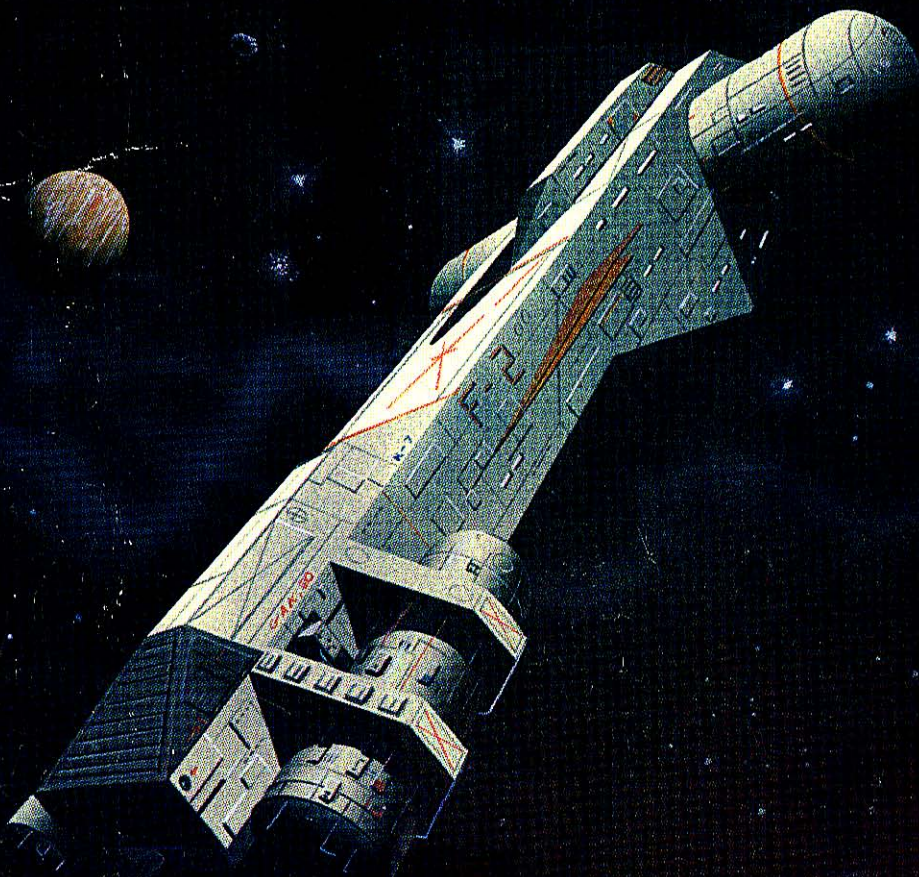


# TRAVELLER CHRONICLE

\$3.75 US



4

# The Traveller Chronicle

**A Magazine  
Devoted to  
Traveller In All  
Of Its Forms**

Issue #4 \$3.75US  
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year subscriptions are \$18.00 (North America), \$22.00  
(Overseas Surface), and \$30.00 (Overseas Air). Please  
make all payments in US funds. **(See editorial!)**

**Submissions:** We are looking for good articles and  
illustrations for TTC. When submitting manuscripts and  
artwork enclose a stamped and self-addressed envelope  
with appropriate postage for return. We also would  
appreciate that submissions be presented on IBM  
compatible diskettes along with the hardcopy.

# The Editor Speaks...

---

Welcome to issue four of The Traveller Chronicle! How does our latest face lift check out? Issue five will have an even more dramatic face lift... We are going to a full size 8 1/2 x 11, 48 page, full color cover layout! This will allow us to provide more information and better appeal to the stores. There will be a price increase to \$4.95 cover price, but the magazine is almost doubling in size, so we hope you feel it's worth it.

The winner of the contest from issue three was Alan Lilly. You will find his entries spread throughout this issue as the little newsbriefs. I would like to thank everyone who entered for their submissions!

The cover this issue was done primarily by Gary Kalin with some helpful touching up and formatting by Richard Biever and his Macintosh.

Until next time...

Kevin Knight

## How Are We Doing???

Please take the time to let us know what you liked and didn't like about this issue of the Traveller Chronicle. Just photocopy this page or write your responses down on a sheet of paper and send it our way. Your responses help us determine what will go in to the next issue.

Rank the following articles and submissions on a scale of one to five, with one being 'Totally Awesome' and five being 'Most Heinous'.

The Far Frontiers	1	2	3	4	5
Astrogator's Update to the Diaspora Sector	1	2	3	4	5
House Rules	1	2	3	4	5
Runner	1	2	3	4	5
Planetary Profile: Skold	1	2	3	4	5
Contact! The Mermani	1	2	3	4	5
Imperial Fragments	1	2	3	4	5
Art Work (Paul Sanders)	1	2	3	4	5
Art Work (Alan Gillispie)	1	2	3	4	5
Art Work (Mike Sorensen)	1	2	3	4	5
Art Work (Tim Osborne)	1	2	3	4	5
Art Work (Brian Goodley)	1	2	3	4	5
Art Work (Joe Heck)	1	2	3	4	5
Art Work (Cover)	1	2	3	4	5
Overall Satisfaction with TTC #4	1	2	3	4	5

Also, if you could answer the following questions, we would be most joyous...

Rules System Used for Traveller:	Classic	Mega	New Era	Other
Setting Used for Traveller:	Classic	Mega	New Era	Other

Again, thanks for taking the time to fill this out!



*(The Far Frontiers is an ongoing series of articles taking an indepth look at the Far Frontiers sector and the worlds contained therein.)*

## States of the Far Frontiers

**The Zelphic Primacy:** An extremely pro-Zhodani state in the Cabala subsector. The Zelphics are humans of Solomani/Vilani stock who have taken on the Zhodani society as their own. As in the Consulate, psionics are of extreme importance. Zelphic society is split into three classes depending on psionic potential; Nobels, Psi positives, and Psi-nulls. Many aspects of Zhodani culture have been duplicated, including dress, morals, and anti-Imperial tendencies.

