, they'll immediately put a contingency plan in play: the courier goes to ground with all the compiled information while the other three—who are armed to the teeth—fight a delaying action to the death. The courier also lets the other teams know that their operation has been compromised and coordinates the extraction; the operative teams immediately disperse and make their way offplanet.

If the heroes defeat the agents and prevent the courier from fleeing, they'll have possession of top-of-the-line computer and communications equipment (depending on the spies' home Tech Level) and a makeshift armory with assault weapons, armor, and even explosives. The computer holds information on every enemy agent operating on Ashnan, down to their cover identities and their background; details of the mission and its authors; gathered intel on Ashnan; and the agents' operating funds, totaling MCr2. Unfortunately, the computer is protected by a passcode and heavy encryption. Failure to enter the proper code on the third try wipes and corrupts the drive. (15+ to bypass the lock and a like throw to break the encryption. DM: Computer skill.)

Five

With the exposure and/or defeat of the spy ring, the crisis has been halted. Deployment of counter-nanites (using a new shipment, if necessary; see Chapter One) begins to reverse the damage done by the nanoblight. It will take time to replace the crops—especially the *izin*, which was hit particularly hard—and for the social turmoil to settle down, but at least the immediate problem has been sorted.

The information in the spies' computer (assuming it's safely recovered) allows the Ashnani

authorities to round up the moles. Captured operatives will quickly find themselves facing a raft of local and Imperial espionage charges. The party may be able to negotiate financial concessions or other considerations for their aid in capturing them; at the very least all terrorism charges are dropped.

The local Renegades are grateful for the party's assistance in clearing its name, and while they have little in the way of money, they represent a valuable resource for the heroes. In addition, if the team finds itself shorthanded after the adventure, Walker is more than willing to travel with them.

NPCs

"Walker" (Ilzebet Rozin) 98B774 Age 31 Cr9,999

3 terms Ex-Army Captain

Air/Raft-1; Brawling-1; Mechanical-1; Rifle-2; SMG-3

SMG

Lin Zendarrey 665744 Age 27 Cr30,000

2 terms Other

Dagger-2, Streetwise-1

Dagger

Enemy Espionage Agents

There are up to 84 enemy agents stationed around Ashnan, organized as mentioned above, with widely varying skills and capabilities. The referee may choose the best method of generating them, but at a minimum they should have STR, DEX, or END of 9, INT of A or better, and at least one level of Gun Combat skill. They should be dangerous as individuals and deadly as a group, but able to blend in easily with the locals. They are equipped up to their home Tech Level, with the equipment either miniaturized for optimum concealment, or disguised as local tech.

Encounters

Each day, throw 8+ for the PCs to have a major encounter with one or more members of Ashnani society. If there is an encounter, throw 2D, DM -1 if in an urban area; DM -2 on all Reactions, except as noted in the table:

2-3		Authority Figures—Throw 1D
	1-4	1D Police, additional DM –1 on reactions
	5	Noble/Leader, accompanied by 3D entourage.
	6	4D Soldiers
4-8		Civilians—Throw 2D
	1-2	1D Beggars
	3-8	2D Farmers
	9-10	2D Workers
	11-12	1D Traders
9		Event—Throw 1D; do not throw for weapons, transportation, or reactions.
	1-2	Riot—Throw 1D; this is the penalty to movement and the number of hits taken by each PC per combat round unless a throw vs. DEX succeeds. If the number of rioters matters, throw (1D+3)×10
	3-4	Weather—adverse weather causes 1D movement and visibility penalties. The referee can simply declare the type of weather based on the throw (e.g., 1=gentle rain, 6=tornadic conditios) or use the rules from "Hazard: Storm!", *Freelance Traveller*, April/May 2015.
	5-6	Migration—12D displaced farmers, their families, and belongings
11-12		Offworlders—Throw 2D; equipped up to Imperial TL, not planetary
	2	Imperial Noble's Representative (*as Noble/Leader above*)
	3-5	2D Traders; DM +1 on Reactions
	6-8	4D Soldiers
	9	3D Tourists, DM +2 on Reactions
	10-12	3D Researchers

For each encounter, throw for a modifier. Note that it's possible for all three modifiers to apply to an encounter:

10+	**Crime:** The encounter is somehow linked to criminal activity. For example, a police encounter that comes up Crime either means that the encounters occur as the officers deal with suspects, or that the officers themselves are "dirty".
8+	**Weapons:** The people encountered are armed up to the planetary law level. On an additional throw of 6+ (DM: Planetary Law Level ÷ 2), the weapons are concealed. Police and soldiers are automatically armed.
6+	**Transport:** The people encountered have transport appropriate to the local tech level.

#23: Genius

I struggle with remembering the details of the basic *Traveller* rules. So at TravCon, with so many options to choose from, I was initially uncertain about "Barbarians at the Gate" (see AAR, *Freelance Traveller* #075, May/June 2016). It was being run by, let's call him DM. That was an immediate draw; I've never played in a game he's run that I've not loved. It was set, rather unusually for TravCon at least, in the Interstellar War period (which was another draw). But it was announced as being a hybrid of *Traveller* and *Uncharted Worlds*. So I was rather dubious about the value of trying to learn a new rule system when time is so short.

I should firstly say that the adventure was absolutely great. We were trader/spies on the edge of Terran/Vilani space able to make a real difference through our actions or inaction. But to be honest much of what DM was doing (really well!) with the *Uncharted Worlds* rules went over my head. Partly due to my ignorance of gaming 'systems', mainly due to my utter exhaustion by that point in the weekend. (And not helped by the brief distraction of Andy dragging me into the corridor mid-game to persuade me to run a game immediately after. Sorry about that.)

However, there was a standout flash of insight that made up for any difficulty. If I got nothing else out of the game I utterly fell in love with the idea of getting the players to Make Stuff Up. Other referees probably eat that for breakfast, find it blindingly obvious, or have been doing it for years. Excuse my ignorance, but I've not seen it before and just that bit was, for me, worth the price of admission.

I can't, now, remember anything about my character; I can remember little about the plot in detail; but I can still vividly picture the view from the 67th floor of the office block that DM had me describe as we met our patron near the start!

Of course, that was only a small thing and relatively easy for DM to fold into events, but there were other examples which of course could be abused by players not willing to enter into the spirit of the thing. But with a confident referee and mature players I could really see the advantages for engagement and investment in character and story.

On the way home in the car I said I'd have to try it out myself when next running a game, but T pointed out that I already had. He'd been lurking by the (impromptu) game I was running later that evening and noticed that a couple of times I'd got the players to tell me why they faced a problem in what they wanted to do. On reflection I had and it had worked well. I was clearly subconsciously channelling pure DM and what he'd just shown me. So even without *Unknown Worlds* rules, I think I will try and adopt more of that in 'regular' *Traveller*.   ✪

Bad Things Happen

by Andrea Vallance

Part 3

197th of 2025 (023-94): Dinner with Ora

A big day; Ora had asked me to dinner with her family. I was fussing and getting ready. Kamsi was watching amused, waiting to take me "It's just a family dinner honey."

She didn't see how important it was. "Kamsi, my friends here amount to you, Eneri, the twins, and Nashu. Maybe Blandii and some of the servants, at a stretch. This is important to me."

She sniggered "'Staff', honey, not 'servants'. But not Blandii, I don't think he has friends, that would be unseemly." She looked at the outfit I'd picked "No, not trousers, honey, a dress."

"Eh? Why?"

"Show off your figure. It's not work, it's social[17]." She picked something. "Here, try this."

I was a little shocked. "Kamsi! She'll think I'm trying to seduce her husband!"

"And that would be a bad thing?" She picked something less revealing.

I giggled, "I thought you lot were monogamous?"

She gave a wry grin, "Oh we are, mostly[18]." She gave me three candles.

"What are these for?"

"They've got two daughters and a son off in the war, you light them when you get there. It says you're wishing them home safely."

I shook my head "You know for such a supposedly passionate culture, you lot really are obsessed with etiquette and being polite."

She grinned again, "It's how we stop from butchering each other with kitchen knives, honey[19]."

232nd of 2025 (058-94): The Manish Estates, Askisfant

I was at breakfast. Kamsi and Eneri had taken the twins for a weekend with Kamsi's parents, but they'd be back later today. I'd talked a lot with Kamsi about what they'd done to me and I cried, I cried so much. And eventually Eneri too. It helped, it helped a lot, sharing, not having to carry alone any more. Eneri had told me to write it all down, to put what had happened into words. That helped too, I felt better. Not whole yet, but better. There were still things I wasn't ready to face. I was sharing breakfast with Nashu, she'd noticed "You are looking so much better, my dear, but you still need to eat a little more."

I smiled; she always worried about my weight, but I was almost back to where I'd been before. I'd learnt to trust food again. "I don't know, Nashu, I like this size."

"I'm having a small affair tonight; perhaps tonight you may want to dance; I know you're such a wonderful dancer."

It took a while to realise I'd never danced here. "Nashu, how do you 'know' that?"

She looked at me; I saw the realisation of what she'd said spread over her face. She stood and came and sat beside me and took my hand. "Isabella, there are very few things I can not see if I wish. Do you not think I would want to know of a guest in my house?"

Again it took a while for me to realise, "When I was… did they see everything?"

Her eyes were downcast. "You were always watched, Isabella; they saw and recorded everything."

"Even…" the words stuck in my throat. "Even when I was…" I remembered but I couldn't force the words out ."Everything?."

"Yes, my dear, even that. I am so, so very sorry." Her voice was so full of guilt.

"It's alright, Nashu, it's not your fault, you've been nothing but kind to me."

She sighed and spoke so heavily, as if a weight was crushing her. "My dear, but it is 'my fault.' We do not take the existence of that place lightly. There are… protocols for it."

I didn't understand; I didn't want to. "How can it be your fault?"

She sighed so heavily again, "Nobody goes there without…" She hesitated, "…a signed order from a member of the Security Committee. Normally Oskar Sherin deals with it." Again she hesitated, as if wanting to get a huge weight off her soul. "But that day, the day your order came, he was not available."

I couldn't believe it, I didn't want to believe it. I needed to hear her say it. I spoke quietly, calmly, "Who signed my order?"

She was unable to meet my gaze. "My dear, it is a war, bad…"

I didn't want excuses, I wanted to hear her say it. "*Who signed the order*, Nashu?"

Almost silent, "I did."

My rage, my anger, my hate exploded inside me. "How could you, how could you send anyone to that place!"

Still unable to look in my eyes. "Isabella, you must understand, sometimes we do things we…"

More excuses. "They raped me, Nashu!"

She looked up. "No one…."

"They prised the most private details of every man I'd ever been with from me, they watched as I…" I couldn't bring myself to say it. "…they tortured me and they raped me!" The hatred in me was unbearable. I slapped her across the face. All the anger and pain was in that blow. I ran.

I found my bike. I think a part of me knew what would happen but I don't think it cared. Another part did and probably saved my life. I sat astride the bike and opened the throttle as far as it would go. I climbed gaining altitude, I didn't watch, I just wanted to get away. I felt the first jolt, the part that wanted me to live let go of the throttle but it was too late. They said it didn't hurt, they lied. I felt an instant of searing pain down my spine, my bladder and bowel emptying; they'd not mentioned that either. Then nothing below my neck. I heard the turbine scream as the bike threw itself into full reverse, dumping speed, the click as the safety harness locked me into position, the automatic compensators whine as they struggled to regain control. The bike was tumbling through the air. It struck the ground hard, nose first. It flipped twice then landed and skidded across the ground. It was perhaps good the trace had fired. I felt no pain as my body was torn and maimed. The bike finally came to rest against a soft bank. I breathed and looked at my limbs splayed at odd angles. My eyes filled with tears as I lost consciousness.

———————

Nashu Manish stood and saw as Isabella's bike roared off into the air. She summoned Blandii and told him to fetch the speeder and a med-kit. She picked up a communicator and the tracking unit. She watched the blip that was Isabella as it reached first three then four kilometres. She was entering the speeder as the alarm sounded when she reached five and came to a halt. She entered the emergency number and ordered an ambulance dispatched to the co-ordinates. She told Blandii to drive as if his life depended on it. She was gratefully to Blandii for many things, his dedication, his discretion, his precision. But today she was grateful for his eight years in the Verasosal.

234th of 2025 (060-94): Intensive care ward, Antiavash Central Hospital

Nashu sat by her bedside, she stroked her head, a stubble had already regrown. Eneri came beside her. "You need to get some sleep, Mother; there's really nothing you can do."

"How long, Eneri?"

"We'll be bringing her out of the slow coma[20] tomorrow. I'll let you know so you can be here."

She thought of her decisions and the consequences. "No, I think it best if she wakes to someone other than me."

235th of 2025 (061-94): Intensive care ward, Antiavash Central Hospital

I woke to find myself in a hospital bed, tubes and wires trailing from my body. Even through the haze of the painkillers everything ached. I looked over to see Kamsi and Eneri. She smiled, "Well, honey, that was a damn fool thing to do." I said nothing. "I'm just grateful you had the sense to be wearing this." She showed me the battered shell of my helmet. I thought of the part of me that had wanted to live.

"Where am I?"

"Antiavash, lucky to be alive." Eneri came over to start checking me. He prodded and poked, took readings and fussed.

"How bad, Eneri?"

He sat on the edge of the bed and took my right hand. "Bad. I had to put a plate in your skull to fix a fracture, you had a lot of internal injuries, but…" I went to put my other hand on his; nothing happened. "…your right leg and left arm, we couldn't save them." I looked over at the stump; tears came to my eyes. He smiled. "It's okay, we can do wonderful things with prosthetics."

242nd of 2025 (068-94): A recovery ward, Antiavash Central hospital

Tomorrow they'd fit me with my new limbs, they told me I'd hardly notice the difference. The nurses smiled and were cheerful. Kamsi came in every day; she brought the twins, sometimes. My bed was surrounded with colourful drawings from the children at school; Ora had brought them in for me. Kamsi had brought fresh flowers today. "The children all miss you. They want their Issee *bawa* back."

I smiled a little, "I miss them too."

"They've had enough tragedy in their lives, They found out Despi Lasani's brother was killed yesterday; that makes twelve in the last year." She looked away for a moment. "Mother wanted to know if she could see you."

"No." I told her this before.

"You'll be home again a few days honey, she's worried about you."

"No! This isn't my home, my 'home' is parsecs away." I spat the words at her, I could see she was hurt.

"Isabella, what happened?"

I looked straight in her eyes. "She's the one, Kamsi. She sent me to that place."

248th of 2025 (074-94): The Manish Estates, Askisfant

The air/raft touched down. They were waiting for me, Madam Manish, the twins, Blandii and the rest of the staff. Kamsi and Eneri had picked me up. I had my new limbs now, synthetic flesh, electronic nerves, carbon fibre bones. But it was going to take a while to learn to use them. I half limped, half hobbled out of the air/raft. Madam Manish came to help, I glowered, she stopped and Blandii came forward. I thanked him, for helping me now and saving me then as he left me in my room. He smiled, the first time I'd ever seen his dour look crack, but

said nothing. Madam Manish came up later, with food. She knocked and waited; I sat on the bed, considering. "May I come in?"

I thought, *why not?* "Yes."

She placed a tray of food on the small table. "I thought you might wish to eat in your room tonight; it is good to have you home."

"This isn't my home, this is my prison and you're my jailer." Her eyes were full of hurt. I thought *good, let her hurt*. I wished the whole universe's hurt on her.

She sighed, "May I sit, my dear?"

"No, and don't call me 'my dear'. I'm not your dear; I'm… this… all this is just you trying to ease your guilt."

She stood, full of hurt; all I thought was *good*. She sighed again, "You have to understand…"

My anger came again. "No! No, I don't! All I have to do is wait 'til you let me go home again! I understand all I need to understand, My Lady Councillor Manish!" I used the words like a knife, I so wanted to hurt her.

She stood awhile, just looking, wanting. Finally she spoke, "You're wrong, Isabella. Yes, I would wish my guilt eased, but you are so much more than that." She left as I fumed.

They left me alone for two days. I lay on my bed, thinking and aching mostly. Eventually, Kamsi came to see me. "You need to get out of your room, Isabella."

"Why?"

"Well, for starters, you need to learn to use that new leg of yours, but we miss you." I was about to speak when she added, "Eneri, the twins, the school, me, Bob, we all miss you."

"Bob?"

She pointed at the growing bump in her stomach "Bob."

The hurt was still in me. "And My Lady Manish?"

"Yes, she misses you, too, but I guess that doesn't matter to you."

"No, not really." But the others, they did matter.

"And anyway, you need to go back to the hospital in three days. Have things adjusted again." She sat on the bed next to me. "I don't pretend to understand what you suffered, but sitting here festering is not going to make it any less. Come for a walk with me, please. Stretch that leg of yours."

I lay there awhile, considering. Finally I swung my legs off the bed and stood. I took a deep breath, she was right "For you, Kamsi, yes."

280th of 2025 (116-94): The garden, Manish Estates

I was getting used to my leg now; I still needed a cane to walk but the limp was much less noticeable. I was back at school. The children had made a huge banner for me, '*Shudtfi* Issee *Bawa*'[21], I could even figure out what it said. They all wanted to see my new arm and leg. Today we sang for one of Rosa Wolke's mothers, another dead to the war. I saw her sitting outside crying after; it tore my heart out; a child's tears are the same on both sides of the border. I looked at the wall, there were fourteen little paper *Sesherin* there now[22], all for a town of just five thousand people. I went out to her and put my arms around her. I couldn't help myself, I stared crying, as much for myself as her. She snuggled, held my new hand, smiled and said "*Efepkammosaryn Edtyassos* Issee *Bawa*." I didn't understand, it didn't make any sense.

Siish was back again, on leave; I'd not been there when he arrived. He was softly crying in the garden, I saw a paper *sesherin* in his hands, a small silver box beside him. I wasn't sure if I should intrude, but he heard me, turned and looked at my cane. "Isabella, they told me you had an accident."

"Yes, forgot the five K limit, not so good on a grav-bike."

He chuckled "Damn silly thing to do."

"Pretty much. Got this wonderful plastic arm and leg now. Oh, and a tin head." I sat beside him. "So how long you here for?"

"Just a few days, got an errand to run." He looked at the box and looked so sad.

I looked at the paper *sesherin*. "Can I ask who?"

"A friend, somebody special."

I sat next to him. "Siishubuu…"

"Siish, please; only my mother and Gam call me Siishubuu."

"Siish, can I ask you something? *Efepkammosaryn Edtyassos*, what does it mean?"

He turned to face me. "Means a lot of things; where did you hear it?"

I explained, "One of the children at school said it to me. She'd lost one of her mothers and I started crying while I was trying to comfort her."

"It's what you say to somebody who's lost something tragically. You take their left hand and tell them, *efepkammosaryn Edtyassos*. It's hard to explain. Literally translated, it's something like 'never again Edtyassos', but that's not what it means. More like 'not meaningless', but even that's not right. Like I said, it's what you say and it means a lot of things."

That really didn't help. "But you can't do that. *Efep-*, you just can't do that."