The capital of the Zelphic Primacy, Zelpha, has trade agreements with the Consulate effective before the First Frontier War (circa 58 Imperial). Despite a number of coup attempts by the Imperium, the Zelphic Primacy has expanded into four

neighboring systems, since renamed in order of conquest: Primus, Secundus, Tertius, and Quarcus. With continuing aid from the Consulate, it seems unlikely that the

Imperium or any of the neighboring pro-Imperial states will see a change of government there in the near future.

Relations with other pro-Zhodani states in the Far Frontiers are cordial. However, with the exception of the Haladon Cooperative, the Zelphic Primacy has no contact or diplomatic missions with any pro-Imperial government in the region. As recently as 1050 Imperial, the Primacy clashed with the Biumvirate, a pro-Imperial society also in the Cabala subsector, over the planets Gosspace (Cabala 0505) and Hollander (Cabala 0705). After increasing evidence showed the possibility of a Primacy attack on these neutral worlds, the Biumvirate sent a naval squadron to each one. Shots were exchanged with Zelphic warships at Hallader, leading to a major battle at Gosspace with considerable losses on both sides. An uneasy truce was declared, worked out by the Haladon Cooperative, insuring the independence of the two planets. Primacy forces were compelled to retreat. Despite this setback, the Zelphic Primacy remains a staunch Zhodani supporter in the Far Frontiers.

**Haladon Cooperative:** A pro-Imperial state in the Cabala subsector, the Haladon Cooperative is one of the newest governments in the region. Formed less than 200 years ago by a group of merchant princes who controlled many systems in



## **Descarothe Hegemony**

the area, it has proven one of the most successful governments in the sector.

The

Cooperative was formed to end the constant fighting between the major merchant families in the area over the centuries. Finally, a coalition in 937 Imperial, led by Josiah P. Haladon, a well known free trader who made millions of credits importing Imperial goods into the Far Frontiers, organized the Haladon Cooperative. Giving over his fortune to start the fledgling government, he ended the continuous interstellar trade wars. The other major merchants, seeing the advantages of cooperation and the end of the long, costly fighting, went along with the proposal and the Haladon Cooperative came into being.

Since its inception, the Cooperative has been a stabilizing influence in Cabala diplomatic relations with neighboring states, the Cooperative has developed to its full potential as a major power.

The Cooperative is pro-Imperial due to the many business contacts from that region. This does not seem to bother its pro-Zhodani neighbors in the Colonade Administration District or the Zelphic Primacy, and relations have always been cordial. The Zhodani take little notice of the

Cooperative.

The Haladon Cooperative is a haven for large merchant and free trader alike. With laws aimed at encouraging interstellar trade, it is one of the most impressive and diverse marketplaces in the Far Frontiers sector. There are no private companies or corporations in the Cooperative. All members share the profits and expenses in relation to how many ships, warehouses, etc., they own in the subsector. However, any merchant or trader who owns at least one vessel or planetary outpost has voting privileges equal to the merchant prince families with far larger holdings in the Cooperative Council. Even some sector-wide corporations have been allowed in the Cooperative, as long as they abide by these rules of equality. Cooperation continues in this manner.

The Haladon Cooperative is one of the most progressive states in the Far Frontiers sector. With a sense of fair play and integrity which rivals that of Freedonia, the Cooperative should continue to progress in the future.



## **Domain of Alntzar**

**The Biumvirate:** A pro-Imperial state in the Cabala subsector, the Biumvirate is a stable, well governed political unit of five stellar systems. The government is

organized into two separate but equal bodies: the Civiltas and the Militas. All areas dealing with planetary affairs, population, and economics are controlled by the Civiltas, while matters of interplanetary defense, space regulation, and interstellar diplomacy are dealt with by the Militas. The system works extremely well as all parties are more concerned with the well-being of the government than their own particular differences.

**Descaroth Hegemony:** An independent state in the Jungleblut subsector. The Hegemony is composed of Desaeke (the capital), three systems conquered by

that world during a period of aggressive expansion at the turn of the century, and the low tech world DeBeers in the Cabala subsector, recently taken as a face-saving gesture after a confrontation with the League of Suns. Although officially an association of independent worlds, the Descaroth hegemony

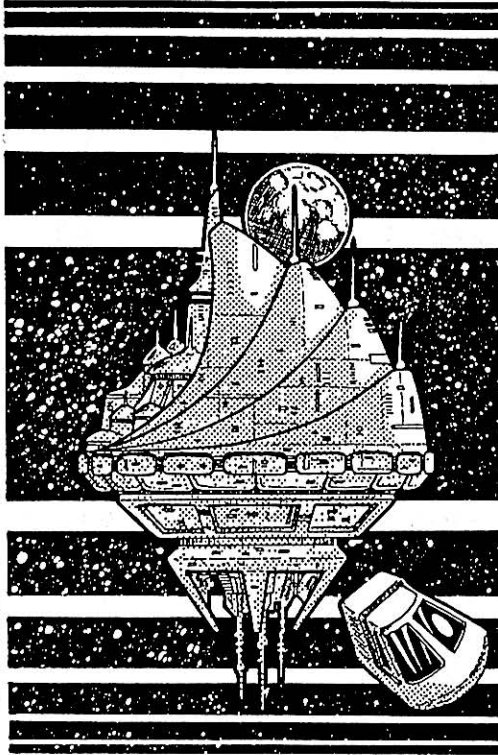
is in fact a budding empire like dozens of other petty states in the Frontier sectors beyond the Imperium.

As recently as 1088 Imperial, Desaeke was a backwater world with a poor agricultural base and feeble industry. In that year the High Tribunal, a committee of five

semi-feudal lords of the planet's principal continent, was formed. Tribunal military forces brought the rest of the world under control in less than a decade.