He seemed puzzled. "Do what?"

"Put the future into the past. It's like saying 'I had will do it yesterday'. It just doesn't make sense."

He shrugged. "It's just how you say it. Try to think of it as the past making the future."

I paused and thought. I looked at the *sesherin* again, I took his hand. "*Efepkammosaryn Edtyassos*, Siish." I saw tears forming in his eyes again, he just held my hand. "How did they die?"

He laughed, "She flew her raider into a cruiser." He shook his head as the tears came. "Damn fool thing to do, *efepkammosaryn Edtyassos*."

I looked at him, I could see his heart breaking "Did you love her?" He nodded, I stood and faced him. "Dance with me please." He looked at me and my cane, "Hey, I thought it was rude to refuse? Come on, I don't bite."

He burst out laughing. "Actually, as I recall, you do." He stood and we danced.

347th of 2025 (173-94): The Manish Estates, Askisfant

The problem with babies is they don't keep timetables. They do what they want when they want and to hell with the rest of the universe. Iikush Manish was like that, she decided she was going to arrive and she arrived. I was eating with family again now. Enli had asked me why I didn't, what he'd done wrong. I couldn't tell him the reason, so now I ate with them again. That's when Iikush decided it was time to make her arrival. Kamsi gave a small gasp and looked surprised. "It's time!" an announcement to nobody in particular. There was yelling, screaming, groaning, more than a few choice curses directed at Eneri, but eventually eight hours later the four point five two kilo bundle that was Iikush Manish demanded the universe's attention. Kamsi let me hold her after Eneri; I held the fragile precious new life in my arms and cried—how could you not? I cradled her gently, not wanting to give her up. My Lady Manish stood beside me. She smiled at the new life. I put my pain aside, just for now, and passed her to Nashu. She took her delicately "She's beautiful" I touched Iikush's face. "Yes, she is."

94th of 2026 (285-94): Askisfant school

My Luriani was pretty good now, but I still went to the school. I liked spending time with the children; it was my escape. This was my cave now. I had ten kilometres now, that covered most of the estate and the town. There was a reliever there when I arrived; I sat down to read to the children. I read to them now, not them to me. I smiled at that. I knew I was still a prisoner, but it wasn't too bad as prisons go, I suppose. I noticed the wall, twenty-seven *sesherin*, there'd only been twenty-four yesterday. Three in one day; my smile disappeared. I glanced

around, nobody missing, only… I walked to the wall.

———————

I ran, as best I could. I guess I must've looked a bit ridiculous, loping along, but I didn't care. I knocked, she was sitting quietly, the rest of her family with her. I took her hand "*Efepkammosaryn Edtyassos* Ora."

95th of 2026 (286-94): A letter from home, The Manish Estates

Kamsi brought me the letter. I was puzzled; mail from home wasn't due for another four days. They sent me a message every week. I put the chip in the reader. I saw my father's face, heard the words. I just collapsed, my brother another *sesherin* on the wall.

Notes

Notes numbered 1 through 16 accompanied earlier parts of this story.

17. *While not obsessively vain as such, appearance and fashion are nevertheless important in Luriani culture. No Luriani would dream of attending a social event in clothes that did not show their body to its best advantage.*

18. *Relationships within the Luriani society are usually characterised as monogamous. However a certain latitude had always been tolerated, especially in racial Luriani and Verasti Dtareen matches. Even amongst the supposedly strictly monogamous Mmarislusant, prolonged contact had lead to them adopting a similar custom. While always present in Luriani society, the exact nature of these extra-marital liaisons has varied throughout their long history. At this stage in Luriani history they were dependent on the parties acting discreetly and generally of a short term.*

19. *The complex and seemingly all pervasive nature of Luriani etiquette is one of the mechanisms they have evolved to moderate their emotionally volatile natures. Contact with the Luriani had lead to both the Verasti Dtareen and Mmarislusant adopting the same code of conduct. Indeed, the adherence to this code of etiquette (along with their flexible attitude to monogamy) is one of the subtle factors that distinguish the Mmarislusant from the Vilani.*

20. *Medical slow drug. A treatment that increases the body's natural healing rate by a factor of thirty.*

21. *"Welcome back Miss Issy."*

22. *The sesherin are thought to be one of the first animals the Luriani domesticated and the relationship between the two is extremely close (the Luriani regard deliberately killing a sesherin a crime akin to murder). They have many roles in Luriani mythology, including guiding the dead to the afterlife.*

Longsword, *Kanin*, and *Krupny*-class Destroyer Escort Variants

designed by Ken Pick

This article was originally posted to the pre-magazine Freelance Traveller website in 1999.

> *The stripped hulls, slinking through the gloom,*
> *At gaze and gone again—*
> *The Brides of Death that wait the groom—*
> *The Choosers of the Slain!*
> *　　　　—Rudyard Kipling, "The Destroyers", 1898*

Before the advent of nuclear dampers and meson guns/screens at TL12, missiles (especially nuclear missiles) remain the primary ship-killing weapon. Because a single nuke can cause catastrophic damage, doctrine up to TL12 is to spread the risk and firepower over many smaller and cheaper hulls.

This is a family of small warships of 1-3 kt designed and built with this fact in mind. They are intended for small TL11-13 navies, but could also be used as general-purpose light escorts for any size of fleet. All are general-purpose ships, as small navies must cover a variety of roles with a limited number of ships.

Longsword Destroyer Escort (DE)

The *Longsword* derives its name from its specs—a stretched, generally more-capable *Broadsword*, intended to act as a light general-purpose warship. Advantages over the Mercenary Cruiser include streamlining, hull armor, better performance, and two extra turrets, giving the regular navy the edge over *Broadsword*-equipped mercenaries/privateers.

***Longsword*-11 DE (TL11)**. 1000 tons. Armor-3. Jump-2, 6-G. 260 tons fuel. Model/5. 40 staterooms, 40 low berths. 10 triple turrets (6×BBB, 4×MSM). 100-ton capacity shuttle bay, 90 tons cargo. Streamlined. 35 crew, up to 35 Marines.
MCr 594.4; 30 months. Special Rules: Hull Armor.

Using a custom 1000-ton hull, the *Longsword*-11 is a general-purpose warship used for escort, patrol, or light Marine raiding. It mounts jump drive-K, maneuver drive-X, and power plant-X, giving a per-formance of Jump-2 and 6-G acceleration. Fuel tankage for 260 tons supports the power plant and allows one jump-2. Adjacent to the bridge is a computer Model/5. There are 40 staterooms and 40 low berths. The ship has ten hardpoints and ten tons allocated for fire control. Ten triple turrets are installed, six with triple beam lasers (BBB) and four with two missile racks and a sandcaster (MSM); 20 tons of magazines holds 18 rounds per missile rack or sandcaster. A dedicated shuttle bay houses up to 100 tons of ship's vehicles, plus 90 tons is available for cargo and other purposes; the ship is streamlined. The hull is armored to Armor-3.

The *Longsword*-11 requires a crew of about 35, and can carry a 35-man platoon of ship's troops/marines for landing/raiding operations (single occupancy for officers, double occupancy for enlisted men); total life-support capacity is 80. The ship costs MCr 594.4 at Tech Level 11, and takes 30 months to build.

The TL12 version sacrifices its hull armor for Jump-3 capability, providing an approximation of a Shavian Empire DE.

***Longsword*-12 DE (TL12)**. 1000 tons. Jump-3, 6-G. 360 tons fuel. Model/6. 40 staterooms, 40 low berths. 10 triple turrets (6×BBB, 4×MSM). 100-ton capacity shuttlebay, 83 tons cargo. Streamlined. 35 crew, up to 35 Marines.
MCr 583.6; 30 months.

Using a custom 1000-ton hull, the *Longsword*-12 is a general-purpose warship used for escort, patrol, or light Marine raiding. It mounts jump drive-Q, maneuver drive-X, and power plant-X, giving a performance of Jump-3 and 6-G acceleration. Fuel tankage for 360 tons supports the power plant and allows one jump-3. Adjacent to the bridge is a computer Model/6. There are 40 staterooms and 40 low berths. The ship has ten hardpoints and ten tons allocated for fire control. Ten triple turrets are installed, six with triple beam lasers (BBB) and four with two missile racks and a sandcaster (MSM); 20 tons of maga-

zines holds 18 rounds per missile rack or sandcaster. A dedicated shuttle bay houses up to 100 tons of ship's vehicles, plus 83 tons is available for cargo and other purposes; the ship is streamlined.

The *Longsword*-12 requires a crew of about 35, and can carry a 35-man platoon of ship's troops/marines for landing/raiding operations (single occupancy for officers, double occupancy for enlisted men); total life-support capacity is 80. The ship costs MCr 583.6 at Tech Level 12, and takes 30 months to build.

The Tech 13 version stretches the design to the limit, sacrificing ship's troops capability and half the missile and sandcaster magazines to achieve Jump-4, providing an approximation of the Third Imperium's *Fer-de-lance* DE:

Longsword-13 DE (TL13+). 1000 tons. Jump-4, 6-G. 460 tons fuel. Model/7. 30 staterooms, 30 low berths. 10 triple turrets (6×BBB, 4×MSM). 100-ton capacity shuttlebay, 6 tons cargo. Streamlined. 35-40 crew. MCr 646.8; 30 months.

Using a custom 1000-ton hull, the *Longsword*-13 is a general-purpose warship used for escort, patrol, or scouting. It mounts jump drive-V, maneuver drive-X, and power plant-X, giving a performance of Jump-4 and 6-G acceleration. Fuel tankage for 460 tons supports the power plant and allows one jump-4. Adjacent to the bridge is a computer Model/7. There are 30 staterooms and 30 low berths. The ship has ten hardpoints and ten tons allocated for fire control. Ten triple turrets are installed, six with triple beam lasers (BBB) and four with two missile racks and a sandcaster (MSM); 12 tons of magazines holds 12 rounds per missile rack or sandcaster. A dedicated shuttle bay houses up to 100 tons of ship's vehicles, plus 6 tons is available for cargo and other purposes; the ship is streamlined.

The *Longsword*-13 requires a crew of about 35-40 (single occupancy for officers, double occupancy for

enlisted men); total life-support capacity is 60. The ship costs MCr 646.8 at Tech Level 13, and takes 30 months to build.

Kanin Missile DE (DEG)

The *Kanin* DEG is a "stretch" version of the *Longsword* DE, with a heavy missile bay in the additional tonnage. A "Q-ship" variant is built on the hull of the Type TI Frontier Transport to provide "undercover" convoy escort, and is indistinguishable from the merchie until the shooting starts.

Kanin-11 DEG (TL11). 2000 tons. Armor-4. Jump-2. 6-G. 460 tons fuel. Model/5. 50 staterooms, 50 low berths. 100-ton missile bay, 10 triple turrets (6×BBB, 4×SSS). 100-ton capacity shuttlebay. 100-ton capacity shuttlebay, 445 tons user-definable. Streamlined. 45 crew, 40 Marines.
MCr 1043; 32 months. Special rules: Hull Armor, Missile Bay.

Using a custom 2000-ton hull, the *Kanin*-11 is a general-purpose warship used for escort, patrol, or light Marine raiding. It mounts jump drive-V, maneuver drive-Z, and power plant-Z, giving a performance of Jump-2 and 6-G acceleration. Fuel tankage for 460 tons supports the power plant and allows one jump-2. Adjacent to the bridge is a computer Model/5. There are 50 staterooms and 50 low berths. The ship has one 100-ton bay, ten hardpoints and ten tons allocated for fire control. One 100-ton missile bay and ten triple turrets are installed, six with triple beam lasers (BBB) and four with triple sandcasters (SSS); 20 tons of magazines holds 18 rounds per sandcaster. A dedicated shuttle bay holds 100 tons of ship's vehicles, plus 445 tons is available for cargo and other purposes; the ship is streamlined. The hull is armored to Armor-4.

The *Kanin*-11 requires a crew of about 45, and can carry a 40-man platoon of ship's troops/marines for landing/raiding operations (single occupancy for officers, double occupancy for enlisted men); total life-support capacity is 100. The ship costs MCr 1043 at Tech Level 11, and takes 32 months to build.

The TL12 version incorporates Jump-3 performance plus a computer upgrade and nuclear damper without any sacrifice to other systems, mostly due to the more compact TL12 armor and the large user-definable tonnage. The only change is adding a four-man nuclear damper crew.

***Kanin*-12 DEG (TL12)**. 2000 tons. Armor-4. Jump-3. 6-G. 660 tons fuel. Model/6. 50 staterooms, 50 low berths. 100-ton missile bay, 10 triple turrets (6×BBB, 4×SSS). Nuclear damper. 100-ton capacity shuttlebay, 323 tons user-definable. Streamlined. 50 crew, 40 Marines.
MCr 1003.4; 32 months. Special rules: Hull Armor, Missile Bay, Nuclear Damper.

Using a custom 2000-ton hull, the *Kanin*-12 is a general-purpose warship used for escort, patrol, or light Marine raiding. It mounts jump drive-X, maneuver drive-Z, and power plant-Z, giving a performance of Jump-3 and 6-G acceleration. Fuel tankage for 660 tons supports the power plant and allows one jump-3. Adjacent to the bridge is a computer Model/6. There are 50 staterooms and 50 low berths. The ship has one 100-ton bay, ten hardpoints and ten tons allocated for fire control. One 100-ton missile bay and ten triple turrets are installed, six with triple beam lasers (BBB) and four with triple sandcasters (SSS); 20 tons of magazines holds 18 rounds per sandcaster. A dedicated shuttle bay holds 100 tons of ship's vehicles, plus 323 tons is available for cargo and other purposes; the ship is streamlined. The hull is armored to Armor-4, and a TL12 nuclear damper is fitted.

The *Kanin*-12 requires a crew of about 50, and can carry a 40-man platoon of ship's troops/marines for landing/raiding operations (single occupancy for officers, double occupancy for enlisted men); total life-support capacity is 100. The ship costs MCr 1003.4 at Tech Level 12, and takes 32 months to build.

The TL13 version further increases performance to Jump-4 at the expense of user-definable tonnage.

***Kanin*-13 DEG (TL13+)**. 2000 tons. Armor-4, Jump-4. 6-G. 860 tons fuel. Model/7. 50 staterooms, 50 low berths. 100-ton missile bay, 10 triple turrets (6×BBB, 4×SSS). Nuclear damper. 100-ton capacity shuttle bay, 147 tons user-definable. Streamlined. 50 crew, 40 Marines.
MCr 1018.2; 32 months. Special rules: Hull Armor, Missile Bay, Nuclear Damper.

Using a custom 2000-ton hull, the *Kanin*-13 is a general-purpose warship used for escort, patrol, or light Marine raiding. It mounts jump drive-Y, maneuver drive-Z, and power plant-Z, giving a performance of Jump-4 and 6-G acceleration. Fuel tankage for 860 tons supports the power plant and allows one jump-4. Adjacent to the bridge is a computer Model/7. There are 50 staterooms and 50 low berths. The ship has one 100-ton bay, ten hardpoints and ten tons allocated for fire control. One 100-ton missile bay and ten triple turrets are installed, six with triple beam lasers (BBB) and four with triple sandcasters (SSS); 20 tons of magazines holds 18 rounds per sandcaster. A dedicated shuttle bay holds 100 tons of ship's vehicles, plus 147 tons is available for cargo and other purposes; the ship is streamlined. The hull is armored to Armor-4, and a TL13 nuclear damper is fitted.

The *Kanin*-13 requires a crew of about 50, and can carry a 40-man platoon of ship's troops/marines for landing/raiding operations (single occupancy for officers, double occupancy for enlisted men); total life-support capacity is 100. The ship costs MCr 1018.2 at Tech Level 13, and takes 32 months to build.

Krupny Armored Missile Destroyer (DDG)

Basically an enlarged *Kanin* with an additional missile bay and armor, the *Krupny* DDG is a heavily armored, missile-armed combat ship for small TL11 navies, useable as a straight missile-combat ship, convoy escort, or ortillery/assault transport in landing operations/raids. The large user-definable space

can be used for extra small craft, Marine barracks, flagship/staff accommodations, or extra missile ammunition.

***Krupny*-11 DDG (TL11)**. 3000 tons. Armor-8. Jump-2. 4-G. 640 tons fuel. Twin bridges & Model/5s. 60 staterooms, 60 low berths. Two 100-ton missile bays, 10 triple turrets (8×BBB, 2×SSS). 200-ton capacity shuttle bay, 415 tons user-definable. Streamlined. 50 crew.

MCr 1855.3; 34 months. Special rules: Hull Armor, Missile Bays.

Using a custom 3000-ton hull, the *Krupny*-11 is a heavily-armored, missile-armed warship. It mounts jump drive-X, maneuver drive-Z, and power plant-Z, giving a performance of Jump-2 and 4-G acceleration. Fuel tankage for 640 tons supports the power plant and allows one jump-2. The ship has dual bridges (main and backup), each with a computer Model/5. There are 60 staterooms and 60 low berths. The ship has two 100-ton bays, ten hardpoints and ten tons allocated for fire control. Two 100-ton heavy missile bays and ten triple turrets are installed, eight with triple beam lasers (BBB) and two with triple sandcasters (SSS); 10 tons of sandcaster magazines holds 18 rounds per sandcaster. A dedicated shuttlebay houses up to 200 tons of ship's vehicles, plus 415 tons is available for cargo and other purposes; the ship is streamlined. The hull is armored to Armor-8.

The *Krupny*-11 requires a crew of about 50, and in the above baseline configuration can carry a 50-man reinforced platoon of ship's troops/marines (single occupancy for officers, double occupancy for enlisted men); total life-support capacity is 120. The ship costs MCr 1855.3 at Tech Level 11, and takes 34 months to build.

Modular barracks with integral life-support and an enlarged shuttlebay can house and land a reinforced company of 200 men with full supports; the hull can be armored to Armor-10 at an additional cost of 180 tons and MCr 396.

The TL13 version maxes out the engines for a performance of Jump-4 and 4-G, sacrificing its user-definable space in the process.

***Krupny*-13 DDG (TL13)**. 3000 tons. Armor-8. Jump-4. 4-G. 1240 tons fuel. Twin bridges & Model/7s. 60 staterooms, 60 low berths. Two 100-ton missile bays, 10 triple turrets (8×BBB, 2×SSS). 200-ton capacity shuttlebay, 67 tons user-definable. Streamlined. 50 crew.

MCr 1722.6; 34 months. Special rules: Hull Armor, Missile Bays, Nuclear Damper.

Using a custom 3000-ton hull, the *Krupny*-13 is a heavily-armored, missile-armed warship. It mounts jump drive-Z, maneuver drive-Z, and power plant-Z, giving a performance of Jump-4 and 4-G acceleration. Fuel tankage for 1240 tons supports the power plant and allows one jump-4. The ship has dual bridges (main and backup), each with a computer Model/7. There are 60 staterooms and 60 low berths. The ship has two 100-ton bays, ten hardpoints and ten tons allocated for fire control. Two 100-ton heavy missile bays and ten triple turrets are installed, eight with triple beam lasers (BBB) and two with triple sandcasters (SSS); 10 tons of sandcaster magazines holds 18 rounds per sandcaster. A dedicated shuttle bay houses up to 200 tons of ship's vehicles, plus 67 tons is available for cargo; the ship is streamlined. The hull is armored to Armor-8.

The *Krupny*-13 requires a crew of about 55, and in the above baseline configuration can carry a 40-man platoon of ship's troops/marines (single occupancy for officers, double occupancy for enlisted men); total life-support capacity is 120. The ship costs MCr 1722.6 at Tech Level 13, and takes 34 months to build.

Design Notes

All the above ships are inspired by TL7 "Wet Navy" designs.

The *Longsword* DE is based on the Italian *Alpini*-class escorts; the *Longsword*'s six triple laser turrets represent the *Alpini*'s six 76mm autocannon

mounts, and the cargo/shuttle bay the *Alpini*'s helicopter hangar/flight deck. Intermediate between a *Broadsword* and a *Kinunir*; a very tight design, especially the TL12+ versions.

The *Kanin* DEG is based on the Russian "Project 57A" light missile destroyer (an air-defense/escort rebuild of the "57bis"), with the addition of armor, ship's troops, and shuttle bay. The missile bay represents the 57A's bulky missile launcher, the triple laser turrets the 57A's quad 47mm autocannon, and the sandcasters the 57A's antisubmarine MRLs. The additional tonnage "loosens" the design considerably from the *Longsword*, with a dedicated shuttle bay and lots of internal room, allowing easy expansion through TL13+.

The *Krupny* DDG is based on the Russian "Project 57bis" missile destroyers. The first ships intended for anti-ship missile combat, the 57bis was a modification of the previous "Project 57" destroyer with bulky fore-and-aft missile turrets replacing the 57's gun turrets. The *Krupny*'s missile bays represent the 57bis's missile turrets, the triple laser turrets the 57bis's quad 47mm autocannon, and the sandcasters the 57bis's antisubmarine MRLs. Armor, shuttle bay, and ship's troops accommodations were added for consistency with the other designs and to use up internal volume. A very powerful ship for its size, with ship-killing missile bays, heavy armor, and (at least at TL11) lots of internal room.

The standard ten-turret armament of all three ships suggests a standard "primary hull" used standalone for the 1000t DE and "stretched" by attached "secondary hulls" for the 2-3kt ships, in the manner of classic *Star Trek* "lollipop" destroyers. The 1kt ship is probably just a wedge-shaped primary hull like an enlarged Type S Scout; the 2kt ship a "lollipop" configuration with a secondary hull housing the missile bay, engines, and fuel; and the 3kt ship similar to the 2kt but with a wider and more massive secondary hull with twin missile bays. Coincidentally, the six laser turrets plus missile mounts also echoes the "six phasers + 2-4 photon torpedo" arrangement of the *Star Trek* starship archetype. ✪

Designing Basic Careers for Classic-Compatible *Traveller*

by Jeff Zeitlin

Prefatory Remarks

While there is no question that there has, in the past almost 40 years, been significant proliferation of careers in *Traveller*, there is still room for creating new careers, or adjusting ("tweaking") extant careers for one's own campaign. While career tweaking is outside the scope of this article, some of the ideas presented here may be useful for the career tweaker, as well as for the referee designing a new career from the ground up.

Classic *Traveller* will be the focus of this article, but, again, the ideas presented here can easily be used for other versions of *Traveller*, most notably *MegaTraveller*, Marc Miller's *Traveller* (also called "T4"), and quite likely Mongoose *Traveller* (at least 1st Edition; I don't have 2nd Edition yet to compare). Similarly, the focus will be on designing the career, but notes on how I feel careers should be played will be included.

One mistake that seems to appear in fan-written careers is the attempt to provide skills in every possible area of endeavor – ship ops, combat, interpersonal, technology, and so on. While military and "military-esque" careers often do have such broad-ranging opportunities, most characters won't, in reality, be able to avail themselves of all of them, and thus will tend to have their skills concentrated in what the "service" does best – an army/mercenary character would probably have a strong bias toward ground combat; a navy character to shipboard ops

and possibly gunnery; a merchant to interpersonal and economics… even if the character is "well rounded", it's not highly likely that they will get it all from the career. Even where the character is able to take advantage of broader opportunities, those skills gained will be oriented toward the needs of the career. Civilian careers are less likely to have broad skill opportunities, and are unlikely, with a few exceptions (e.g., Law Enforcement), to have much available in the way of combat-related skills.

I should also note that I am a recent more-or-less convert to the idea of "Old-School Roleplaying", where there isn't a skill for every action no matter how trivial. In general, skills should represent the ability to act in unusual circumstances – the ordinary person in the United States or Canada would not be considered to have Ground Vehicle/Wheeled skill, or at best, to have it at level 0, for example. This will definitely color my choice of skills for a career, and also biases me toward the basic character generation of core Classic *Traveller* (Books 1-3 and Supplement 4), vs. the extended character generation of Books 4+ and *MegaTraveller*.

Structure of a Career

Careers can be divided into three "segments": enlistment and progression, skills, and mustering out. Individually, the skills segment is the hardest to "get right", but that doesn't mean that one doesn't need to put thought into the other segments. There's a fourth item that needs to be looked at, however: a statement of what the career is and does. If you don't have this clear in your mind, your career is going to end up trying to give the character everything possible.

This article will tackle the development of a career in the following order: Definition of the career, skills, mustering out, and progression.

Defining the Career

The description of a career is basically the answer to the question "What is a «careerist»?". It's not always a simple answer, even for things that we think we know. As a test, I asked a few people I knew, "What is a plumber?", followed by "What does a plumber need to know?". Most of the responses to the first were quick, but incomplete (in much of the US, plumbers don't work only on water pipes, but on [cooking] gas pipes as well). Responses to the second were slower, and still incomplete – and every time I asked, "What else?", the next response was even slower, until most gave up (and even so, I got answers that hadn't been in my knowledge set previously). My point? In order to write a good career description – or to design the career for *Traveller* – you have to understand what the career does. Do your homework before sitting down and designing your career; it's not something to do on a whim in an afternoon.

Our example career will be that of Systems Analyst. I chose this because my training and career in real life has been as one, so I can safely say I know what one does. I will write the definition as follows:

A systems analyst looks at what an organization does and how it does it, and proposes redesigns of the organization's workflow to accomplish the goals of the organization more effectively, according to the definition of "more effectively" provided by (usually) the organization's management. This may involve changes in procedure, technology, organizational structure, physical plant layout, or pretty much anything within the organization that impacts the organizational goal. The analyst does not actually make any changes; rather, he acts as a consultant to determine what should be done, and possibly as a principal advisor when and if the organization elects to go ahead with the redesign.

That description tells you quite a lot about a character whose prior career is a systems analyst. He's going to need a high intelligence, because he needs to quickly grasp the goals and tasks of the organization he's analyzing. He will probably need a high education as well, to be able to evaluate what changes are possible and which are likely to work, and to know where to look to find out more, if he doesn't have the needed information to hand. He will need good interpersonal skills, possibly at multiple levels, so that he can talk to the people whose

30

workflows he will be redesigning, and to the people who have hired him. He will have a good understanding of systems in general, and how they interact, and how people interact with them – though he's not likely to be able to step in and replace any of the people who actually make the system work, except at the most basic levels in some cases.

The role of Systems Analyst has existed for a long time, though the "job title" seems only to have come into general public awareness since computers became small enough and inexpensive enough to become a part of every business. As a result, the general perception is that the Systems Analyst is the person who makes it possible to integrate computers into a business model, both for good and ill, from the point of view of the people affected. That perception is incomplete, however; the person that goes into a manufactory, looks at how product manufacture and assembly is handled, and proposes changes such as rearranging the assembly line, combining parts into a single unit for manufacture, or shows that casting instead of machining for a certain part will be less expensive in the long run, all without bringing in a single computer, is just as much a Systems Analyst as the pencil-necked geek that made it possible to fire five out of ten clerks by putting computers on the desks of the other five, and making it faster for the public to get their driver's license renewed at the same time.

Skills

As noted above, I take the position that not every action is going to require a separate skill. Sometimes, there won't be a skill for what the character wants to do; at that point, it's up to the player and the referee to work out between them what other skills may be relevant or useful, and at what penalty – if any. Designing the skill tables for a career shouldn't revolve around ensuring that all relevant skills are available; they should revolve around what is likely for the character to have learned through actual experience – or perhaps formal training – in the career.

A career requires four skill tables: In Classic *Traveller*, they are called Personal Development, Advanced Education, Advanced Education (EDU 8+), and (generically) Service Life. (Mongoose *Traveller* requires six tables – a career is divided into three specializations, each of which gets a Specialization table equivalent to Advanced Education – but it's not unreasonable for the purposes of this article to treat a specialization as a separate career.) When assigning skills to the various tables, I generally use the following guidelines:

Personal Development is for changes to stats, and for skills that are not strongly tied to the career. For careers that don't have a "physical" aspect, this can represent the sort of thing that the character might do on weekends – working out, going partying with friends, etc.

Service Skills is for those skills that will be learned or exercised as part of the routine duties of the career. Anyone in the career will of necessity develop some or all of these skills, simply because that's what they do.

Advanced Education is for those skills that are not part of the routine duties of the career, but are likely to be needed in the career, possibly for a specific assignment. If the career allows for specialization (as Mongoose *Traveller* does), skills specific to a specialization would go here. These skills can be thought of as representing on-the-job training, or strong and frequent exercising of INT and EDU in connection with a specific job. A "shade-tree mechanic" would learn car repair – and by extension, other sorts of mechanical stuff – this way.

Advanced Education (EDU 8+) is for those skills that would be gained as a result of deliberate training (i.e., relevant to the job, but not something that you can learn from scratch by doing). They may be more technical in nature than the Advanced Education skills. If a company were to upgrade from having a lot of standalone computers and an in-house "computer guy" who's self-taught to having a managed network, they might pay for a "boot camp" (an entire college course compressed into a week) for

the computer guy to learn network management and become their first full-time "IT staff".

Now that we have an idea of what sort of skills would go on each table, let's start filling the tables. We'll do that by looking at the various skills, and deciding which table they should be in based on the descriptions above. I'll be limiting skill choices to those used in *Book 1: Characters and Combat* (1981 edition) and *Supplement 4: Citizens of the Imperium*. Note that the latter book refers to books other than Book 1 for skill definitions; I'm not ruling out such skills.

Sadly, the least interesting (in my opinion) of the tables for a Systems Analyst is the easiest one to fill out: Personal Development. There's not a lot of physical action in the job; the analyst will be mostly watching as others do their jobs, and asking questions as needed. Most personal development will be outside the job, and working out just to keep from getting fat (more like "turning into a complete lard-bag") isn't unusual – though it's far from universal (I'm an example of that, though walking to my commute is enough to keep me from being a *complete* lard-bag…). On the other hand, the analyst will also likely be a recreational reader, with eclectic tastes – as likely to pick up a book about building houses or refinishing furniture or learning to read a foreign, constructed, or fictitious language, as a SF novel. On that basis, it's not unreasonable to put +1 STR, +1 END, and +1 EDU into the personal development table.

The same desire that leads to "working out" may also lead to taking a martial arts course; such a course may also appeal because many of the "classical" martial arts are more than just physical. The skill that best covers that in Book 1 or Supplement 4 is "Brawling"; place that in the Personal Development table. Similarly, fencing might be attractive, as it offers the same sort of physical and mental conditioning; place Blade Combat (Foil) in the Personal Development table.

To finish off the Personal Development table, we note that our earlier discussion indicated that Sys-

tems Analysts have generally high INT and EDU. That generally leads to one of two opinions about gambling: either they decide that "it's a tax on those who can't do math", or they think they can come up with a System that can allow them to come out ahead in certain games. In some games, you're not really betting on a game of chance, you're betting on the reactions of other players. Being good at that doesn't specifically rely on interpersonal skills, but it allows the player to learn how to "read" others, which helps in using "Liaison". On that basis, we'll place "Gambling" in the last slot in Personal Development.

There are interpersonal skills that are critical to being able to function as a systems analyst at all. Those will be Admin and Liaison, and should appear on the Service Skills table. There are short courses that can teach people to overcome personal flaws when dealing with others – accent elimination, speech therapy, team-building and confidence-building exercises, and so on. To represent those, we'll put Liaison into the Advanced Education table as well.

The observation and asking of questions is going to provide the analyst with knowledge that's going to stick, and inform him on future jobs, but it's not really going to give him the ability to replace any of the people that he's talking to. The best representation of that is Jack-of-All-Trades, and we'll put that in Service Skills.

Analysts don't always work alone; on larger jobs, they may work as a part of a "re-engineering team". An analyst with sufficient experience may be asked to lead such a team; this person will have developed leadership skills. As with Liaison, earlier, some of the techniques can be taught, so we'll put "Leader" into both the Service Skills and Advanced Education tables.

Once the proposal for re-engineering/redesign of workflow has been accepted, implementation is necessarily going to include teaching the people actually doing the work how to do it under the new sys-

tem. While you may not need formal training to be an instructor, it's not something that will "just happen". You can get to the point of being adequate without knowing the esoterica of training techniques, but the best instructors have usually had some formal training in advanced instruction techniques. We'll put "Instruction" into both of the Advanced Education tables.

If your system is complex enough to require the services of a Systems Analyst to improve, chances are that your system is operating in a cultural context where conformance to regulations (e.g., health and safety, environmental, etc.) is necessary. If you choose to admit Legal skill (*Book 7: Merchant Prince*), whose description technically limits it to interstellar trade, but which is often interpreted to allow other uses, place it in both Advanced Education tables. If you choose to stick with the sources above, place Admin into either table, but not both. For this example, I'm placing Admin in Advanced Education (EDU 8+).

Rounding off the rest of the tables is a little harder. We've covered general skills which should apply to any Systems Analyst; but the design of a Classic *Traveller* basic career doesn't really allow for specialization. Additionally, there aren't really enough applicable "specialist" skills to build out the tables unless you choose to allow additional sources. So, from here on, it becomes rather arbitrary.

To finish off the Service Skills table, I'd just duplicate two of the skills already there. Which two is a matter of taste; I'm choosing Jack-of-All-Trades and Liaison, as being the most useful – the analyst is probably going to spend more time talking (and listening!) to the workers than to the managers that hired him, so those would be the most useful skills, and thus the better-developed ones.

The two Advanced Education tables are a little more difficult. Recall the difference from above, and note that the analyst can probably grasp the basics of most of the skills used in an analyzed system easily – but not in-depth enough to replace any of the workers except perhaps at the lowest levels.

My inclination is to put "Mechanical" in Advanced Education, and "Electronics" and "Computer" in Advanced Education (EDU 8+). That's undoubtedly my bias showing; I have no doubt that the case could be made for putting any of the three in either of the tables. The justification for including them in the tables at all is that (a) we do need to fill the gaps, and (b) as stated earlier, "systems" is more than just computer systems, so familiarity due to the needs of a particular job isn't unreasonable.

While it's not specifically a skill that the Systems Analyst will need as a Systems Analyst, and thus should probably be put into the Personal Development table, it's entirely possible that an employer may make a vehicle operator's license a requirement for employment, or the analyst may find that the location of the system to be re-engineered is not where the management is, and it's necessary to be able to operate a vehicle – owned or rented – to get between them. Place Vehicle (Wheeled or Grav, depending on what's commonly used at the TL) in Advanced Education.

For the remainder of the skills, I'll once again resort to duplication. For Advanced Education, the most likely candidates would be Liaison, Leader, or Instruction; I don't want to overuse Liaison in the table, so I'm going to pick Instruction as the duplicate.

For Advanced Education (EDU 8+), it would seem that the only choices would be Instruction or Admin, but Instruction already appears three times, and just like with Liaison, I don't want to overuse it. One of the duplicates will be Admin. The other… The only reasonable candidate that's not already in the table three times is Leader. It's hard to justify it for this table, but I'll sigh a little and use it. Our final tables are shown on the next page.

The Prep Room

Personal Development	Service Skills	Advanced Education	Advanced Education (EDU 8+)
+1 STR	Admin	Liaison	Instruction
+1 END	Liaison	Leader	Admin
+1 EDU	Jack-of-All-Trades	Instruction	Computer
Brawling	Leader	Mechanical	Electronics
Blade Cbt (Foil)	Jack-of-All Trades	Vehicle (Wheeled/Grav)	Admin
Gambling	Liaison	Instruction	Leader

One could have argued in favor of Carousing in the Personal Development table, in place of either Blade Combat (Foil) or Gambling. I don't consider my arguments in favor of either to be compelling, so if you want, change either to Carousing.

Arguing in favor of Gun Combat (Auto Pistol or Revolver) instead of Blade Combat (Foil) is, to me, problematical. Unless the purpose is specifically self-defense, in a relatively low-law-level cultural context, the sort of handgun training (generally target shooting) that a person is likely to get won't really be enough to override the social conditioning not to shoot people. Yes, in fencing, the training will generally be to back off after a non-injuring "touch", but at least there you are acting against a live opponent, and so might be less likely to hesitate when it comes to actually needing to fight. Nevertheless, the argument can be made, so if you like, make the substitution. Bow Combat (any) is even less likely, unless in a lower-tech context, for the same reasons. In any case, "combat" skills are generally not likely to be in the Systems Analyst's repertoire, so which one you pick for the table is really at the "tweaking" level.

Having completed the skills table to our … acceptance, if not quite satisfaction, we move on to the mustering-out benefits tables. This will be relatively easy, as it's a single table, six or seven entries, plus a Cash Benefits table of seven entries (six if you don't have Gambling in the skills tables). What's more, at least three entries are either "automatic" or write themselves based on the skill table: one passage (Low or Middle), a weapon to match a personal weapon skill from the table (Foil, in this case), and either a toolkit to go along with the Mechanical or Electronics skill, or a hand computer to go along with the Computer skill. Or, you can do what I've chosen to do, and just make the entry say "Toolkit", with a note about how to decide what sort of kit. That's actually a break from sticking with Books 1-3 and Supplement 4; the toolkit idea was from one of the extra career books (Book 4+) or *MegaTraveller*.

For the material benefits, I'll stick with what I perceive as "tradition". That puts the Passage at 1, the weapon at 4, and the toolkit at 5.

Generally, 5 is membership in the Travellers' Aid Society and 6 is a better passage than can be gained from a 1. I don't really see this type of character ever doing anything Significant Enough to have someone walk a fully-paid TAS membership through the possible blackball process, so I've not included TAS, and I've placed the passage at 6.

Doing high-profile work for a high-profile organization can bring further offers of work or public "attaboys", which may make it possible for the character to work for additional high-profile organizations. Prestige builds, and I think that justifies putting +1 SOC in the table, at 7.

The Book 1 careers all offer increases of 1 or 2 in both INT and EDU as benefits upon mustering out, INT at slot 2, and EDU at slot 3. I'll do the same, with a +1 to each.