By 1103 Imperial, the newly-formed Descar navy had completed training and forced two neighboring systems to join the Hegemony. Outfitted with obsolete

Zhodani ships and equipment (acquired from the pro-Zhodani Domain of Alntzar), Descar naval bases and facilities are as yet relatively low quality installations with little major firepower, and are normally rated as equivalent to scout bases. Other Hegemony-armed forces still lag behind in the quality of their equipment, for the



# Cabala Subsector

*Subsector N of the Far Frontiers*

Name	Hex	UWP	Bases	Trade Codes	TPBG	AI	Stellar
Clinton	0104	C175882-8			G403	--	G9 V
Thacker	0106	B294742-9		Ag	G503	--	G7 V M3 D
Balume	0108	A000537-B	S	As Ni	G401	C	M9 V M0 D
Secundus	0202	B440669-A		De Po Ni	G730	Z	M0 III
Foxe	0305	A521535-C		Ni Po	G913	H	M4 V
Lindsay	0307	A6798C9-B	S		G623	H	F1 III
Norris	0310	A596940-B		Hi In	G804	H	F5 V M5 D
Zelpha	0401	A954989-B	N	Ca Hi	G902	Z	M0 V M4D M1D
Primus	0402	B27A769-9		Wa	G415	Z	M1 V
Quarcus	0403	B957869-9	S		G504	Z	F5 V M0 D
Thorn	0405	A632732-B	S	Na Po	G401	H	M6 V
Chatsworth	0407	A3A15C7-A		Ni Fl	G600	H	M4 V
Haladon	0408	A7659C9-C		Hi Ca	G803	H	M9 IV M6 V
Gospach	0505	B311427-8		Ic Lo Ni	G203	--	M9 V M7 D
Tertius	0602	C241469-9		Lo Ni Po	G405	Z	M2 V
Bosak	0604	A635721-D			G534	--	M4 V
Skela	0607	B564688-A	S	Ag Ni Ri	G404	B	M5 IV
Porton	0609	B000553-B		As Ni	G510	B	M3 V
Hollader	0705	E6865D9-7		Ag Ni	G514	--	K2 III M3 V
Talak	0707	D687839-6			G401	--	G7 III
Hyberbelon	0709	A366838-A	N	Ca	G405	B	G8 V M9 V
DeBeers	0802	D453369-5		Lo Ni Po	A624	D	K8 IV M7 V
Locat	0806	X341300-A		Lo Ni Po Rs	G700	--	M6 II K2 V
Protalus	0808	B734534-A		Ni	G803	B	M3 V
Forbus	0809	C446581-9		Ag Ni	G903	B	M5 V M6 D

Cabala subsector contains 25 worlds with a population of 22.2 billion. Zelpha has the highest population, 9.1 billion, and the highest tech level is D on Bosak. Worlds labelled "C" belong to the Colonade Administration District; those marked "Z" belong to the Zelphic Primacy; "H" worlds belong to the Haladon Cooperative; "B" worlds are part of the Biumvirate; "D" worlds belong to the Descarothe Hegemony.

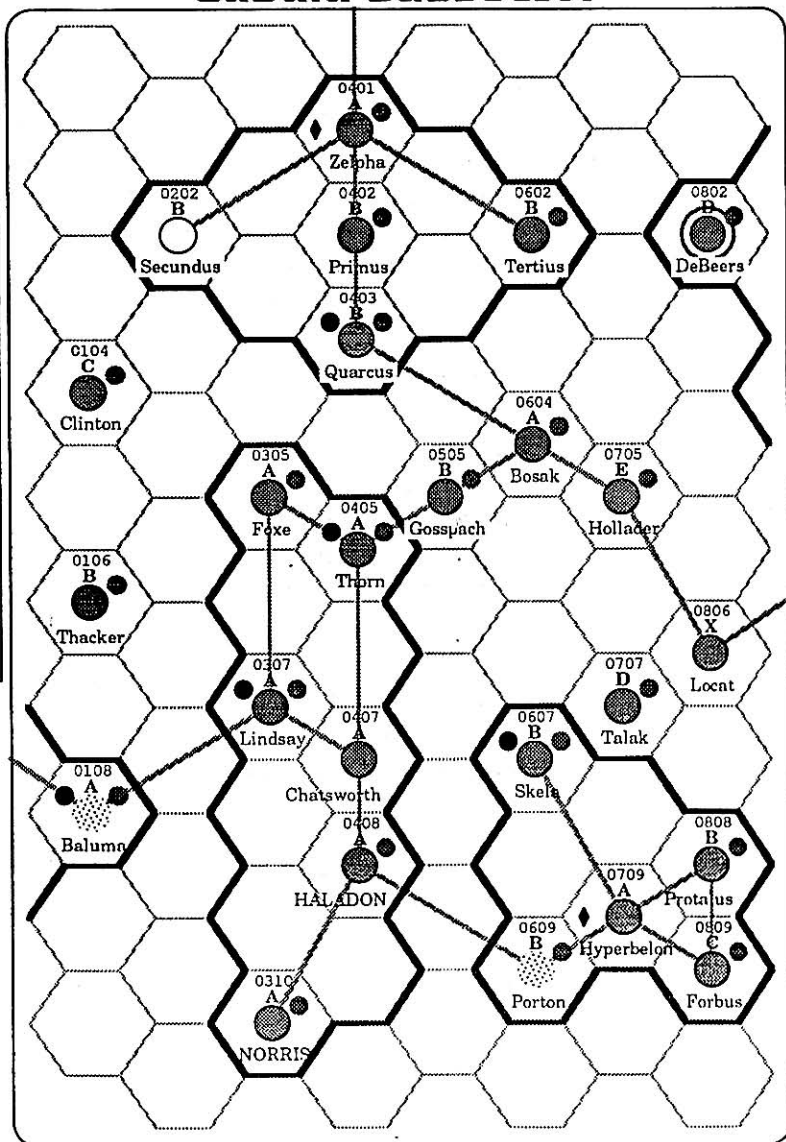
most part outfitted with tech level 7-8 items. Some tech level 9 elite units exist, mainly in the secret police and tribunal guards. A few totally outdated tech 6 formations

can be found in the Descarothe Army.