Under Book 1, without considering Supplement 4, this career would be an expansion on "Other", and thus not eligible for a pension ("Retirement

Pay"). Under Supplement 4, it would be eligible, but the amount is unspecified. I choose to "split the difference" and award the character Retirement Pay at half the rate given in Book 1. At the referee's discretion, allow a roll of 9+ on 2D, DM +(SOC÷5, round down), and if the roll succeeds, award the pension at the full Book 1 rate.

A bit of research says that pensions in the US were typically about 30-35% of final salary in the late 1970s, when *Traveller* was first written. That means that someone with 5 terms probably made about Cr12,000 at the time they retired, and an 8-termer about Cr30,000. The Cash tables in Book 1 and Supplement 4 don't actually seem to have much of a relationship to salary or pension – and there really isn't a reason that they should – but I'm going to use those two figures to "anchor" the table. I'll round the 12,000 down to 10,000, and place it at 3; I'll place the 30000 at 5. For the remainder of the table, I'll split the difference for 4 (20000), and for 2 and 1, I'll copy the low salary figure (10000) and halve it (5000), respectively. For the last two, I'll assume windfalls above even the high salary figure; I'll put 40000 at 6 and 70000 at 7.

Material Benefits	Cash
Passage (Low/Mid)	5000
+1 INT	10000
+1 EDU	10000
Foil	20000
Toolkit	30000
Passage (Mid/High)	40000
+1 SOC	70000

DMs: +1 on Material benefits if Rank 5 or 6; +1 on Cash if Gambling 1+

Toolkit: The toolkit should be a Mechanical toolkit, an Electronics toolkit, or a Hand Computer, depending on which skills the character has. If the character has only one of the skills, that determines the type of kit; if more than one, use the one with the highest skill level to make the determination, or decide by mutual agreement between the player and the referee. Subsequent awards of this benefit may, at the referee's discretion, either increase the value of the kit, or award an additional skill level in the appropriate skill.

Foil: The first award of this benefit is an actual weapon; subsequent benefits may be taken as additional skill levels in Blade Combat (Foil).

Now that we've completed the mustering-out tables, we have only the career progression to worry about (unmentioned previously is the table of ranks. We'll cover that here, as well).

First, "enlistment" and "re-enlistment", or (as Mongoose calls them) Qualifcation and Continuance – which I feel are better terms for this career, as it's not military. Generally, it's easier to stay in than it is to get in in the first place, and it's not hard to get in initially. In this case, rather than trying to work it out with all sorts of justification for coming up with what would quite frankly be bogus mathematics, I'll just say that of all the careers in Book 1 and in Supplement 4, the one that Systems Analyst "feels" most like is Scientist, so I'll use those numbers – 6+ to qualify, DMs +1 for INT 9+, +2 for EDU 10+, cumulative, 5+ to continue at the end of a term.

Survival in the career isn't hard if you're one of those people who has a "knack" for it, but it's not trivially easy. I'd say that a survival roll of 6+ is probably about right, with a +2 DM if INT 9+. You can argue for the DM being available for EDU as well, but (a), survival rolls in Book 1 or Supplement 4 offer only one possible DM, and (b) I don't feel it really matters how much info you have access to, if you don't see how to apply it.

Commission/Position doesn't really apply, but Promotion does. In many cases, it's a natural outgrowth of experience, but merit/ability does play a role if you're not purely a self-employed consultant. It's not quite as easy to get the promotions as it is to stay in the career; this is partly because of a combination of "market saturation" and career longevity – you tend to be competing against the same people for a comparatively long period, and even though you're getting better at the job and more experienced, so are they. Even when you work for a company that specializes in workflow reengineering, systems analysis, or whatever that week's version of the buzzword is, you don't have an infinite market for your services. Promotion 8+, but since there's no separate roll for Commission/Position, I'll allow two

DMs to make up for the "lost" opportunity – but they're not cumulative; you get either the +1 or the +2, not a combined +3. Since EDU was the bonus for survival, INT is the big bonus for promotion. +2 for INT 10+, +1 for EDU 9+.

	Qualification	Survival	Promotion	Continuance
Basic Roll	6+	6+	8+	5+
DM +1 if	INT 9+	-	EDU 9+	-
DM +2 if	EDU 10+	INT 9+	INT 10+	-

To the extent that ranks can be said to apply, these are the descriptions:

There is an assumed **Rank 0**, the rank at which the character enters the career, as an **Analyst Trainee**. Analyst Trainees may work with anyone else on the project, at any level, doing much of the drudge work (filing paperwork, fetching and carrying, etc.), but are expected to observe and learn, asking questions in private.

The equivalent of **Rank 1** is **Junior Analyst**. The Junior Analyst works with and under the direction of a Senior Analyst, and is also responsible to the Team Leader. Junior Analysts' assignments usually involve pure information gathering ("What is your current procedure for doing this? What information do you need? How do you currently get it? How much duplication is there?"); they will report their findings to the Senior Analyst and/or at team meetings, and are expected to ask questions at those meetings or in private, never while in front of the customer. Their analysis, which is often picked apart and the underlying thought process analyzed, is often requested as part of the learning process.

The **Senior Analyst** (**Rank 2**) reports to the Team Leader and Project Leader, and has discretion as to how to accomplish the tasks that are given him. The Senior Analyst is expected to present analyses of extant processes, and identify inefficiencies and propose solutions that fit within the framework of the project definition. Some awareness of legal or regulatory constraints is expected, but criticism for overlooking same is not generally severe or career-damaging.

Achieving the status of **Team Leader** (**Rank 3**) represents a significant step up in the level of responsibility. The Team Leader is not given instruction or direction, in the way that lower-level analysts are, but is instead given an area of responsibility for the job, and is expected to manage his resources (including Analysts and Analyst Trainees) and define needed tasks. Within the overall limitations of the job, he is expected to set the timetable for various interrelated tasks, and to ensure that information is shared with those who need it, whether within his team or with other teams. His analyses are expected to include suggestions for accomplishing the goal of the job, and to include analyses of costs, including time for any physical changes required, and time spent training personnel in new procedures. Close work with the Project Leader, and to a lesser extent the Project Manager, is expected.

The **Project Leader** (**Rank 4**) is generally the most experienced or most skilled Team Leader assigned to the job. In addition to leading a team of his own, he is expected to coordinate the efforts of all the teams assigned to the job, and work with all of the Team Leaders to design the re-engineering implementation project – which may be handed to the customer as a project scope document to be used by the people actually making the changes. He will support the Project Manager in making presentations to the customer's management representatives. Project Leaders are very much a transitional position; instead of focusing on the analysis and reengineering, they spend a much higher percentage of their time managing the project and meeting with the Project Manager and the customer.

The **Project Manager** (**Rank 5**) is clearly a managerial position, and could be said to represent a career transition from Systems Analyst to the mid-to-upper levels of Bureaucrat. Analysis and implementation are mostly fond memories; the Project Manager spend much of his time meeting with customer

The Prep Room

representatives explaining why the project suddenly seems to have gotten bigger than originally thought, or why the project can't be expanded as the customer wishes. At the same time, he needs to manage internal crises so as not to "air the project's dirty laundry" in front of the customer, and keep the project moving. Project Managers may also be part of the initial contact group, when a customer first presents their needs, and careful negotiations are required to either land the contract or turn it down without permanently closing doors.

There is no Rank 6 equivalent; those are either Bureaucrats or Other.

Conclusion

The Systems Analyst career isn't the best career that one could come up with, but it's sufficient to show the thought processes behind career design. The career builder needs to keep in mind that *Traveller* fits into the GNS model as a strongly simulationist game, and therefore, careers should be aimed not at building a character that can stand alone and dominate a team no matter what the situation, but instead at building a character who is likely to have strengths that can compensate for another's weaknesses, and become an essential part of a well-balanced team. It takes more than an afternoon's work to get there, but the results will be in keeping with the best of *Traveller*. ✪

Critics' Corner

2300AD: Ships of the French Arm

reviewed by Megan Robertson

This review originally appeared on rpg-resource.org.uk in March 2016.

The idea of this book is to enable you to populate the spacelanes and starports of the French Arm with an array of different ships which the party might interact with in some way during their adventures. Perhaps it is just a stray blip on a sensor screen or someone parked on a neighbouring pad, or they may get the chance to visit (voluntarily or otherwise)—hence deckplans are included—or maybe even serve aboard for a while. It's all part of the rich diversity of life that this game presents, making it appear 'real'—after all, not every ship you'd be likely to see is going to be the same, no more than every car you see on the road is identical to the rest! It is estimated that there are about 12,000 spacecraft in the French Arm, of which some 2,500 are actual starships capable of travelling between systems. Few, however, are in private hands; most belong to governments, companies or other organisations.

First, though, there is a chapter on Starship Operations. The design system used here is slightly

Critics' Corner

different from that in the *2300AD* core rules; in particular, reaction drive systems and interface travel have been altered which has brought about changes to the time it takes a given craft to reach orbit from the planetary surface, so new tables are presented so that you can calculate timings. There are also notes on ortillery fire, fuel costs and the way in which ship data is presented in the rest of the book, with an explanation of terms used.

The following chapters provide a range of example ships in considerable detail that really makes them seem real. First off are Interface Vessels and Small Craft, followed by Drop Pods, Lifeboats and Life Pods, Military Starships, Civilian Starships, Commercial Ships, Liners, Courier Ships, Mining and Survey Ships, Robots, Missiles and Drones, Surface Probes and finally Unknown Vessels. Each vessel comes with background notes, exterior view sketch, full statistics and deckplans, so whatever your needs, it's likely that you will find something appropriate here.

The 'Unknown Vessels' section is a little different. Here, three distinct yet unidentified vessels are described in terms of sensor readings, observations and the tall tales told in spacer bars. Make of them what you may, or leave them as something mysterious that the party might spot in their travels…

Overall, this is a useful book to have to hand to make the spacelanes of the French Arm come to life in your game. ✺

Up Close and Personal

Avnor W. Bemis

profiled by Bill Cameron

This profile was originally posted to the pre-magazine Freelance Traveller website in 2004.

Avnor W. Bemis 676B75 Age 50 Cr110,000
8 terms ex-Rogue
Streetwise-3, Bribery-2, Carousing-2, Dagger-2, Demolition-2, Auto Pistol-1, Forgery-1, Grav Veh-1, Liaison-1
Possessions: auto pistol, dagger, high passage

A prime example that nature sometimes trumps nurture, Avnor W.[1] Bemis was raised in a very good family, had a decidedly normal upbringing, and became a rather bad apple.

Eschewing advice to enter university and ignoring suggestions about pursuing normal employment, Avnor joined a group of like-minded fellows and began a career in automatic teller machine withdrawals, unauthorized withdrawals to be specific. Using the knowledge gleaned from chemistry class, Avnor was the group's 'chef'. He 'cooked' up the 'soup', otherwise known as nitroglycerin, and applied it to the machines in question. A couple of close calls involving the 'soup' taught Avnor to transport the stuff as little as possible. The gang would scout out a location, physically secure the machine, and then call Avnor onto the scene. Carrying the 'soup' in a hollow tennis ball on a string around his neck, Avnor would arrive, blow the machine, and the gang would make off with the loot.

The numbers of teller machines that can be secured and blown in this manner are limited. Avnor and his fellows soon found that they needed to move around quite a bit, not just to avoid the police, but also to find new targets. The gang eventually drifted towards the city holding the planet's starport. There, several members of the gang were picked up on outstanding warrants involving vagrancy, petty theft, and unpaid bills. Avnor, who had been careful not to foul his tracks too much, paid an on-the-spot 'fine' to the patrolman for 'consorting with known criminals' and was free to go.

Free of any ties to the original ATM gang, Avnor put himself about in the city's Startown section as a cracksman. He was careful in accepting offers of em-

ployment, always looking into the background and reputation of the parties involved. For a time, he worked as an assistant for other, better trained cracksmen. Avnor even held several straight jobs during this period, usually involving menial work of some sort. He would rather get straight work to make ends meet than risk it all on a lousy caper.

Avnor's reputation slowly grew, as did the earnings from the various jobs he was connected with. The manner in which Avnor participated in those jobs varied. In some, he was involved from inception onwards while in others, he acted as a one-time specialist only, appearing once the target was secure and needed cracking. In a small, but growing, number of capers, Avnor only participated on the periphery by assisting involved with finding personnel and equipment. As before, he lived frugally. He also wisely began investing small sums in several businesses around Startown.

As he became better known to his peers, he also became better known to the police. Despite his generally low profile and sedate lifestyle, Avnor had his share of 'chats' with law enforcement. He never served any time, however, nor was he ever indicted. A critical eye for capers, a dedication to planning, and a few judicious 'donations' kept him out of the courthouse as well as the jailhouse.

During Avnor's forties, the illegal side of Startown suffered the loss of its 'Coordinator'. That gentleman, with the help of several large sophonts, had kept peace on the streets and among the people of Avnor's ilk. The 'Coordinator' had been relatively benign, content to take his share of illegal proceeds via his virtual control of fencing and letting the rest slide. After his death, several factions began fighting over which fill the role of 'Coordinator'. Startown became dangerous for criminals as hits, beatings, and even tips to the police increased. Avnor weathered this period by lowering his profile further and limiting most of his work to 'fixing', setting up others with the personnel, equipment, and information

they needed for a job. Despite these precautions, Avnor still found it necessary to begin carrying a pistol, something he had never done before.

When the Startown 'gang war' finally sputtered out, intelligent observers like Avnor realized an era was over. The murders and carnage spun out from the struggle had finally focused public attention on Startown in general and crime in particular. New laws were drawn up to deal with 'habituals', as career criminals were labeled. Increased pressure on the police meant increased pressure on Avnor and his peers. Surveillance became an everyday annoyance.

Avnor wisely decided to move on to greener pastures. His intentions were to disappear from Startown and reappear as another man in some distant city. There he would either use his savings to invest in a few businesses or pick up the cracking game again. He slowly liquidated his percentages in various Startown businesses and began to lessen his involvement in any capers that came his way. His refusal to assist with one job nearly proved his undoing however.

He declined to help plan a heist at a bonded warehouse and the people he had turned down were caught. They in turn ratted on him for several small jobs, some of which were over a decade old. Avnor dodged the officers sent to arrest by mere chance and then laid low for weeks during the manhunt that ensued. With the help of a few hefty bribes and some gaffe paperwork, he was eventually able to cross the port's extrality line and take ship offworld. To his anger, Avnor was forced to leave behind a substantial portion of his fortune when he fled.

Avnor currently presents himself as a speculative trader and is rather good at it. He purchases goods, arranges for their shipment, travels with them to their destination, and sells them on arrival. He prefers to use tramp traders for this. Unlike larger corporate-owned vessels, he can usually either bicker down the freight rates or cut the free trader in on a piece of the action. He travels light, usually on

Up Close and Personal

a middle passage, and mingles with passengers and crew easily.

Avnor has been keeping tabs on the situation back on his homeworld. Although he landed at the starport there, he has yet to cross the extrality line. Law enforcement did confiscate some of the money he left when he fled, but a substantial amount still seems to remain. Avno is suspicious about this however. A few years ago he sent someone across the extrality line to withdraw a small portion of the money from the bank deposit box where it had been stashed. Although that individual had the proper paperwork and ID, she was picked up for questioning immediately after leaving the bank. Avnor believes the authorities are using some of his money as bait. He believes they don't know about all his deposit boxes, but he doesn't know which boxes they do know about. He is still pondering a solution to his situation.

1 *The 'W' stands for Whipsnade, the sad legacy of a maternal great-grandfather.*   ✪

Active Measures

Diplomatic Usage

by Richard Aiken (based on an idea by Carlos Alos-Ferrer)

The PCs are recently-mustered-out Imperial service members, who all happen to be drinking together in the same bar at the non-Imperial starport of a very minor border world. When their conversation naturally turns to mutual future plans, their server speaks up: "You folks are Imperials, aren't you? Your consul here could use a bit of help."

Players' Information

The server nods toward the shadows at the back of the bar, where the PCs observe a man in formal Imperial Navy mess dress, half-slumped in his seat, an empty wine bottle cradled in his arms. Upon closer examination, said uniform is very worn and at least two decades out of date. When the PCs manage to wake/sober this worthy individual sufficiently to engage him in more-or-less intelligible conversation, they discover that his problem is that it is some four weeks past time for his bi-monthly diplomatic dispatches to be picked up, yet the dispatch boat has failed to arrive. He has the authority to commission a civilian ship as a replacement courier (e.g. making it into a consular vessel and thus technically sacroscant against local interference by anyone), but no cash with which to pay for this. If the PCs can convince the captain of a certain Free Trad-er currently docked at the starport to take on this task, he will issue them a credit voucher redeemable for cash—to pay both the ship owner and the PCs themselves—at his dispatchess destination. The GM should make sure the players understand that offer's true reward lies not with the rather small monetary payment, but rather with than the good reputation to be gained with the local Imperial authorities … as well as the not-so-minor fact that the ship will be immune to customs inspections by anyone (even the Imperial Customs Service) all along its route.

Referee's Information

Of course, the regular courier isn't accidentally late. It's been deliberately held at its preceding ports by various stratagems, in the confident expectation that this particular Imperial Consul (who was assigned to his current hellhole for thinking too independently for his superiors' comfort) would send in his dispatches as per above. His superiors were even able to predict which ship he would pick… since they sent an agent in ahead of time to make sure that only one possibility would appear serviceable. They can thus have their diplomatic incident without expending any Imperial assets. At least, that's the plan. PCs being PCs, the ship might actually make it to the destination, to the consternation and embarrassment of the higher-ups… particularly if

the PCs tumble to what's going on and manage to secure evidence that their route has been leaked to the hostiles and/or sabotage done to the ship to insure it's demise.

If the PCs are industrious in seeking information, they may discover…

a) The Free Trader in question is the only one actually serviceable out of all of the other (limited) possibilities.

b) The Imperial consul—while now a drunkard—used to be counted as a rising star, until his brilliance embarrassed his superiors enough to secure him his current munificent post.

c) The chief engineer of the Free Trader was just hired on from the crew of one of the unserviceable ships, after the Free Trader's own engineer suddenly fell deathly ill.

d) This same chief engineer only joined his previous ship's company at the next-most-recent port of call, after *that* ship's engineer *also* suddenly fell deathly ill.

Do the PCs expose what is going on? Or do they—as loyal Imperials—allow the intended war to go ahead and start?

Note: Ideally, the PCs should end up in possession of a ship, either the initial Free Trader or possibly a pirate/enemy vessel they manage to seize along the way.

[*Author's note: Yes—the "sick engineers" bit is a direct steal from The Traveller Adventure … *]   ✪

Expanding and Integrating Character Generation

by Ken Bearden

This article was orginally posted to the pre-magazine Freelance Traveller website in 2006

With a little work, the referee can avoid generic characters from generic backgrounds and involve players in the entirety of their characters' lives, making the players intimately familiar with the campaign universe in the process. Using this method, players will feel as if they have lived as their characters have lived, immersed in the atmosphere of the campaign, using character generation as a sort of short-hand meta-game. The players' characters start the mini-game at birth, on the character's homeworld, and through the choices the players make, with guidance from the referee, they live their entire lives up until the point at which they begin the formal game. Playing character generation like this provides a granite-like foundation for role playing in your games to come. Players will know exactly who their characters are, and all characters in the campaign will have a solid background, and backstory, as they start game session one.

This method, in short, customizes chargen with a focus on role playing. My current game is a "greatly-referee-tweaked-version" of *The Traveller Adventure*, using the Classic *Traveller* rules set, and thus will be used as an example of how to employ this method of character generation expansion. But, the ideas presented here can be easily transferred to any version of *Traveller*, especially a game using the *MegaTraveller*, *Traveller: The New Era*, *Marc Miller's Traveller*, or even the upcoming fifth edition of *Traveller* rule set.

Note that, although I use Classic *Traveller* as my core rule set, I also implement ideas from other *Traveller* editions as well as create new rules when appropriate. Role playing is a creative endeavor, and the whole point of this essay is to encourage referees to take advantage of *Traveller*'s unique, remarkable character generation mini-game, growing and customizing it for maximum enjoyment by referee and players alike.

You are a role player. Be creative, and play some *Traveller*!

Nobles

The first step of character creation in this campaign is the determination of nobles among the player characters.

Roll 2D for SOC:

SOC B (11) = Knight

SOC C (12) = Baron

Noble Homeworld

Nobles in this campaign will either be from Aramis (Aramis/Spinward Marches) or Vanejen (Rhylanor/Spinward Marches). Roll 1D randomly (or skew the roll to the player's taste) between these two homeworlds for any nobles among the PCs.

PC's SOC	Vanejen	Aramis
B	1-3	4-6
C	1-2	3-6

Ancestry

A PC's dominant genetic ancestry can affect aging rolls (Vilani Blood, below) and likelihood of genetic engineering (Solomani Geneering, below).

Roll 1D for dominant genetic ancestry:

PC's	Solomani	Vilani	Imperial
Vanejen	1-4	5	6
Aramis	1	2-3	4-6

Noble Influence

During character generation, a noble may attempt to use his position, family, and contacts to influence his destiny, but only at most once in each four-year term (or once during determination of background skills). The ability to do so becomes available if the PC rolls SOC or less on 3D, and allows the noble to use a +1DM or a -1DM on any roll, any time during character generation.

Fief

Roll SOC or less on 3D to determine if the noble is landed. Awards of lands are described on pgs. 14-15 of the *MegaTraveller Imperial Encyclopedia*. If this roll is unsuccessful, the noble title is awarded without lands. But, anytime the noble's SOC is increased, this roll can be made again (a fief, or extra lands, may be awarded with a new title).

Fiefs produce income for the character annually (add income from the fief to the character's starting money for the years spent in character generation).

Retainers

Nobles typically have retainers, advisors, bodyguards. If a noble is in the party, another player's character may be one of the noble's retainers.

Noble Careers

Nobles attempt careers just like non-noble characters. But, a noble may choose to resolve any 4-year term using the Noble career tables listed in *Supplement 4: Citizens of the Imperium* in place of the tables associated with the noble's chosen career.

For example, a player with a noble character may choose to enlist in the Imperial Navy. If successful, the player may resolve any term on either the Naval tables from *Book 1* or the Noble tables from *Supplement 4*. If the character ends up going three terms, the player may have ended up resolving term 1 on the Naval tables per *Book 1*, then resolving term 2 on the Noble tables from *Supplement 4*, then gone back to *Book 1* to resolve the third term—or whichever combination suits the player.

The first term of a career, though, must be resolved on the non-Noble career tables, unless the only career the noble is attempting is that of a noble.

All rolls must be consistently taken from the respective career (a player couldn't resolve a term using the Naval skills tables but then roll for re-enlistment using the number shown under the Noble career).

But, a noble *could* roll a complete term using the Noble career tables, roll for reenlistment, then switch to the Naval career tables to resolve the next term (and the character would then use the Naval reenlistment number after having resolved the term using the Naval career for the next term).

Homeworld

Most people don't leave their homeworld. It's an expensive and time-consuming proposition (akin to a ride across the Pacific, for a week, in a shrimp

boat, costing $8,000…people wouldn't travel as much if that were the case). The people who travel the spacelanes are a relatively small population when compared to the total number of citizens in the Imperium. But the ones who do, make up a new social class of sorts.

These people are called Travellers.

Players roll 1D on the table below to determine their character's homeworld. (If a character is a noble, his homeworld has already been determined.)

D6	Birthworld	UWP	Remarks
1	Pysadi	C4766D7-4	Agricultural. Non-Industrial. Gas Giant.
2	Vanejen	C686854-5	Rich. Imperial Research Station.
3	Natoko	B582211-8	Imperial Naval Base. Non-Industrial. Low Population. Gas Giant. Naasirka
4	Patinir	C000632-9	Asteroid Belt. Gas Giant. Imperiallines
5-6	Aramis	A6B0556-B	Imperial Naval Base. Imperial Scout Base. Non-Industrial. Subsector Capital. Akerut Station. Tukera Station. Naasirka Station. Desert World.

Pysadi

Pysadi, a world in the Aramis scatters, lies in a hot binary system. People live close to the poles, and the natives tend to be weak because of the 0.5G local gravity. The atmosphere is dirtied with a light taint (as described in *The Traveller Adventure*).

Pysadi is a low-tech world settled by a Solomani Muslim sect a few hundred years ago. Characters from Pysadi are considered to be Imperials, not locals, who live and operate the Class C downport and its associated businesses (not unlike working for an oil company in the Middle East today). The entire interior environs of the starport are built using standard 1G grav plates (typical of space station construction), and although Pysadi has been rated at TL 4, the starport is considered TL 8.

Typical temperatures (degrees F) on Pysadi average 171 at the equator (Summer 174 … Winter 154)

because of the binary stars. The tropics aren't much better, averaging 144 (Summer 154 … Winter 117), but the habitable area of Pysadi, the two poles, are fairly comfortable, averaging 81 (Summer 109 … Winter 25).

Pysadi is ruled by a fairly strict Religious Dictatorship (described in *The Traveller Adventure*), but the downport is considered extra-territorial. The Class C installation sees moderate traffic from free traders operating in the scatters, and Imperiallines maintains an office on the world. Over the last five years, the Imperium has built and maintains a small scientific outstation in the Pysadi system, deep in the outer orbits of one of the system's stars.

Vanejen

Vanejen, in spite of its dense standard atmosphere, is a pleasant world with the good fortune, in the distant past, to be lying on spinward main (the main jump route used during the exploration of the sector during the Second Imperium). Over the last five hundred years, though, the X-Boat routes and jump-mains have shifted, leaving Vanejen in a somewhat remote starcluster of the Rhylanor subsector.

The planet was settled by the Solomani during the Rule of Man, and today a Solomani ethnic majority remains on the world (although the planet does have a native, bronze-age, aborginal race referred to as Chirpers). The world is governed by a strict, traditional feudal system, ruled by a number of Solomani noble families (the most powerful of these being House Margrave), although the feudal system, over the last two decades, is thawing a bit in the wake of the planet's governors' plans to improve Vanejen's technological sophistication (with the long-term aim of making Vanejen one of the foremost worlds in the subsector). For the last hundred years or so, these noble families have been officially recognized by the Emperor, the Imperium, and the Moot—all of the families being vassals and banner Houses to the Count of Rhylanor. At this time, Vanejen does not support a space-faring navy nor

43

inter-planetary army, although plans, that may take decades, have been made in that direction.

Vanejen's local gravity is near Terra-normal at 0.825G. Its twin suns promote near-earth-like weather with temperatures (degrees F) averaging 90 at the equator (Summer 126 … Winter 32), 57 at the tropics (Summer 118 … Winter -42), and -19 at the poles (Summmper 43 … Winter -117). An Imperial Research Station is also known to exist on the world, although the subject of its research has not been divulged.

Natoko

Natoko is a planet in the Aramis Trace that is wholly owned by Tukera. The only mark of civilization on the world is the Class B downport which Tukera has built to service its local fleet, although Tukera's main office in this region of space is located on Aramis.

Temperatures on Natoko are a bit hot, due to the systems twin suns, and average (degrees F) 118 at the equator (Summer 131 … Winter 95), 91 at the tropics (Summer 133 … Winter 19), and 28 at the poles (Summer 70 … Winter -44). Natoko is a dry world, with a hot, dense atmosphere and very little water (no large bodies of water) but sporting standard gravity of 1G. Environs around the starport are rocky desert with large flat-topped mesas. Activity outside the starport is strictly restricted to all except Tukera-approved personnel.

The total population of Natoko is measured in the thousands with all persons located at the starport. Not counted in this number is the Imperial Navy's Special Operations Base, a nonstandard installation headquartering the Navy's intelligence and special operations forces for the region. Naasirka also maintains an installation on the planet, adjacent to the starport.

Characters from Natoko are children born from the workers, employees, and soldiers stationed on the planet.

Patinir

Patinir is a thickly populated asteroid belt in the scatters of the Aramis subsector, home to numerous mining companies and independent belters, all governed by a loose collection of managers from various companies. There are three, very large, space stations located at Trojan Points within the system (one is located inside the belt), but numerous, smaller installations and hollowed out asteroids exist at a multitude of points within the belt.

Patinir is a major source of lanthanum (metalore needed for jump drives) for the Imperium, and, notably, the largest corporation located in the belt is the Imperiallines headquarters. Also of note is the find of an Ancient Site on one of the larger asteroids and the accompanying Imperial scientific outpost built there to study it.

The Patinir "government", called the Managers, does maintain a small, local space-faring force of Guardsmen (Naval troopers) and Marshalls (Law Enforcers), but in spite of this, law enforcement is virtually non-existent in most areas of the belt. A space-faring criminal element of raiders, pirates, or corsairs is known to exist, and some shipping company personnel and belters have had trouble. Many of the independent companies of the Patinir belt maintain their own security forces.

Aramis

Aramis is the personal fief of the Marquis of Aramis (who also has strong ties, through marriage, to the Tukera family—probably the most powerful noble family within the Imperium outside of the Emperor). Aramis is the capital of the subsector, and the majority of the subsector government is conducted in the planet's single city (Leedor).

Although the world's gravity is a standard 1G, Aramis is a desolate, hostile place with coriolis winds that will blast skin straight off the bone. The planet's corrosive atmosphere will eat through protective suits within hours. Temperatures on the surface of the planet range from -250 to -400 degrees F, and landing at the Aramis downport is typically an exercise in expertise. Good ferry pilots are always in demand.

When the Spinward Marches sector was settled during the Second Imperium, Aramis was discovered and mined. Over time, the mine was tapped out, but a thriving camp had established itself within the miraculously large cavern that was mined from under the planet's crust. The settlement grew as the world was used as a border planet on the Imperium's spinward frontier until finally the Emperor himself deeded the planet to House Bolden, who remain the caretakers of the fief today.

One of the largest Imperial Naval bases in the entire sector is located on Aramis. The single city on the planet is home to a number of corporations and governmental agencies. The Imperial Scouts use Aramis as one of their largest headquarter facilities. Akerut, Tukera, and Naasirka all have major offices on the world.

Despite the world's single underground city, Aramis is a center for business, government, and society along the Imperial frontier.

	Pysadi	Vanejen	Natoko	Patinir	Aramis
Starport	C	C	B	C	A
Size	Small	Medium	Medium	Asteroid	Medium
Atmosphere	Std. Taint	Dense	Dense	Vacuum	Corrosive
Hydrosphere	Wet	Wet	Dry	Desert	Desert
Population	Moderate	Moderate	Low	Moderate	Moderate
Law Level	Moderate	Moderate	Low	Low	Moderate
Tech Level	Industrial	Industrial	Pre-Stellar	Early Stellar	Average Stellar

Vilani Blood

Roll 2D to determine the dominance of a character's Vilani ancestry. Noble characters who previously rolled Vilani ancestry still have to roll on this chart to obtain the benefit, but noble influence can be used as well. Noble characters who rolled Solomani ancestry cannot use this chart.

Strong Vilani ancestry will provide a positive DM when/if rolling on the aging table (34+ yrs.).

2D	Dominant ancestry
2-10	Solomani
11	Vilani mixed-blood (+1DM on the aging table)
12	Vilani mixed-blood (+2DM on the aging table)
13	Vilani mixed blood (+3DM on the aging table)

Characters whose homeworld is Natoko have a DM of +1 rolling on this table.

Solomani Geneering

Characters who have not otherwise been determined as having Vilani ancestry (either from the Noble ancestry chart or the Vilani Blood chart) may be the benefactors of Solomani geneering of their family tree. Nobles who have been determined as having Solomani ancestry still have to roll on this chart to get the benefit.

Procedure for Solomani Geneering

1. Roll SOC or less on 2D to see if he character is a candidate for Solomani geneering. Failing this check means the character is not a recipient of Solomani Geneering.

2. If the throw in STEP 1 is successful, make a second check (12+ on 2D) to determine if the character is in fact a product of Solomani Geneering (cannot be a Vilani character). Noble influence can be used on this roll.

3. If the checks made in STEP 1 and STEP 2 are both successful, then 1D is rolled on the table below for the geneered character.

1D	Extent of Geneering
1	1 geneered stat
2	1-3 geneered stats: (Roll 1D: 1-3 = 1 stat; 4-5 = 2 stats; 6 = 3 stats)
3	1-5 geneered stats: (Roll 1D: 1-2 = 1 stat; 3 = 2 stats; 4 = 3 stats; 5 = 4 stats; 6 = 5 stats)
4	3 geneered stats
5	Geneering (see following)
6	1 geneered stat; player's choice

Results #1-4: Indicated number of geneered attributes are rolled randomly among STR, DEX, END, INT, and EDU. SOC is never-

45

Geneered. Select which stats are geneered as follows:

- In all cases, assign numbers to the stats: STR=1, DEX=2, END=3, INT=4, EDU=5.
- For one or four attributes, roll 1D; the number rolled indicates the geneered attribute for one attribute, or the NON-geneered attribute for four attributes. Re-roll any result of 6.
- For two or three attributes, roll 2D; the numbers rolled indicate the geneered attributes for two attributes, or the NON-geneered attributes for three attributes. Reroll any result of 6, and reroll ONE die if both dice come up with the same (non-6) result.

Result #5: Geneering on all five attributes (except SOC), player arranges to taste.

Result #6: Geneering on one attribute, but the stat selected is player's choice (not SOC).

4. Characters who are recipients of Solomani Geneering do not roll their starting attributes in the standard fashion. Instead, the geneered attributes are thrown by rolling 3D and taking the best two results. Attributes that are not affected by Solomani Geneering are originated in the normal manner by throwing a single roll of 2D.

Characteristics

At this point in character generation, the player will originate his character's attributes by rolling a single throw of 2D for each characteristic in the usual manner: STR, DEX, END, INT, EDU. Note that SOC has already been determined, and other stats may have already been generated if the character is a recipient of Solomani Geneering.

Background Skills

Background Skills reflect expertise a character gains before the age of 18. These tables take into consideration the trade codes, law level, tech level, atmosphere, and other aspects of the homeworld.

Roll EDU or less on 2D: The difference from the roll and EDU is the number of background skill rolls granted. Should the roll be higher than EDU, no background skills are received.

For each Background Skill awarded, roll on the appropriate Background Skill table (determined by a character's homeworld). Unlike the career skill tables, the first background skill rolled is acquired at Level-0. Rolling the same skill again improves the skill by 1 level (From Level-0 to Level-1; from Level-1 to Level-2; etc). Rolling the same Background Skill twice results in Skill improvement by one level.

There are two Background Skills tables for each homeworld. Players roll randomly for table (roll for each skill—they may be on different tables), but a player may pick the table if a check is made. The check is to roll SOC (or EDU) or less on 2D (check for each skill). The player may choose either his character's SOC or EDU when making this throw.

Results in bold indicate a choice of skill the player must make. Results in italics indicate that a roll on the indicated sub-table must be made

Background Skills Table 1. (1-3 on D6)

D6	Pysadi	Vanejen	Natoko	Patinir	Aramis
1	Linguistics	Brawling	*Vice Tbl*	*Vice Tbl*	*Vice Tbl*
2	**Liaison/ Admin**	Liaison	*Economic Tbl*	*Patinir Tbl*	*Economic Tbl*
3	Swimming	Swimming	Commo	Vacc Suit	*Vice Tbl*
4	Wheeled Veh	Wheeled Veh	ATV	Ship's Boat	**Club/ Dagger**
5	*Pysadi Wpn*	*Vanejen Wpn*	Computer	Computer	Computer
6	Sm. Water Craft	Sm. Water Craft	*Economic Tbl*	*Economic Tbl*	*Economic Tbl*

Background Skills Table 2. (4-6 on D6)

D6	Pysadi	Vanejen	Natoko	Patinir	Aramis
1	Survival	Admin	JOT	JOT	Computer
2	Equestrian	Legal	Electronics	Electronics	*Vice Tbl*
3	Hunting	Trader	Mechanical	Mechanical	*Economic Tbl*
4	Recruiting	Gambling	Dagger	Robot Ops	*Aramis Tbl*
5	Mechanical	Carousing	Medical	Survey	Admin
6	Tracked Veh	Steward	*Economic Tbl*	Commo	Carousing

(**Skill/Skill**): Choose between the two skills.

(*Homeworld*) *Wpn*: Roll on appropriate Homeworld Wpn table below.

(*Various*) *Tbl*: Roll on indicated table below.

Background Skills Sub-Tables

D6	Pysadi Wpn	Vanejen Wpn	Economic Tbl
1	Sling	**Bow**	Admin
2	**Polearm**	**Dagger/Blade**	Broker
3	Blade	**Club/Cudgel**	Trader
4	Club	**Crossbow**	Legal
5	Cudgel	**Sword**	Liaison
6	Brawling	**Revolver/Rifle**	Steward

D6	Patinir Tbl	Vice Tbl	Aramis Tbl
1	Prospecting	Bribery	Electronics
2	Demolitions	Carousing	Mechanical
3	Zero-G Environ	Streetwise	Vacc Suit
4	**Acel Rfle/Snub**	Gambling	Shotgun
5	Navigation	Brawling	**Robotics/Robot Ops**
6	Medical	Leader	Linguistics

Polearm: Select spear, halberd, cudgel, or pike.
Bow: Choose either short bow or long bow.
Crossbow: Choose sporting, military, or repeating.
Sword: Choose foil, cutlass, sword, or broadsword.

Tech Level

As a character receives skills, whether through the Background Skills table or during the character's career, record the TL at which the skill is received next to the skill. There will be times during a game session that this may become important (as when a character learns Intrusion at TL 10 and tries to pick an old fashioned TL 3 tumbler lock).

How to determine, during a game session, if TL is a factor when making a skill check: First, find the difference between the two TLs (ex. 10 - 3 = 7).