**The League of Suns:** A pro-Imperial state in the Jungleblut

# Far Frontiers

## Cabala Subsector





# Jungleblut Subsector

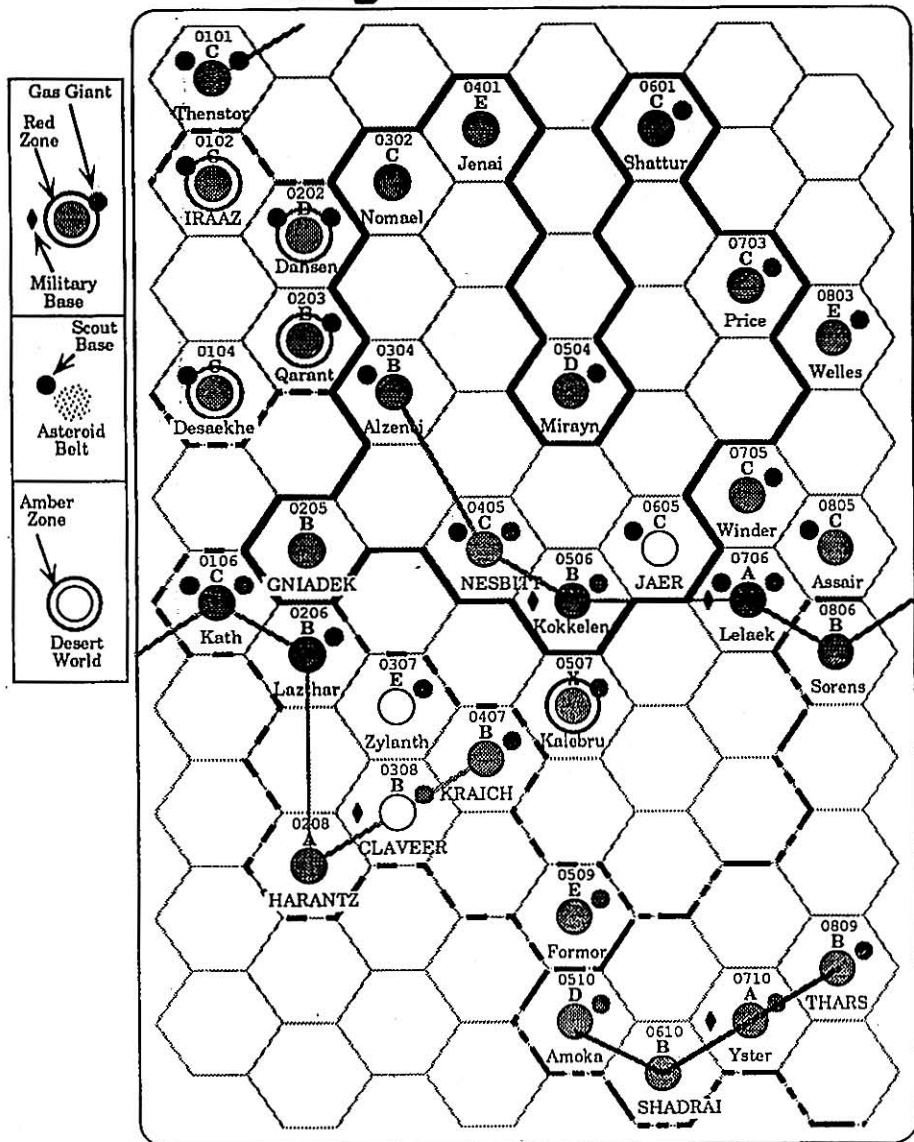
*Subsector O of the Far Frontiers*

<u>Name</u>	<u>Hex</u>	<u>UWP</u>	<u>Bases</u>	<u>Trade Codes</u>	<u>TPBG</u>	<u>AI</u>	<u>Stellar</u>
Thenstor	0101	C9C6488-A	S	Ni FI Lo	G412	--	M8 V M9 D
Iraaz	0102	C45696A-6	S	Hi	A700	D	K8 V
Desaekhe	0104	C663739-9	S	Ca	A600	D	F1 II
Kath	0106	C675777-4	S	Ag	G614	A	K5 V
Dansen	0202	D445667-5	S	Ag Ni	A104	D	G5 V
Qarant	0203	E558260-7		Lo Ni	A602	D	K1 V
Gniadek	0205	B661A89-B		Hi	G210	L	G7 V
Lazthar	0206	B7A7566-A	N	FI Ni	G523	A	M6 V
Harantz	0208	A8859CA-B		Hi Ca	G320	A	M0 V M0 D
Nomael	0302	C767886-8		Ri	G600	L	K4 IV M6 V
Alzenei	0304	B768895-C	S	Ca Ri	G800	L	G8 V M4 D
Zylanth	0307	E100233-9		Lo Ni Va	G803	A	M6 V
Claveer	0308	B55098C-B	N	Hi De Po	G233	A	M6 V M8 V K4 V
Jenai	0401	E857756-5		Ag	G700	L	M8 II M9 V
Nesbitt	0405	C555A94-A	S	Hi	G123	L	K2 V
Kraich	0407	B212940-C		Hi Ic Na	G402	A	M7 V
Mirayn	0504	D989737-7			G501	--	K2 V
Kokkelen	0506	B88987A-B	N	Ri	G924	L	K7 V
Kalebru	0507	X667404-0		Lo Ni	R424	--	G4 V
Fomor	0509	E68A78A-7		Ri Wa	G924	A	M3 V
Amoka	0510	D385523-3		Ag Ni	G503	T	M0 V
Shattur	0601	C877687-6		Ag Ni	G325	L	K3 V
Jaer	0605	C3109BC-9	S	Hi Na	G310	L	M6 V M8 D
Shadrai	0610	B55799A-A		Hi	G100	T	K5 IV
Price	0703	C888513-8		Ag Ni	G712	L	K8 V
Winder	0705	C966697-9	S	Ag Ni Ri	G602	--	G5 V
Lelaek	0706	A767652-B	B	Ag Ni Ri	G602	--	A8 V
Yster	0710	A577511-C	N	Ag Ni	G324	T	M3 V
Welles	0803	E642642-3		Ni Po	G401	--	M4 V
Assair	0805	C554333-6	S	Lo Ni	G200	--	F4 V M4 D
Sorens	0806	B778763-A		Ag	G100	T	G5 V
Thars	0809	B64298A-B		Hi In Po	G624	T	M3 V