- Did the PC learn at a lower TL, and is trying to use the skill at a higher TL? Throw the difference on 2D or higher. (ex. 7+ on 2D to avoid an issue)
- Did the PC learn at a higher TL, and is trying to use the skill at a lower TL? Throw the difference on 3D or higher. (ex. 7+ on 3D to avoid an issue)

Following is a chart displaying homeworld technology levels for various technology categories (the categories roughly correspond to those detailed on pgs. 86-87 of *The Traveller Book*). When a character is awarded a skill during character generation, simply decide which category the skill belongs to and pick a TL for the skill. See the descriptions of each category following the table.

	Pysadi	Vanejen	Natoko	Patinir	Aramis
High Common	4	5	8	9	B
Low Common	2 (2-4)	2 (2-5)	4 (4-8)	4 (4-9)	5 (5-B)
Energy	4 (2-4)	5 (2-6)	8 (4-9)	8 (4-A)	D (5-D)
Computer/Robotics	2 (1-4)	5 (2-6)	9 (3-9)	8 (3-A)	D (4-D)
Communications	4 (1-4)	5 (2-6)	8 (3-9)	A (3-A)	9 (4-D)
Medical	2 (0-4)	6 (0-6)	9 (0-9)	8 (0-A)	D (0-D)
Environment	4	6 (1-6)	9 (4-9)	A (5-A)	D (8-D)
Land Transport	4 (0-4)	5 (1-6)	8 (4-9)	8 (5-A)	D (8-D)
Water Transport	4 (0-4)	5 (0-5)	8 (3-8)	8 (3-8)	D (8-D)
Air Transport	4 (4-9)	5 (4-9)	8 (4-9)	8 (4-9)	D (8-D)
Space Transport	2 (1-4)	5 (3-6)	9 (6-9)	8 (7-A)	D (A-D)
Personal Military	4 (0-4)	5 (0-6)	9 (0-9)	8 (0-A)	D (0-D)
Heavy Military	4 (0-4)	5 (0-6)	9 (0-9)	8 (0-A)	D (0-D)
Novelty	4	6	9	A	D
Starport	8	8	9	9	B

Common TL: The TL normally associated with the world. The High Common TL is that used in the world's UWP, determined by the Scouts when the world was surveyed. High Common TL applies to the area around the world's starport and large urban areas on the planet. Low Common TL is that associated with the world's rural and more remote areas (on some worlds, this can refer to a majority of the world's population—especially on low population worlds). A range is given next to the Low Common TL to give the referee an idea of the technology used on the world.

Achievement TL: When a player goes through character generation, the referee can and should use a TL from the appropriate category for each skill a character obtains rather than using the High Common TL for every skill earned.

For example, a world's High Common TL may be TL 9, but since the world is an asteroid belt, water transportation may not be highly developed (in fact, in this example, any TL associated with water transportation is obtained by industry in the area, producing items for export).

When an achievement TL is higher than the High Common TL (represented in the range of TLs given, not the usual TL given for the category), this represents prototype, experimental, and research-driven technology not common to the masses (so use common sense when allowing a character to associate one of his skills a TL that is higher than the High Common).

So, on Vanejen, it is common to see TL 6 medical instruments and drugs, but TL 6 robots are still in the experimental stage (TL 5 robots are common).

Military TL: Personal Military applies to any type of weapon or gear a person can carry. This can be weapons or armor. Note that things like radios fall under Communications.

Heavy Military applies to vehicles and items not normally associated with personal gear. This TL supersedes the world's transport TLs.

Novelty TL: The novelty category represents items that characters can find on a world that are rare but have been imported or are a result of "spillage" from interstellar travelers.

Starport TL: No matter the TL associated with a world, a starport has a minimum TL associated with it (akin to the high-tech equipment found in US bases in Vietnam during that war).

Naval Base TL: Two of the possible homeworlds for PCs have Imperial Naval Bases. Equipment qualified on and used while stationed at these bases can have a TL that is higher than that of the world on which the Naval Base sits.

While in the Navy, Marines, or Army, and stationed on Natoko or Aramis, roll 1D6 for each skill gained in those careers, using the indicated TL for the skill instead of that normally used on the world. On Natoko, the TL is 8 + the 1D6 roll; on Aramis, the TL is D on 1-4, E on 5, and F on 6

Pre-Career Options

Before embarking on a career, characters may attempt one of the pre-career options available on their homeworld.

These lists are prepared specifically for use with characters in this campaign (i.e., there is a college on Pysadi, but it is just unlikely that a PC non-Pysadian local from the extraterritorial starport would attend—or even be allowed admission not being "of the faith").

Pysadi   No college (native college only).

Vanejen   College. Medical School.

Natoko   No college.

Patinir   No college.

Aramis   College (OTC and NOTC available). Naval, Military Academies. Graduate School. Medical School. Flight School. Merchant Academies (Tukera, Naasirka; requires Merchant career enlistment throw 9+).

College, NOTC, Medical School, and Naval Academy are described in *Book 5: High Guard*, p.15

Merchant Academy is described in *Book 7: Merchant Prince*, p.17

Military Academy and OTC are described in the *MegaTraveller Player's Manual*, p.47

Graduate School

Admission	7+	DM +1 if INT 9+
Success	7+	DM +1 if INT A+
Honors	10+	DM +1 if INT B+
Education	+1 EDU (+2 EDU if honors)	

The Draft

If a player wishes to change his homeworld, and thereby change the types of careers that are available to him (and only the five homeworlds are available in this campaign), the only way this will be possible is for the character to submit to the Imperial Draft.

All Class C or better starports within the Imperium have draft kiosks, but these kiosks are operated by Imperial drafting agents who recruit for all four

of the Imperial services. The Army, Navy, Marine Corps, and Scouts share resources using this method, so it is not possible for a character to find a Naval recruiting station from which to join the Navy. Imperial recruiters recruit into the services that need people at that moment (and for those services that pay the highest bonuses).

In theory, this method of stocking the Imperial forces regulars is cost efficient while giving citizens, who would otherwise be land-locked to a single planet their entire lives, an opportunity to "see the galaxy". In practice, the method *is* some 60% less expensive for the Imperium to run one mid-sized recruiting station on a world instead of four small-sized ones, *but* recruitment policies, enlistment drives, and personnel incentives tend to place willing citizens in organizations they are ill-suited to or not interested in.

Birthworld: If a PC submits to the draft, his homeworld may change (for example, Naval personnel will be stationed at either Aramis or Natoko). When this occurs, the PC's former homeworld is listed as the character's birthworld, and the new planet he is stationed on becomes the character's homeworld.

Mandatory Draft: The Imperium typically runs all-volunteer forces, but the Imperium is so large that there are places in which a mandatory draft is necessary. *All* characters must check to see if the Mandatory Draft will affect them. If SOC 5 or less, the character may be drafted. Characters with SOC 5 or less should roll 1D; if the roll succeeds, the character has avoided the mandatory draft.

For example, a character with SOC 5 must make a mandatory draft roll. Roll 1D. A result of 6 means the character is drafted. Roll on the draft table below to determine which branch drafted him.

Otherwise, PCs may submit to the draft at their choosing. Draft kiosks are available at Class C+ starports.

The Draft: Characters submitting to the Imperial Draft (either by their own choice or as required by a mandatory draft) roll 1D on the draft table below. Roll SOC or less on 2D to get a +1DM on Draft throw (Player's choice). When drafted, roll 1D to see on which planet the character is stationed.

D6	Service and Station	
1-2	Draft Reject	
3	Army	(Roll 1D for station: 1 = Natoko; 2-6 = Aramis)
4	Marines	(Roll 1D for station: 1-2 = Natoko; 3-6 = Aramis)
5	Navy	(Roll 1D for station: 1-2 = Natoko; 3-6 = Aramis)
6	Scout	(Roll 1D for station: 1 = Natoko; 2-6 = Aramis)

Direct Commission

A direct commission allows a character to replace the enlistment and commission (or position) rolls of the first term of service in a career with the direct commission roll. If successful, the character will start Term 1 at Rank 1.

Any character may attempt a direct commission for any career as long as the character has both EDU A+ and SOC 9+, but characters attempting a direct commission into military careers are not restricted in this manner. If changing careers, the direct commission will take the character to one rank lower (minimum is Rank 1). Nobles may want to use noble influence on this roll, but if it is used, noble influence cannot be used during Term 1 of their careers.

To enter a service with a direct commission:

13+ on 2D;

+1DM if college graduate;

+1DM if SOC B+

Careers

Careers open to characters are determined by that character's homeworld.

All careers available to a character are listed in the career table. If a career is not listed as a choice for the character's homeworld, then it is not possible for the character to enlist in the career (with the exception of a character sending his destiny to the fates by way of the Imperial Draft).

Doing It My Way

Some careers have tags listed with them that detail more information about the career. For example, if a native of Vanejen is interested in joining the Army, his only choice, shy of submitting to the Imperial Draft, is to join one of the local native armies in service to one of Vanejen's noble families. This is not the Imperial Army on Vanejen (the Imperial Army on Vanejen is only possible through the Draft), and characters serving in this army will have skills at a TL commensurate with the TLs of Vanejen (and a +1DM should be provided to join this local army, rather than the higher enlistment throw required for the Imperial Army). In a similar fashion, the Bureaucrats of Aramis have several organizations and companies from which they can be employed.

All careers are resolved using *Book 1* or *Supplement 4* CT basic character generation.

In the table below, the possible careers are listed at the left, homeworlds across the top. If the cell at the intersection of the row and column has a note, the career is available to characters from that homeworld.

	Pysadi	Vanejan	Natoko	Patinir	Aramis
The Draft	Yes	Yes	Yes	Yes	Yes
Army		Feudal Family	Yes		Yes
Belter				Yes	Yes
Bureaucrat	Imperiallines	Feudal Family	Naasirka, Tukera	Patinir Government, Sternmetal, Imperiallines, Misc. Local Companies	Imperial Government, Tukera, Akerut, Naasirka, Misc. Local Companies
Diplomat	Imperial Government	Imperial Government,		Imperial Government	Imperial Government
Doctor	Imperiallines	Yes	Naasirka, Tukera	Yes	Yes
Flyer	Imperiallines	Feudal Family			Misc. Local Companies,
Hunter	Yes	Yes			
Law Enforcement	Imperiallines	Feudal Family	Naasirka, Tukera	Imperiallines, Misc. Local Companies, Patinir Marshals, Sternmetal	Imperial Government, Akerut, Tukera, Naasirka, Misc. Local Companies
Marine		Feudal Family	Yes		Yes
Merchant	Imperiallines		Naasirka, Tukera	Imperiallines, Free Trader	Tukera, Akerut, Naasirka, Free Trader
Navy			Yes	Patinir Guardsmen	Yes
Noble		Feudal Family			Imperial Government
Other	Yes	Yes	Yes	Yes	Yes
Pirate				Yes	
Rogue	Yes	Yes		Yes	Yes
Sailor	Yes	Yes			
Scientist	Autodrone	Imperial Research		Ancient Site, Sternmetal,	Yes
Scout			Yes		Yes

A "Yes" in the preceding table indicates that the career is available on that world with no restrictions on employer; a list of governments, corporations, and/or other organizations indicates opportunities limited to those organizations.

Survival

For non-dangerous or civilian careers, roll survival a second time after a survival throw is failed. If successful the second time, actual physical injury did not occur—but something happened during the character's term that forces him to leave he career (maybe he was fired). If the second survival throw is not successful, then the character was physically injured (maybe he was in an accident).

Poltroonery

Poltroonery is allowed for military careers only (see *MegaTraveller Player's Manual*, p.47). A military character may take a +2DM on the Survival throw, but, in return, he will suffer a -2DM on any Commission, Promotion, or Reenlistment rolls made that term. When poltroonery is used, and the Promotion roll fails by 6 or more points, the character is subject to Court Martial (see *MegaTraveller Player's Manual*, p.47).

Heroism

Heroism awards are allowed for military careers only. Characters who roll 9+ on the Survival roll are considered for a medal (11+ if poltroonery was used). When characters are considered for commendations, roll 2D on the heroism table, DM -2 if poltroonery.

2D	Decoration
10	Meritorious Conduct Under Fire (MCUF)
11	Medal for Conspicuous Gallantry (MCG)
12	Starburst for Extreme Heroism (SEH)

Injury

When characters are physically injured from a failed Survival throw, roll on the Injury table for the effects of the injury. Then roll on the Recovery table to determine if injuries healed (of course an injured stat cannot be increased over its original level).

D6	Attribute	Injury			Recovery		
		1-2	3-4	5-6	1-2	3-4	5-6
1-2	STR	-1	-2	-3	+0	+1	+2
3-4	DEX	-1	-2	-3	+0	+1	+2
5-6	END	-1	-2	-3	+1	+2	+3

Disability Benefits: Permanent injury of 3+ points (even if from more than one stat) requires a disability discharge. Roll twice on the Muster Out table for each term served (instead of the usual once) plus an extra two rolls if a commission has been earned. Up to 6 rolls can be made on the Cash table (instead of the usual 3), giving the character a much larger amount of money with which to start the game.

Enlisted Rank

If a player uses CT advanced character generation (the 1-year method found in Book 4+), a player will know his character's enlisted rank (Army, Navy, Marines). But, since we're using *Book 1* and *Supplement 4* basic character generation (the usual CT 4-year method), the only ranks known are for military officers.

Roll 2D for SOC or less. Success at this roll indicates enlisted promotion.

Here's an easy way to determine Enlisted rank when using basic chargen: The character starts at rank E1 on the first year of his first term. Every year during the first term, the character may be promoted. After the first term, enlisted personnel can only attempt promotion once per term.

Skills

The usual CT rules indicate basic skill eligibility as 2 skills for the characters first term served and 1 skill for every term served thereafter. A player can elect to stay with that CT rule for his character's basic skills eligibility (as indicated by the career

choice), or the player can attempt to earn more basic skills per term for his character (with the risk of getting no skills during term). At any time during character generation, a player may choose to attempt one of the options below in lieu of basic skill eligibility. A skill is granted for every successful roll, but if no rolls are successful, then the character is not eligible for basic skills that term (although the character does still receive any automatic skills and/or skills awarded for commission and promotion).

Example: A Scout, who normally receives 2 skills per term, would never roll on the second option (he's already getting two skills for the term without rolling). Should he want to try for four skills per term, though, he would give up the automatic award of 2 skills for the term for the opportunity to roll 2D four times—receiving a skill every time he rolls 9+.

Skill Option #1	Automatic skill awards as described in CT rules.
Skill Option #2	2 Skills per term: Roll twice for 7+ each throw.
Skill Option #3	3 Skills per term: Roll three times for 8+ each throw.
Skill Option #4	4 Skills per term: Roll four times for 9+ each throw.

Note on LL and TL: The referee should review the Law Level and TL of a character's homeworld when skills are awarded. For example, it is unlikely that Laser Carbine can be taken as a Gun Combat skill on Aramis if the character is in a civilian career; Aramis' TL is high enough to allow laser weapons, but the planet's Law Level prohibits their use.

The referee should adjudicate these occurrences as they present themselves during character generation. A character in a military career will have easier access to training with weapons outside the Law Level and Tech Level of the character's homeworld. A check, such as rolling SOC or less on 2D, may be appropriate when a player wants his character to learn a skill that violates what is normally possible on the world. In the final analysis, it's the referee's decision. Use common sense. Role play it out.

Basic and Advanced CharGen Compatibility: Characters generated using advanced chargen typically finish the process with more skills than a character created using basic character generation. *MegaTraveller* introduced two simple rules that equalizes the two character generation methods in the form of the Extra Skill rule and the Special Duty rule (below).

Skill and EDU: A character's skill level in any single skill can never exceed his EDU level. At the referee's option, total skill levels in all skills may be limited to the sum of INT+EDU; if the character's skills exceed this at any time, drop skill levels as needed, but no skill should ever be completely lost (although they may be dropped to 0).

Extra Skill: Per the rule in the *MegaTraveller Player's Manual*, p.15, if any roll for commission/position, promotion, or special duty is exceeded by 4+ points, then an extra skill is awarded that term.

Special Duty: Each term, a character may roll Special Duty. If successful, the character is awarded an extra skill that term. This is the same rule from *MegaTraveller Player's Manual*, p.14.

The Special Duty roll succeeds for the indicated rolls for the indicated careers:

- 4+: Merchant, Law Enforcer, Scout, Marine
- 5+: Rogue, Navy, Scientist, Diplomat, Pirate
- 6+: Army, Doctor, Flyer, Sailor, Belter, Hunter, Noble, Bureaucrat
- 7+: Barbarian, Other

Fifth Table (Homeworld Skills Table)

During character generation, careers provide four tables from which to skills are obtained: the usual Personal Development table, Service Skills table, Education table, and Advanced Education table (that can only be used for characters with EDU 8+).

This rule adds a fifth table into the mix, providing skills based on the character's homeworld. Note that some military characters may have changed homeworlds after joining the military. Anytime a character is eligible for a skill, the player can attempt

to roll on one of the Fifth Tables instead of the normal career tables. When attempting to roll on the Fifth Table, the character must roll 2D for SOC or less; a failure of this roll means no skill at all is awarded. Otherwise, roll 1D on the appropriate column to find the Fifth Table that will be used to determine skill. Skills obtained on the Fifth Table are awarded just like normal career skills (Skill-1 is awarded first, and if the same skill is rolled a second time, the skill becomes Skill-2, etc). This is unlike the Background Skills tables, which begin at Skill-0.

Rolls on the Fifth Tables can only be attempted once per term.

D6	Pysadi	Vanejen	Natoko	Patinir	Aramis
1	Business	Vice	Transport	Space	Transport
2	Business	Vice	Business	Business	Business
3	Transport	Business	Vice	Vice	Vice
4	Personal	Transport	Technical	Technical	Technical
5	Vice	Personal	Space	Personal	Space
6	Combat	Combat	Personal	Combat	Personal
7	Business	Vice	Combat	Space	Combat

If the SOC check (above) made to earn a roll on the Fifth Tables succeeded by 3+ points, there is an optional +1DM on this table (player's choice). If the SOC check made to earn a roll on the Fifth Tables succeeded by 5+ points, the player may pick the appropriate table (subject to the column of his character's homeworld).

The Business, Vice, and Personal tables are identical for all worlds, and are consolidated in the table below; select the skill from the appropriate column based on the roll.

D6	Business	Vice	Personal
1	Admin	Carousing	Linguistics
2	Broker	Gambling	Leader
3	Legal	Streetwise	Physical
4	Liaison	Brawling	Mental
5	Trader	Bribery	+1 SOC
6	Carousing	Forgery	Special

Characters from Pysadi must roll 2D for INT or *less* when rolling on the Vice table. Failure of this roll results in no skill being awarded.

Physical allows +1 to choice of STR, DEX, or END

Mental allows +1 to choice of INT or EDU

Special allows the player to roll on his/her choice of any other Fifth Table, regardless of requirements.

Transport: Characters from Vanejen or Natoko with EDU 8+ have DM +1 on this table. Characters from Aramis must have EDU 8+ to roll on this table, or the skill is forfeited.

D6	Pysadi	Vanejen	Natoko	Aramis
1	Equestrian	Equestrian	Equestrian	Grav Belt
2	Equestrian	Wheeled Veh.	ATV	Vacc Suit
3	Sm. Watercraft	Sm. Watercraft	Hovercraft	Vacc Suit
4	L-T-A Craft	L-T-A Craft	Grav Belt	ATV
5	Wheeled Veh.	Lg. Watercraft	Air/Raft	Grav Veh.
6	Lg. Watercraft	Submersible	Helicopter	Ship's Boat
7		Prop Aircraft	Jet Aircraft	

The Technical and Space tables are only available to characters from Natoko, Patinir, or Aramis. Characters with EDU 8+ have DM +1 on the Space table.

D6	Technical	Hi-Tech	Space	Adv. Space
1	Mechanical	Computer	Steward	Vacc Suit
2	Medical	Robot Ops	Medical	Vacc Suit
3	Gunnery	Robotics	Gunnery	**Survey/**
4	Engineering	Gravitics	Engineering	**0-G Environ/**
5	Navigation	JoT	Navigation	**Acell Rifle/**
6	*Hi-Tech*	*Space*	Pilot	Ship's Boat
7			*Adv. Space*	

(**Skill/Skill**) result indicates the player chooses between the two skills. *Table* result indicates the player should reroll on the indicated table.

The Combat table offers a selection of personal weapons skills. The referee is reminded to perform the Law Level and Tech Level checks, as described earlier, when awarding skills from this this table.

D6	Pysadi	Vanejen	Natoko	Patinir	Aramis
1	**Brawling/ Club**	**Brawling/ Club**	**Brawling/ Club**	**Brawling/ Club**	**Brawling/ Club**
2	**Club/ Cudgel**	*Blade Cmbt*	**Dagger/ Sword**	**Dagger/ Sword**	**Brawling/ Club**
3	Sling	*Bow Cmbt*	Pistol	Pistol	**Dagger/**
4	**Blade/**	Revolver	**Rifle/SG/**	**SG/SMG**	Shotgun
5	*Polearm*	AutoPistol	Laser Wpns	Demolitions	Snub Pistol
6	Revolver	**Rifle/**	**Accel Rifle/**	0-G Wpns	Accel Rifle

(**Skill/Skill**): Player chooses between the skills.
SG is Shotgun; SMG is Submachine Gun
Polearm: Select from bayonet, spear, halberd, cudgel, or pike.
Blade Cmbt: Select from pg. 10 of Supplement 4.
Bow Cmbt: Select from pg. 11 of Supplement 4.
Pistol: Includes revolvers and autopistol (not body pistol or snub pistol).
Laser Wpns: Includes laser rifle, laser carbine, and laser pistol.
0-G Wpns: Includes accelerator rifle and snub pistol.

Term Limits

Starting on Term 8, the re-enlistment roll is replaced with a throw equal to the Term # or better. For example, a character attempting re-enlistment after completing his 8th Term would roll 8+ for re-enlistment. A character who has completed his 9th Term requires a roll of 9+ for re-enlistment. A character who has completed his 10th Term needs a roll of 10+ to re-enlist, and so on.

Changing Careers

Should a character, during the character generation process, fail a survival roll or decide not to reenlist in a certain career, the character may attempt enlistment in another career. Use a -2DM on the enlistment throw for characters who want to change careers, -3DM for a third career. -4DM for a fourth, etc. Otherwise, careers are determined normally (as modified by these rules, of course!).

Note that the penalty applies to each attempt at a new career, so it is very likely that, after failing a survival throw for the character's first career, it will not be possible for him to enlist in a new career after a few failed attempts as the penalties stack up.

Old Age Experience

When rolling on the Aging Table, roll the exact same roll a second time. If successful, the PC is awarded a skill. For example, Harri is 34 years old and is required to roll on the Aging Table. His rolls are 8+ or -1 STR; 7+ or -1 DEX, and 8+ or -1 END. Harri rolls and ends up with the same STR rating but looses one each in DEX and END.

But, old age and experience typically make people wiser. Harri is allowed three throws to determine if skills are awarded. He'll throw 2D, three times, for 8+, 7+, and 8+. Each time Harris succeeds in that throw, he is awarded a skill.

Muster Out

Muster out after each term. This way, PCs will have money if they want to travel to another world or buy anagathics (or even use it for a PSI test) during character generation. The referee should adjudicate any player's attempts. But, PCs are still limited to only 3 rolls on the Cash Table, so keep count!

Remember that Disability awards may increase the number of times the Cash Table can be accessed. And landed nobles will accrue money from their fiefs each year (increasing the amount of money the character has at the start of gameplay).

Remember to consult the world's Law Level and Technology Level when players choose weapons. A world like Aramis has a high enough TL that laser weapons can be available, but the Law Level prohibits their use. Therefore, characters in civilian careers will not gain skill in laser weapons on Aramis; characters in military careers might. Use common sense.

Noble Benefits

A noble's position in Imperial society affords him some perks, one of these being the Benefits table when mustering out.

Nobles may choose to roll on the Noble career muster tables, or the muster tables from the career the noble chose to follow (if the noble didn't follow the Noble career path solely). Only three rolls on the cash table—any cash table—are allowed, though, unless disability benefits are appropriate. For exam-

ple, if a noble is following a career in the Imperial Navy, the noble may choose to use the muster tables from the Navy or from the Noble career.

When a noble rolls on the Benefits table of the Noble career (and only on that table—not on the Benefits table of any other career he is following), roll 1D. A result of 1-3 means that the muster table in *Supplement 4* is used. A result of 4-6 means the Alternate Benefits table below is used. Nobles can use noble influence on this roll.

Fief: A fief means awarding the noble lands corresponding to his noble rank, or, if already landed, it means lands are expanded to include an area as if the noble was 1 rank higher (rank doesn't change, only the lands).

Fiefs produce income in taxes of Cr1000 per hex per year. Use the hex count indicated in the chart determine the amount of income provided the noble each year. For example, a noble with SOC D (Marquis) receives Cr4000 each year in taxes (in addition to any retirement or disability income). Referees who wish vary this amount can do so by determining an average yearly amount as just described, taking 10%, then multiplying that result by a 3D roll on any particular year. Should the noble's lands be further developed in the campaign, roll 2D and multiply by the indicated amount to determine the actual size, in square kilometers, of the fief on the character's homeworld. ⚙

D6	Benefit
1	High Psg.
2	+1 INT
3	+1 EDU
4	Travellers' Aid Socie-
5	Yacht
6	Fief

Noble's SOC	Size of Fief	Range of Noble's Influence
B	1 hex on homeworld (2D sq. km)	Homeworld
C	2 hexes on homeworld (2D×10 sq. km)	Subsector of Homeworld
D	4 hexes on homeworld (2D×100 sq. km)	Subsector of Homeworld
E	16 hexes on homeworld (2D×1000 sq. km)	Sector of Homeworld
F	256 hexes on homeworld (2D×10000 sq. km)	Sector of Homeworld
G	480 hexes on homeworld (entire world)	Imperium-wide; especially strong in Domain containing homeworld

Critics' Corner

21 Plots Samaritan

reviewed by "kafka"

21 Plots Samaritan. John Watts.
Gypsy Knights Games http://www.gypsyknightsgames.com
44pp., Softcover or PDF
US$11.99(s)$4.99(p)/UK£8.29(s)£3.45(p) (Currently out-of-print)

This review appeared on rpg.net in October 2014, and is reprinted with permission

I have a theory about RPGs…not only did they grow up in the Tolkien and Wargaming tradition but they also grew up in the post-Vietnam War milieu whereby small bands of adventurers (a.k.a. squads) would go into the dark and go to kill some monsters (the "enemy") with the whole purpose of stealing their stuff. Now, that simplifies the dungeon crawl to a simple looting and quasi-hooligan actions of many an early gonzo band of adventurers. Sometimes, they did for King and Country, sometimes, they were nothing more than paid thugs, i.e., mercenaries (or in today's language, "Independent Military Contractors").

This was very similar to experience of many veterans who participated in the Dirty War and brush wars of the 1970s and 1980s from the events in Argentina to Vietnam. A military sensibility grew up parallel with RPGs. Nowhere was this more apparent than in *Traveller*, created by a number of ex-serviceman with a background in creating military and quasi-military simulations for the University of Illinois. *Traveller* has always attracted a large number of servicemen (and lesser extent women) to play

on the darker side of human nature who have peered into the Heart of Darkness and continue walk in the shadows inhabiting both the light and dark, as they tried to make sense of their experiences in combat. In *Traveller*, there were jobs by patrons frequently being on the wrong side of the law, sometimes, to do the greater good. However, as *Traveller* matured there was less emphasis (as there was in role playing as a whole on the s/laying of one's foes) on the illegal or quasi-legal toward a sort of Rebel-like mentality epitomized in *MegaTraveller*, where players could be ranged against an "Evil Empire", if they liked, or they could be just misguided followers of some blind ideology or be a voice of reason or simply retreat into convenient isolationism. Later versions of *Traveller* tried to whitewash this into a titanic struggle of humankind (or sophontkind) against the forces of the impersonal evil machine epitomized by the Virus or the obscurity of Galactic post-Dark Ages.

That said, *Traveller*, especially in its current incarnation with the OGL, has gone the way of becoming squeaky clean. Which is unfortunate, because, many people do still play *Traveller* and RPGs in general as safe zones of acting out their darker tendencies in a safe environment. Thus, it is often a challenge for referees to come up with scenarios in which players can do "good" whilst perhaps skirting the wrong side of an unjust law or simply bad people.

That is where Gypsy Knight Games has come to the rescue of the referee who needs the feel-good adventure either as an intermission in a campaign or to run as a one-shot to introduce *Traveller* to new players. In one of the most innovative of Alternative *Traveller* Universes, Gypsy Knight Games has created believable and futuristic adventure seeds (as the title implies, 21 of them) that allow players to feel good about themselves whilst performing the mission. Each seed comes with 1D6 resolution mechanism after a short description for the setup. Most can be undertaken with simple role playing or using
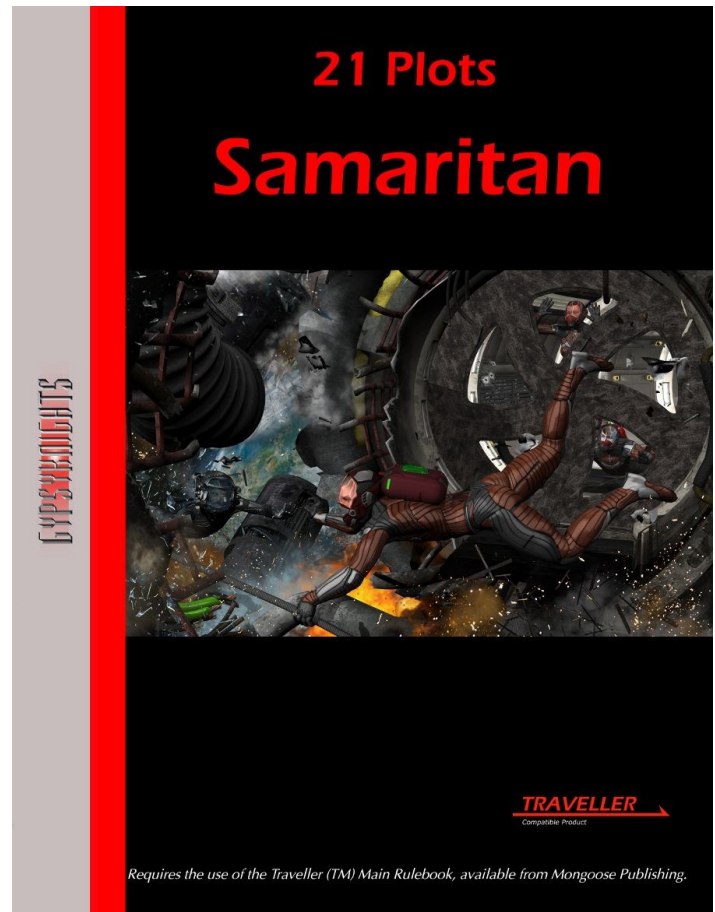
mind mapping software a number of possibilities along with maps that either readily available online or can be done on the fly. It painlessly integrates the Clement Sector worlds into a believable narrative that adroitly combines the setting with the seeds. With very little modification they could be ported into the OTU or another ATU without the feeling of being generic and vanilla.

The art of Gypsy Knight Games has been steadily improving; it still uses poser art but clearly they are becoming more and more tailored to the setting, thus achieving a consistent and clean look. The writing is reliable and vibrant. Rounding the product out is an index to previous adventures—a very nice touch—when referees want to be able to link adventures together. Gypsy Knight Games is rapidly setting the gold standard for third-party publishers for *Traveller*. In some ways, it does also surpass the parent licensing company (either Far Future Enterprises or Mongoose) by producing suitable, neces-

sary, and unique gaming products in consistent and timely manner. This undoubtedly has led to their success as being one of the leaders in the *Traveller* market.

Does this product have flaws? Aside from the kiddie nature of the adventures, it is hard to see significant problems. The absence of support documents either as suggested further sites—to pull images of NPCs or a collection of pregens with character art—might be mark an improvement but conversely might add to the total cost of the item. Perhaps these could be archived on the publisher's website in convenient PDFs to print off for a gaming night – as I would hate to see the product 21 Characters as I hated when GDW (original *Traveller* publisher) created *1001 Characters*… that and TNE's *Forms and Charts* were nothing but money grabs.

So, if your players want to be virtuous or pursue virtue then referees are strongly recommended to pick up this product. However, if referees (like me) who walked in the dark, light and the absurd parts of the world, either as combatants or just struggling in life, might find this product a little bland and wholesome. While *Traveller* might never get its Dark Imperium supplement—reserving that area for W40K—Gypsy Knight Games can be counted on to produce quality and entertaining supplements for *Traveller*. And, in terms, of the unwritten history (i.e., the confluence of RPGs and events in the World Order), well… that history should still be written. Vietnam had a deep and profound impact upon the generation that grew up with RPGs. Look forward to hearing the "war stories" of that generation. Chances are they will be darker than the *Book of Vile Darkness* and more promiscuous than *The Book of Erotic Fantasy*. The market I think is mature enough to accept darker tales and lighter tales. I realize that parents of the 1970s generation might feel apprehensive about introducing "mature topics" to their children, but, we turned out all right despite the proliferation of sex, drugs and rock'n'roll. We should not transfer the moral panic of 1980s and the dead zone of the 1990s to the new generation. And, in that way, we can understand how RPGs did liberate an entire generation of the conformist thinking to create the great hobby that we all enjoy. ✪

Jump Destination: Knorbes

By Jeffrey Schwartz

Author's Note: This is an edited version of notes used in my T5 game for a visit to Knorbes in Regina subsector, Spinward Marches. Feel free to use it as a starting point for your own adventures here.

The set up is drawn from the Traveller Wiki entry for Knorbes, and the COTI articles:
http://www.travellerrpg.com/CotI/Gallery/
images/25/1_Knorbes_Main_Political_900.jpg
http://www.travellerrpg.com/CotI/Discuss/
showthread.php?t=19651

Knorbes starport is 250m×250m of concrete pavement, with a solar powered radio and light beacon in each corner. These are sealed IISS units supposedly good for 20 years without maintenance.

There is the normal chain link fence around the edge, but 5 meters back from that is a 5 meter high concrete wall, with a single gate on the east side. The gate leads to a 10 meter concrete tunnel, which opens into the Customs House. Here a secular representative of the Karsten and a Church representative will examine the ship's papers anddo a customs check of anything going through the House.

Next to the gate is a small shed, with a bored Starport Rep inside. He's got a beat up TL7 computer with a printer, and lots of paper and ink. He charges Cr5 per page for printing. Landing fees are Cr100/day.

Starport amenities include a water dispenser and a latrine, and a tray of cookies, fruits and veggies.

Outside the wall, set 50 meters from each corner, is a concrete pillbox, with two gatling guns. One is rigged on top for anti-aircraft fire, the other rigged for ground defense. Two of the pillboxes are posi-

tioned to cover Customs House, so there is interlocking enfilade fire on anyone trying to force their way out of the starport.

A company of troops armed with bolt action rifles and revolvers with sabers for backup are on call, along with a platoon of cavalry.

Another 50 meters back are barracks and houses for the guards, customs rep, and Casuist. (Casuist: used like Father by the Church of Wisdom: "a person who studies and resolves moral problems of judgment or conduct arising in specific situations")

The Customs Officer, Svenson, will ask for ship's logs for the last 60 days, ship's ownership papers, 'record of travel' for each person (what worlds when), and declaration of any cargo or goods proposed to be taken out of the port. This comes to about 100 pages of printing…

"No, you can't show me on your computer. I am not risking my soul over this. I want it on paper." There may or may not be a printer on the player's ship. There probably isn't one on a launch or shuttle if they came down that way. If there isn't, they can go to the shed, pay Cr500, and wait 30 seconds per page for the old dot matrix printer to grind out the text… one hour, counting reloading the printer and dealing with page jams.

Svenson will do a brief but professional frisking of each person leaving the port to check for Prohibited Items. To get a small item past him is 4d6 < (Dex or Int)+Streetwise. Larger items are harder, of course.

Anything electronic is prohibited.

Semi or fully automatic firearms are prohibited. Gauss weapons are definitely prohibited. Explosives (grenades) are right out.

Energy weapons are completely out of the question.

Revolvers or bolt action or pump action firearms may be taken, but there is a Cr500 "Firearm Owner's Permit" to do so.

Nobility (Knight or above) may carry firearms, but they have to pay a Cr500 registration fee, and may not carry concealed.

Swords, Blades, Cutlasses are OK for Knight or above, no permit needed.

Blade or dagger are OK for others, provided they aren't concealed.

Soldiers in the service of a Noble may carry a long blade, but the Noble is responsible for any crimes they commit.

Combat armor, made with nanotech, is prohibited.

Cloth or Diplo armor may be worn, since it's clothing… but there may be social handicaps if it's obviously offworld cloth (e.g., kevlar *v.* cotton).

Complex Chemical Products are prohibited, especially including genemod produced items… which includes almost all medicine over TL9. CCP also includes memory plastics (such as Chandler's Blankie and Pillow).

Officer Svenson will also change money from ImpCr to Marks (the local currency), with a 10% break. Carrying Imperial cash outside the starport is prohibited. The official exchange rate is par (Cr1=M1), but there is a 10% "service charge" either way: Cr110 → M100, M110 → Cr100.

Casuist James will sit with anyone who wishes to converse on what is prohibited and what isn't, but he'll also review all the papers and look for things that just don't add up.

Once outside, it is a 3 km trip to the city of Cinnavane. The trip is a relatively easy one: there is a paved road (Roman-style construction) running east to the city. A stagecoach is available for only M3 per person. There are actually 2 coaches: one based in the city, and one based at "fort" at the port.

The road runs into the north/south Main Street of the city, right downtown. The intersection has the Red Gate Inn (SW), Burgess Trading Co. (NW), City Hall (NE), and Cinnavane Cathedral (SE).

Main Street is paved 3-lanes wide, with the middle lane being the cable-car that goes by every 15 minutes or so. The car is powered by a waterwheel on the north end of town.