Jungleblut subsector possesses 32 worlds, with a population of 113.78 billion. The most heavily populated world is Gniadek, with 23.4 billion; the highest tech level, C, is found at Yster, Kraich, and Alzenei. Worlds labelled "D" are part of the Descaroth Hegemony; those labelled "A" belong to the Domain of Alntzar; "L" worlds belong to the League of Suns; "T" worlds belong to the Trelyn Domain.

# Far Frontiers

## Jungleblut Subsector



## Mnemosyne Subsector

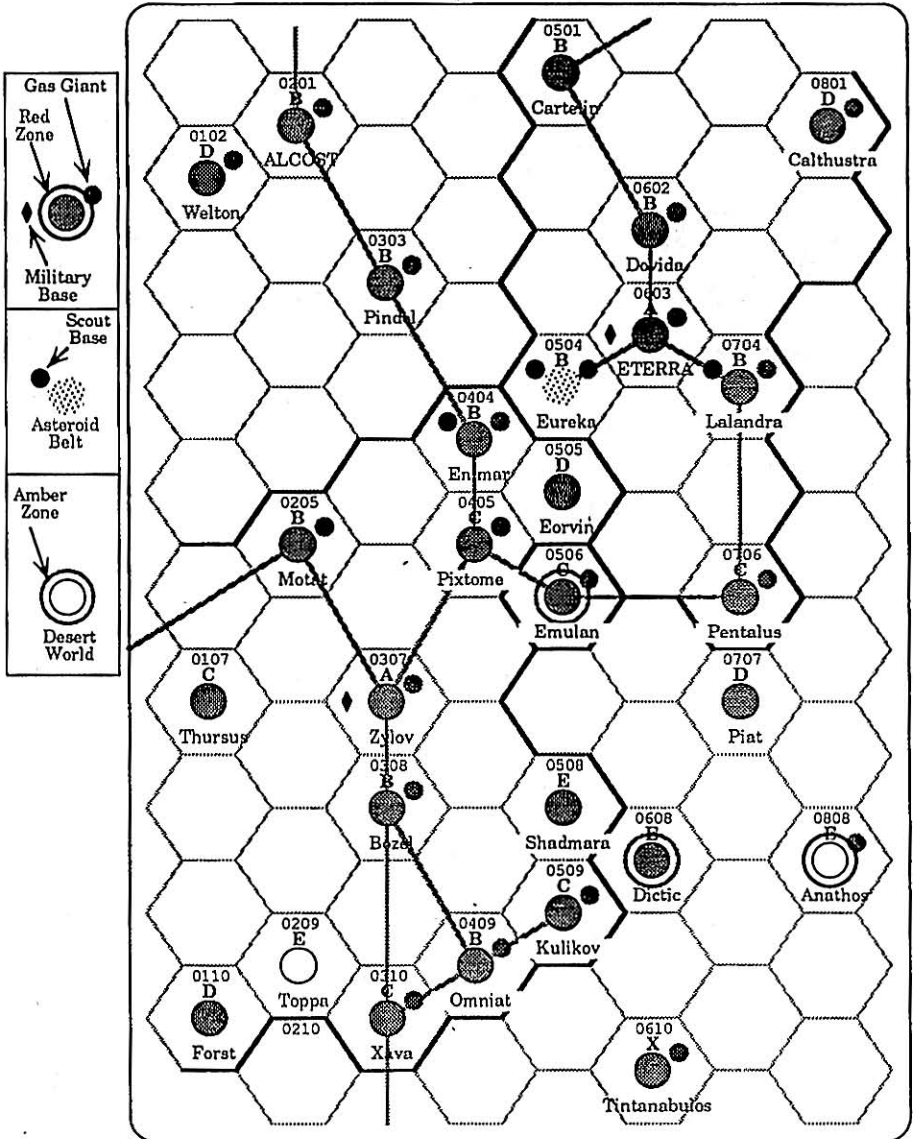
*Subsector P of the Far Frontiers*

Name	Hex	UWP	Bases	Trade Codes	TPBG	AI	Stellar
Wellon	0102	D642541-5		Ni Po	G502	--	M1 II M0D, M4 V
Thursus	0107	C955873-8			G320	T	G3 V M5 D
Forst	0110	D694899-7			G810	T	M2 V M2 D
Alcost	0201	B476976-A		Hi In	G101	--	K3 IV
Mutat	0205	B812422-9		Ic Lo Ni	G313	T	M6 V M9 D
Toppa	0209	E260633-4		De Ni	G400	T	G2 V
Pindel	0303	B863440-9		Lo Ni	G803	--	K8 V
Zylov	0307	A962798-B	N	Ri	G204	T	G4 V M6 V
Bozel	0308	B938695-A		Ni	G501	T	M4 V M1 D
Xava	0310	C624730-8			G223	T	M7 V
Enimar	0404	B38A557-A	S	Ni Wa	G502	T	M8 III
Pixtome	0405	C1B1589-B		Ni FI	G523	T	M9 V M2 D
Omniat	0409	B886441-9		Ni Lo	G804	T	G6 II M2 IV
Cartelin	0501	B985589-8		Ni Ag	G110	M	G3 V
Eureka	0504	B000610-B	S	As Na Ni	G205	M	M8 V
Eorvin	0505	D656878-7			G800	T	F5 V M1 D
Emulan	0506	C669369-6		Lo Ni	A304	X	K1 II M6 V
Shadmara	0508	E8C1200-9		Ni FI Lo	G500	T	M5 V
Kulikov	0509	C721587-A		Ni Po	G104	T	M6 V
Dovida	0602	B983657-A		Ni Ri	G614	M	M0 V
Eterra	0603	A8679C9-C	N	Hi Ca	G915	M	K9 II
Dictic	0608	E951500-6		Ni Po	A700	--	A7 V
Tintanabulos	0610	X111200-8		Ic Ni Lo	G300	--	M4 V
Lalandra	0704	B742726-A	S	Po	G602	M	M1 V
Pentalus	0706	C957690-9		Ag Ni	G904	M	G8 IV
Piat	0707	D131531-4		Ni Po	G400	--	M8 V
Calthustra	0801	D749459-8		Ni Lo	G704	M	G4 V
Anathos	0808	E800419-C		Ni Rs Va Lo	R503	--	M5 V M1 D

The Mnemosyne subsector contains 28 inhabited systems, with a total population of 36.8 billion; Eterra has the highest population of any world, with 8.6 billion. Eterra and Anathos both have the highest local tech levels, at C. Worlds marked "T" are of the Trelyn Domain; "M" worlds are from the Mnemosyne Principality. Emulan ("X") is a treaty world shared by the two above-mentioned states.

# Far Frontiers

## Mnemosyne Subsector



subsector, the League was originally formed by planets rebelling from the Domain of Alntazar in 819 Imperial. The League has provided a stable island of peace and prosperity in the region for the past three hundred years;

The League is a loose coalition of worlds with governmental functions centered on Alzenei. Treaty arrangements with the



### The League of Suns

Imperium provide for Imperial use of local facilities for ships and squadrons operating in the area in exchange for support against encroachment by surrounding Zhodani client states. This treaty is not of great importance due to the fact that major Imperial warships have not been seen in the area in over a century.

A peaceful state, the League's primary interstellar enforcement arm is the League Survey Service, a scout organization with military appendages. Most bases, except for that on Kokkelen, are strictly acout operation centers. Kokkenlen Base is the home of the LSS naval arm, which has been stationed on the world for most of the League's history as a check against Alntazar. Recent problems with the Descarothe Hegemony

(over mercantile rights and control of Quarant/Jungleblut, in 1103 and 1105 Imperial) have produced plans to update the Scout Base on Alzenei to co-equal status with that of the naval base of Kokkelen.

**Domain of Alntzar:** A Zhodani client state in the Jungleblut subsector. Once the dominant force in the region, the Domain was split by internal warfare some three hundred years ago. It is strongly suspected that pro-Imperial interests were behind this upheaval, as the Imperium benefited greatly from the removal of a strong pro-Zhodani government in the area and consequent weakness in the flank of the Consulate during the Third Frontier War.

Regardless of the cause of the disintegration, the result of the crisis was a vast diminution of the size and power of Alntzar. A number of star systems which rebelled at this time later emerged as the nucleus of the League of Suns. With the League and the Trelyn Domain nearby, the pro-Imperial strength in the Jungleblut subsector far outweighs the power of the Domain of Alntzar. The Zhodani Consulate gives the Domain token support, but has little interest in assisting the state in re-establishing its old prestige.

Weakened and rather decadent, the Domain of Alntzar has been replaced as the League of Suns' most important competitor by the emergence of the Descarothe

Hegemony at the turn of the last century. Since then, the balance of League military attention along the Domain's borders has been ordered to meet the threat from this smaller, but far more aggressive, interstellar state.

**The Trelyn Domain:** A pro-Imperial state located nominally within Mnemosyne subsector, though extending into the Vanguard Reaches sector to rimward. The Domain was formed by a group of Imperial industrialists from the Allarton Corporation in 941 Imperial, to exploit and develop the non-aligned areas of the Trelyn subsector of the Vanguard Reaches. This area was later expanded to include parts of the Mnemosyne subsector of the Far Frontiers. Governed as a separate state to the part of the Domain in the Vanguard Reaches, the area manager for Allarton Corporation controls the Domain area in the Far Frontiers. The Trelyn Domain has been able to maintain good



**The Protectorate**

relations with its neighbors in the last century; even the pro-Zhodani Mnemosyne Principality has come to terms with the realities of peaceful co-existence.

**Mnemosyne Principality:** A pro-Zhodani state in the Mnemosyne subsector, including three systems in the Inverness subsector. This state is still undergoing upheavals since the overthrow of a corrupt, autocratic government 37 years ago. At the end of that civil war all members of the Principality's royal family were hunted down and murdered. Since then, the state has been under the control of Prince-Regent Hautal Goinsprach. The Regency is expected to continue until a suitable person is found to sit on the throne.

At the time of the government's collapse, all planets declared themselves independent. After several years this proved both economically and practically infeasible. During this time the planet Emulan (Mnemosyne 0506)

**HEALTH WARNING!!!**

An outbreak of Pharenaemia has occurred in the Enimar (Mnemosyne 0404) system. Travellers intending to pass through the system should contact the starport pharmacy for supplies of the latest inoculation. Anyone having visited Enimar within the last twenty days should contact their personal medic for a checkup. The symptoms of Pharenaemia are: stomach pains, followed by severe diarrhea for up to five days. The virus which causes the disease is easily transferred by touch (sweat and other bodily fluids).