Red Gate Inn: first floor has a bar, a cafe, a dining room, and a snack bar along with the lobby and

front desk. The second , third and fourth floors are small , medium, and large rooms for rent. (M3-5 for a meal, M2-5 for an alcoholic drink, M50/75/100 per night for lodging)

Encounter: A man in the bar wants to know if he can buy radio gear from the players. He is willing to pay up front, at 10× the book prices… but the details of smuggling must be worked out.

Complications include the players being watched by minions (see below), smuggling it out of the port, etc. There is also the possibility he's actually a Church provocateur.

Encounter: the maid quietly slips a player a note asking one of them to meet her upstairs— "please help me. Room 221 in 20 minutes". Her little girl is sick, very sick. The diagnosis is Type I diabetes, and insulin is a CCP. So is the TL10 retrovirus that would cure it. She has M571.32 to her name, and will give all of it if the players can help her. The optimal help is getting the kid into the medbay on the ship (T5 requires all ships to have one), at which point the autodoc will build and administer the retrovirus over the course of about 24 hours.

Burgess Trading: Main office, with a small amount of warehouse space. Burgess primarily handles the shipping of food crops off planet. These include grain ("corn" and "wheat"), roots ("taters") and canned goods (in mason jars) including meats. The lobby of the place has a gift shop, which has a variety of tourist trade items. Taking a page from Chandlers, they have "Burgess"-labeled leather jackets and boots.

Burgess can provide resupply for the food eaten during the voyage, and supply raw materials for resetting the CO_2 scrubbers and such in the life support system plus sundry consumables such as soap, shampoo, etc. Carrying all the 'stuff' up will use either 1 or 2 dtons of cargo space.

Burgess also has 2dtons of iron ingots available for sale. Price is M500/dton.

Encounter: Young Edward Burgess has a surplus of "yellows". These are like oranges, but yellow with

a different flavor. He really wants the players to take them off his hands at only M250/dton. He is also eager to buy bolt action rifles, revolvers, and ammunition for same.

Of the 0.75dton of small arms remaining, the players have 0.1 dton that could be brought ashore. Investment is Cr250cr for what are effectively a bunch of TL5 firearms and ammo. Sale value is M3500, with Burgess paying another M500 in sundry fees and taxes. Converting to credits takes it to Cr3150.

Encounter: Young Estefan Burgess (Edward's twin brother) is in the 22 year old, rebellious atheist phase of life. He has M1100 that he'd like to use to pay for passage "anywhere but here". He's aware that's only enough for Low Passage, and is willing to take the risk… but *after* reaching orbit will suffer a complete loss of nerve, panic, and beg to go home. This will result in another Cr100 landing fee, plus the time to take him down and come back up.

City Hall is the place to go for more permits, paperwork, and guidance. This is a time sink. Listed are hours of jumping through hoops. A player may try to "shortcut" hours off, with each hour of shortcut being 1d6 of difficulty on an (INT+Admin) roll. Bribery can be attempted, etc, with success reducing run-around time.

To sell firearms to Burgess (above):
8 hours, Burgess covers stamp fees
To accept a passenger, or to take someone aboard ship (ie, little girl to autodoc):
3 hours, M50 stamp fees
Export of Goods Paperwork:
4 hours per dton, M25 per dton
Export of Consumable Goods (e.g., life support replenish):
6 hours, 5% of price

Encounter: one of the local knights observes a player wearing a sword, and loudly makes comments about the effeminate nature of the off-planet nobility. He will continue to make rude comments to the clerk he's talking to until he is accosted by the

players. If they grin-and-bear-it, he'll spread the tale all over town. If he is accosted, he'll try to force the player into a duel, "tomorrow morning at dawn, at 'The Mill' on the north end of town". Duels between Nobles are not illegal, provided they are agreed to before witnesses.

Cinnavane Cathedral is the lair of Senior Casuist Richu and his minions. They will be dispatched to monitor all trade,and typically one of the minions will follow the players around.

Ongoing Encounter: During any other encounter, roll 2d6:

2-7   Minion is obviously visible, and can obviously hear everything. If the local is trying to get the players to do something questionable, they'll get the player's attention and try to get them to move elsewhere.

8-10   Minion is not visible... and not in position to overhear.

11-12   Minion is not visible, but can overhear the whole conversation.

"The Mill" is a huge waterwheel complex, which powers the cable car, and also powers a huge Babbage Machine, a textile mill, a machine shop, a forge, etc. At dawn, the place is mostly empty of workers and the perfect place for a duel.

Maybe. The fight will range across the area, in and out of shops, with the cable car machinery running, the Babbage Machine running, the forge bellows burning the iron all night…

To hit someone in a sword duel:
Opponent skill x d6 < STR + Skill

To avoid being mangled by a machine during a duel:
1d6 < Dex + Fighting
To maneuver your opponent into a machine:
Opponent skill x d6 < INT + skill

Tactics pool does apply… for yourself. No cheering from the crowd.

The city has no street lights, and at night on foot there's a 1 in 6 chance per hour of being accosted by criminals (roll 1d6, on a 1, roll 1d6 on the encounter table below).

At the start of the encounter, roll 2d6< law level (7) for a cop to show up. (They know the places bad

1-2   pickpocket

3   single mugger with blackjack or billy club

4   single mugger with dagger or rapier

5   group 1d6 hard core criminals with machetes ("we're farmers.")

6   group of 2d6 brigands with rapiers and flintlock pistols.

guys congregate).

Also check for Minion Observation… who won't help, and is obviously a Minion, and thus the criminals won't mess with him. (Don't mess with the Church) If the players use Prohibited Tech during the encounter, he'll note it if possible and report ASAP. This will put a Platoon of Cav on the players' trail to arrest them.

Players not wishing to go on foot can try to hail a cab. Target number is 12, with 1d6 dawn to 9pm, 2d6 until midnight, 3d6 until 3am and 4d6 until 6am/dawn. Modifiers for locale, of course.   ✪

Up Close and Personal

Ganidiirsi "The Starblazer" Kivarru

by Michael Brown

As a child, Ganidiirsi Kivarru loved to read, anything and everything, but especially real books, written on real paper, bound in cloth and leather, smelling of vanilla and faraway exotic places, and which took up space but lacked handy search and cataloging functions

Gani's parents encouraged his love of reading. Dared and Pavi Kivarru were a well-to-do couple living in a manicured, well-behaved arcology; this allowed them to leave Gani largely to his own devices. Reading was his constant escape from the humdrum of an advanced society that catered to the every whim. A voracious reader, he was ever hungry for more material. He bought electronic books by the exabyte and haunted old bookstores, indulging his taste for the written word.

As he grew older, and his awareness of the universe extended beyond the printed page, he discovered two things: one, that his parents were the most

Up Close and Personal

notorious Syndicate leaders in the subsector. The Kivarrus made their fortune by having their finger in many organized crime pies and by dealing ruthlessly with their enemies. The other thing Gani discovered was the ancient Terran art form known as comic books. While graphic novels had survived into the 57th Century; several of its genres—notably the superhero genre—didn't. Real life already had stalwarts who could leap tall buildings in a single bound (thanks to grav belts), lift tremendous weights (via exoskeletons), and were perfect specimens of humanity (due to genetic engineering).

Still, Gani was hooked. As he spent time chasing down and devouring the tales of garishly-clad adventurers taking on criminals and madmen, his reality became starker and less complex. And since his grip on rationality had always been a little…loose… he became convinced that his parents had to be stopped. By him.

The Kivarrus, through deft manipulation of the legal and political apparatus and the elimination of witnesses and rivals, had managed to evade punishment. Realizing that familial ties wouldn't shield him from repercussions, Gani adopted another identity: a mysterious, faceless vigilante that could act with impunity; and quietly set about collecting the equipment he needed.

A month later, The Starblazer broke up a minor gambling racket connected to the Kivarrus, leaving the miscreants bound and waiting for the local constabulary. The criminals easily made bail and disappeared, but Gani wasn't deterred. His parents were upset that someone dared oppose them, and he secretly couldn't be prouder.

Since then, he has broken several of the elder Kivarrus' operations, each time escaping unrevealed, although there have been close calls. The Starblazer has drawn the attention of law enforcement—unfortunately, it's the attention of being wanted on several worlds on charges of assault, vandalism, and breaking and entering, among others. He hasn't yet drawn Imperial attention. The Kivarrus have given him much attention, however; they've put a Cr100,000 bounty on The Starblazer. So far they haven't deduced his secret identity, even while he does noticeable damage to their criminal empire. They think one of their many rivals is responsible.

Classic Traveller Character Stats

Other; 797A9A; 4 terms; Age 35

Brawling-2, Electronics-1, Jack-O-T-1, Streetwise-1, Tactics-0

Weapons and Equipment: Grav Belt, Jack Armor, Hand Computer, Psionic Shield (in helmet), Handcuffs, Tranq Spray, Combat Drug (one dose).

Gani has an affinity for improving on gadgets, with a talent for miniaturization. The plans for some of his kit would be worth a lot of money to certain electronics companies, were he willing to share them. Referees who wish to make the Starblazer even more capable are encouraged to mimic super abilities through such tech as exoskeletons, cloaking devices, etc.

Appearance

Gani is an average-looking Imperial Human, standing 177 centimeters tall and massing 79 kilograms. His distant Vilani ancestry manifests itself in a dusky complexion and light-colored hair. He dresses stylishly but simply, and can usually be found with reading material.

As the Starblazer, he is of indeterminate build (due to the jack armor), stands 188 centimeters (due to lifts in his boots) and masses 82 kilograms counting his equipment. The Starblazer armor is designed to be noticed; Gani has painted it in a silver and blue pattern with a stylized starburst on the chest and a short cape (chosen for style rather than functionality.) The cape also hides his grav belt. His helmet incorporates a psionic shield and night-vision goggles, and features a reflective faceplate that hides his face.

Views and Outlook

Gani views the universe starkly. Others are either good or evil, with little shading in between. He staunchly promotes good (while ironically performing evil deeds in pursuit of that goal), and sees himself as a friend to law enforcement. He is generous with friends and allies and uncompromising to foes. He refuses to kill but has little problem with beating criminals to within an inch of their life and dumping them unceremoniously on the doorstep of the nearest police station.

He views his mission to bring down his parents and their evil influence as sacred. The fact that there are criminals out there more worthy of his attention is lost on him.

Weapons and Tactics

The Starblazer uses few weapons, and never firearms. He keeps a small canister of tranq spray clipped to his belt for use in subduing evildoers. For times when he needs an edge, he keeps a dose of Combat Drug in a secret pocket. He has used other non-lethal weapons on prior cases, such as bolas and lassoes, glue bombs, and stunners.

When on a "case" (as he calls his missions), Gani surreptitiously gathers as much information as possible, and bases his plans on that information. He also tries to use the environment to his advantage by arranging traps and challenging foes at a time and place of his choosing. When he enters action as the Starblazer, his favored tactic is to swoop down on a group of opponents (hopefully by surprise), strike a heroic pose and challenge the erstwhile adversaries to "cease and desist, or feel the wrath of the Starblazer!" Unfortunately, this tactic usually provokes more laughter than awe, but sometimes he uses the laughing to get the drop on them. If he has to fight, he has learned enough hand-to-hand combat to defend himself reasonably well.

Mostly, he is just lucky. His opponents by chance are usually far less capable and intelligent. He has simply not yet run into a shrewd and deadly opponent; and he manages to (unwittingly) stay one step ahead of the bounty hunters chasing him.

Enemies and Allies

The Starblazer refuses to take on a partner or an apprentice, although he has sometimes made short-term alliances to close a case. Such allies are usually youths enamored of the brightly-clad do-gooder, without thought that maybe his grip on reality isn't all that tight. He has spawned a few copycats, all of whom have been dealt with by law enforcement.

His enemies, however, are legion. Chief among them are his own parents, who would love to have the Starblazer's head adorning the wall of their study. They are currently funding several bounty hunters in an attempt to catch the armored interloper, and the criminals he has put in prison have all sworn undying revenge.

Playing Gani/the Starblazer

When playing Gani and his alter ego, the referee should be prepared to assume a dual role: the unassuming, bookish Gani; and the swashbuckling, confident superhero. Gani has become adept in playing both parts; when he puts on the Starblazer armor, his whole personality seems to change. The referee should make the players wonder if Gani (if they discover who he is) has a multiple personality disorder.

The referee also has a choice in whether to play Gani for laughs or in deadly earnest. As a source of humor, playing Gani similar to the late '60s television version of Batman hits close to the mark; an island of prudishness and derring-do in a world that is twisted just slightly askew and splashed with bright, primary colors. The noir version of Gani might see him as actually suffering from multiple personalities, constantly in danger of permanently submerging into his Starblazer guise, and whose basic sense of morality slips farther away with every case. ⊛

Columbia-class Heavy Battleship/ Mobile Base

designed by John T. Kwon

This design was originally posted to the pre-magazine Freelance Traveller website in 2003

Design Summary

```
Columbia-class
         CX-Y4428J4-A09900-099T9-6 MCr731,903.606 1MTon
Bat Bear                  XW1W   Crew: 9446
Bat                       ZY1Y   TL: 15
         Passengers: 30         Cargo: 5,985.500
         Fuel: 480,000.000      EP: 80,000.000
         Agility: 2
Shipboard Security Detail: 1000   Marines: 1500
Frozen Watch
Craft:
    150× 30T Fighter,      24× 95T Shuttle,
     24× 95T Recce,       150× 20T Assault Craft,
      6  30T Launch Tubes,  2  100T Launch Tubes
Fuel Treatment:
    Fuel Scoops and On Board Fuel Purification
Backups:
    2×Model/9fib Computers     2×Bridges
    2×Factor 9 Nuclear Dampers 2×Factor 9 Meson Screens
Architects Fee: MCr7,319.036
Cost in Quantity: MCr585,522.885
```

Overview

The *Columbia*-class heavy battleship is intended to function not only as a capital ship in battle, but as a mobile base, and even alone to "show the flag", a mission they serve far more often than combat.

The *Columbia* class can simultaneously fulfill six war-fighting requirements: flagship for embarked planetary assault squadron, flag or general officer staff; fighter carrier, with a 150+ craft complement including fighter/attack craft, reconnaissance craft, heavy lift shuttles, and other support craft; planetary assault launching platform, employing a variety of surface assault craft including the Navy's newest Landing Craft Utility (LCU), and other planetary assault vehicles; hospital ship, equivalent to the finest planetary hospitals with 17 ICU beds, 4 operating rooms, 300 beds, a blood bank, full dental facilities, and orthopedics, trauma, general surgery, and x-ray capabilities; command and control (C4I) ship, with the Navy's most sophisticated communications

capability; and assault provisions carrier able to sustain embarked forces with fuel, ammunition, and other supplies.

The ship carries an expeditionary unit of Imperial Marines and their vehicles, as well as six squadrons of 25 fighters each. A small complement of support vessels is also aboard. There is additional cargo space of 5985 tons, with three 100 ton bays giving access to the main cargo bay.

The ship has six launch tubes for craft 30 tons and smaller, and two launch tubes for 100 ton craft.

Design Detail

HULL
     1,000,000.000 td (14,000,000.000m³) Close Structure
CREW
     626 Officers, 7170 Ratings, 150 Pilots, 1500 Marines
ENGINEERING
     Jump-4, 2G, Power plant-8, 80,000.000 EP, Agility 2
AVIONICS
     3×Bridge,3×Model/9fib Computer (2 each Backup)
HARDPOINTS
     Spinal Mount, 803 100-dt bays, 1900 Hardpoints
ARMAMENT
     Meson Gun Spinal Mount (Factor-T), 400 100-dt Particle Accelerator Bays (Factor-9), 400 100-dt Missile Bays (Factor-9), 1900 Dual Fusion Gun Turrets (190 Batteries) (Factor-9)
DEFENSES
     3×Nuclear Damper (Factor-9), 3×Meson Screen (Factor-9) (2 each Backup), Armored Hull (Factor-10)
CRAFT
     150 30-dt Fighters, 24 95-dt Shuttles, 24 95-dt Recces, 150 20-dt Assault Craft, 6 Launch Tubes for 30-dt craft, 2 Launch Tubes for 100-dt craft
FUEL
     480,000.000 dt Fuel (jump-4 and 28 days endurance), On Board Fuel Scoopsand Fuel Purification Plant
MISCELLANEOUS
     9,479 Staterooms, 4725 Low Berths, 10 Hi Passengers, 20 Mid Passengers, 5,985.500 Tons Cargo
COST
     MCr739,222.642 Singly (inc. Arch. fee MCr 7,319.036), MCr585,522.885 in Quantity
CONSTRUCTION TIME
     240 Weeks Singly, 192 Weeks in Quantity ✪

Feedback

Please tell us …

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

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

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

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

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

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

You can also run "play-by-IRC" game sessions in either channel; please stop in and ask the channel operators (FreeTrav) 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

May/June 2016

- **Christian Hollnbuchner** has released *Starships Book I0I000I: Spark Class Scout*, and *Bubble Car*
- **Gypsy Knights Games** has released 2nd Editions or OGL Editions of *Subsector Sourcebook 2: Franklin*, *21 Plots*, *An Introduction to Clement Sector*, *Ships of Clement Sector 13: Strikemaster Class Brig*, *21 Plots Too*, *21 Plots III*, *21 Plots Planetside*, *Ships of Clement Sector 1-3: Hub Federation Warships*, *Ships of Clement Sector 4-6: Traders, Scouts, and Small Craft*, *Ships of Clement Sector 7-9: Defense Boats and Light Warships*, *Ships of Clement Sector 10-12: Workhorses*, *21 Plots Misbehave*, *21 Plots Samaritan*, *21 Plots Go Forth*, *Anderson & Felix Guide to Naval Architecture*, *21 Villains*, *Historical Ships of Clement Sector 1: Trent Class Destroyer*, and *Ships of Clement Sector 14: Boyne Class Repleneshment Ship*,
- **Mongoose Publishing** has released *Central Supply Catalogue*, *Reach Adventure 2: Theories of Everything*, TAS Community Content *TAS 2D Deck Plan Templates*, and *TAS InDesign Templates*
- **Gamer Printshop** has released *Peregrine Class 1200 ton Fast Diplomatic Sloop Deck Plans*
- **Antherwyck House Games** has released *Planetary Display*
- **Jon Brazer Enterprises** has released *Foreven Worlds: Alespron Subsector*, *Foreven Worlds: Fessor Subsector*, *Foreven Worlds: Massina Subsector*, and *Foreven Worlds: Tsokabar Subsector* under the TAS Community Content program, and *d66 Compendium 2* in print.
- **Felbrigg Herriot** has released *Rory's Drift: A One-Shot Scenario* and *Decopedia Vol. 3*   ✺

What is *Freelance Traveller* looking for?

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

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

What about …

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

…Hyperlite?

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

… Diaspora, or Starblazer Adventures?

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

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

How should I submit my article?

What needs to be in the submission?

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

What format should I submit it in?

That depends on what you're submitting. Generally:

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

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

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

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

How do I get it to you?

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