## TERRORIST WARNING (CUSTOMS SEARCHES)

Following the bombing of the Excelsior hotel (06:45am this morning) the starport has been informed of the possible presence within the port of one or more members of the Umis terrorist group (Red Soldiers of Death) believed implicated in this monstrous attack. All starships due to leave port are required to be searched by a starport security unit prior to leaving their bay. Crews are warned to report any unauthorized personnel entering their bays or observed in suspicious circumstances elsewhere in the port. Do not attempt to restrain any such suspects - the terrorists are believed armed and dangerous. Updates will follow. Please cooperate with the security teams. The starport administrator would like to apologize for any delays this may cause.

declared itself part of the Trelyn Domain. A number of nearby Principality worlds were preparing to attack Emulan when a peaceful settlement was reached. The Principality and the Domain agreed to share the world, though it strained their

relations.

The position of the Mnemosyne Principality is shaky at best. With a number of special interest groups constantly at cross purposes, it seems another civil war will break out soon.

-- Dale Kemper --



# The Traveller Exchange!!!

Have any old gaming items you want to part with?  
Looking for anything in particular?

Maybe we can help each other out!!!

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for a complete listing of what's currently available!

# Astrogators' Update to Diaspora *by Charles E. Gannon* Sector

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## Alurza Subsector

('G' of Diaspora Sector)

Date: 001-1129

**Opheim:** Named after its owner, Kenji Arkham von Opheim the IVth, this planet was a famous source of controversy during the decade preceding the Rebellion.

In the late 1090's, K. A. von Opheim was a noted physiogeneticist specializing in human development and learning disabilities, an expertise that made him one of the major research stars at SuSAG's Point Core research facilities (in Core sector). However, his radical theories regarding the interplay of genetic and environmental shaping factors --particularly as they concerned the evolution of beings existing in a constant state of crisis-- led to his fall from grace, and eventual dismissal.

However, Opheim had amassed a considerable fortune in addition to his baronial endowment, and so decided to fund his own efforts. He returned to his native Diaspora sector, where he assumed the acting role of family head (his father, the Baron, was quite old and feeble). He relocated the family estate to Princess, where he quickly became that world's leading political and financial

figure. The stage was set.

Von Opheim proceeded to establish a 'penal colony' on his family's former world. He then offered neighboring systems to relieve the burden on their own penal systems by sending inmates to Opheim. The only stipulation is that the inmates themselves had to be willing to sign a complete waiver prior to acceptance into the penal colony. Opheim --a garden world-- was to be a free environment where the inmates would make and maintain their own society. Thousands accepted the offer.

Unfortunately, there was more to it than that von Opheim used the inmates as guinea pigs, injecting selected individuals with certain viruses capable of stimulating gradual cellular change via recombinant genetic processes. Dropped into Opheim's environment with no briefing and scant supplies, the inmates quickly discovered the planet to be overrun with various man-eating predators and environmental hazards. Now, von Opheim observes their ongoing struggle for survival and its effect on human learning, societal structures, and dominance, from the comfort of his yacht and sensor-laden grav speeders.

Relatives of various inmates have

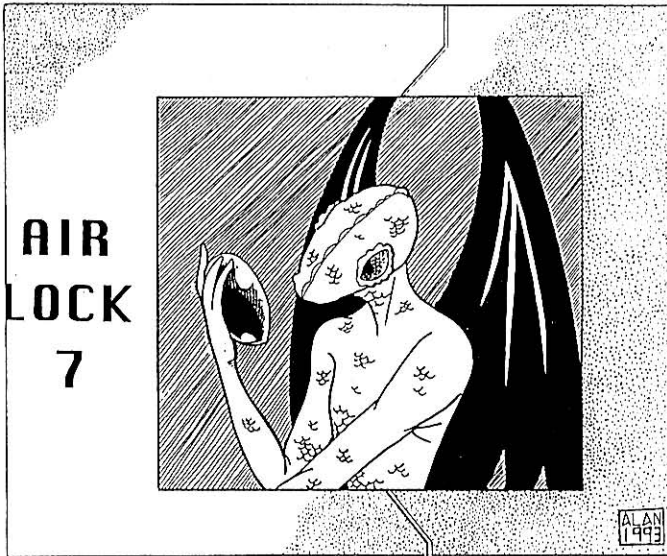


tried to make this large-scale atrocity more widely known, but their outcry is lost amidst the long recitation of disasters that pervade the post-Rebellion Imperium. The relatives are seeking a group of 'troubleshooters' to correct the situation, but do not have much to

scavenger of diminutive size and pleasant disposition. However, this apparently 'charming' behavior is actually an integral part of a most deadly symbiotic relationship.

The killer mouse is basically a 'game scout' for a very large (5000 kg and up), very vicious predator known as the grag. The grag spends most of its time sleeping, since the creature's energy requirements are quite extensive. So extensive, in fact, that the grag cannot afford long periods of unprofitable wakefulness, such as are often associated with hunting.

Hence the grag's symbiot, the killer mouse. The killer mouse is a semi-nomadic scavenger that is equipped with a sunny disposition, a cuddly appearance --and a pair of musk glands that emit a faint, pleasant odor. The mouse inevitably marks humans --and other large social creatures-- with this scent. And it just so happens that the faintest whiff of this scent will awaken a grag from even a deep slumber. The effective olfactory 'range' of this type of marking has been measured in excess of 20 kilometers (although it takes some



offer in the way of compensation.

**Depot:** This system is now 'governed' by military hierarchy turned despots. This training/storage facility has been severely damaged, and only a few small ships have remained. However, numerous defense monitors (planetoids) remain a respectable defense.

**Kandom:** An interesting feature of Kandom is one of its life forms, the 'killer mouse.' This rodent-like animal is actually a congenial

time to spread that far).

When the grag smells the musk and awakens, it immediately sets out to find the source of the smell --which it will attack and devour. However, the grag is a decidedly messy eater and usually leaves a goodly assortment of uneaten flesh, bones, and the like. The killer mouse happily makes his home in this new, carrion-rich area, only moving on when he's run out of food.

For some reason, the grags do not attack the mice themselves. However, they are fearsome and relentless pursuers of anyone who has been scent-marked. In one almost comical situation, one individual fled the area he had been marked in by air raft. His high-speed, open-topped passage liberally scattered the scent around the countryside. No fewer than 7 grag's converged upon the town he fled to before they were dissuaded from further pursuit by concentrated (and only minimally effective) gunfire.

**Netti:** This planet, which is highly reminiscent of the Sol system's Venus, is home to various silicon-based life forms, the most unusual of which is known as the chip chicken.

The chip chicken is a small, cat-sized tripod that subsists on basalt and atmospheric methane. Its waste products --which it deposits as tan-colored egg-shaped nodules-- are complex silicates and crystals which are excellent for all manner of computer

applications, particularly as highly efficient data chips. The creature tends to adopt a bobbing motion when depositing these 'eggs,' and the combination of these behaviors no doubt inspired its nomenclature.

**Layne:** The droyne population of Layne, disturbed by recent events and heightening droyne-human frictions on Umorphutwyo, are becoming increasingly edgy and have begun to form multi-oytrip commercial cartels that are exerting increasing influence on the local marketplace. Rumors suggest that the droyne may be planning a general take-over in the near future. Human businesses and other anonymous 'concerned citizens' are trying to attract mercenaries to the planet to prevent such an event from occurring --or to contest it when it does occur.

## Pasdaruu Subsector

('H' of Diaspora Sector)

Date: 001-1129

**Hice:** The only world in the sector to have its biosphere directly affected by the war, Hice and 90% of its population were the victims of a massive, dispersed nuclear bombardment that exceeded 500,000 megatons in total yield.

A small community of 900 when the war started, almost every person on-planet was involved in working at the starport. Early in 1119, a battered squadron of

Imperial ships took refuge dirtside, attempting to avoid detection by Solomani pursuers.



This was achieved, and once the danger had passed, the squadron commander began to cycle her ships through Hice's highly-automated A-class starport for badly needed repair and refit, hiding them in the countryside as each one completed the process.

Unfortunately, the Solomani pursuers returned, discovered the Imperial ships in the port and panicked, believing that it had been outflanked by an entirely new, and much larger force. They dropped a total of 100 megatons on the starport itself and over the next 12 hours, located the other scattered ships of the squadron and gave them the same treatment --right down to the last 20-ton launch.

The 802 individuals at Hice Downport were killed instantly. Of the 143 others, about 50 were killed by nearby hits or the fallout that followed. The survivors, who were all in transit serving the needs of the scattered squadron, managed to gather together and flee to a small landmass in the middle of the largest ocean. There, they are just able to eke out an existence that revolves around producing filter masks and their components, and livestock tending. The atmospheric taint and new background radiation levels are not immediately lethal, but the one surviving local physician estimates that it will reduce everyone's expected lifespan by at least 15 years.

The entire community is eager to leave, but lacking radios, have no way to signal their location or requests to passing ships.

**Farris:** The small population of this world has managed to create a new, albeit fragile environmental equilibrium. Using hydroelectric turbines, they use a homemade 'water cracker' to separate water into its oxygen and hydrogen components. This provides them with the necessary components to maintain a livable atmosphere in their sealed shelters.

However, of the three families who live on Farris, only one had the assets --and knowledge-- to make this primitive technology work. Unfortunately, they used this power to compel the other two

families to follow orders. Now however, the other two families have come up with technological breakthroughs of their own; one group has managed to produce a primitive compressor mask, and the other is working on their very first homemade firearm.

## **Ebasha Subsector**

(1' of Diaspora Sector)

Date: 001-1129

**Pesuuzu:** Long existing under martial law, the chaos of the Rebellion made Pesuuzu's long-overdue liberation from the eccentric 'Robot Baron' of Aahasu possible.

The Aahasu family, owners of Pesuuzu since the early days of the Rule of Man, largely kept themselves aloof from the affairs of their 'tenants,' whom they ruled with an iron-fisted Securitate. Instead, they doted on their many robots and experimented with extensive cybernetic enhancements (some would say atrocities) to their own persons.

The new Civil Defense Force on Pesuuzu is led by a council of dissident former-Securitate officers and enjoys the overwhelming confidence of the citizenry.

**531-210:** Although humans would now be unwise to visit this once-interdicted world because the remaining technology would not meet their long-term

environmental needs, the minor race that inhabits 531-210 continues to thrive.

The inhabitants, who call themselves the Shrashashee, are deep water (fluid) creatures that are descended from carnivore/siren stock. They are equipped with an exothermic probe, similar in appearance to an angler fish's bioluminescent lure. However, rather than using bioluminescence to attract prey, the prehistoric Shrashashee learned to coat their probe with the fluid hydrocarbons that dominate the upper reaches of their seas (floating like oil upon the water below). They then send an exothermic pulse through the probe, igniting the hydrocarbons as they swam. The result --a streamer of bright, shimmering light-- appeared to smaller creatures as the bioluminescent marking of another, smaller species.

The Shrashashee now use similar (albeit much more powerful) submerged exothermic reactions to conduct any welding or other high-temperature operations, although their tool-use and construction is mostly centered on biotechnological products. These are formed via the exudates of various domesticated sea creatures similar to spiders and barnacles.

Although the Rebellion didn't affect them directly, the Shrashashee were quite perturbed when a 5000 ton starship crashed into the sea not far from their second greatest

'city,' killing several hundred of individuals. The aftershock of this event has led to the formation of a radical sect which decries further development and pursuit of metallurgical skills and knowledge. This came about because of the ship's metal hull and the belief of certain older,

While there is no 'normal' reason for adventurers to journey to this world, the contact with the Shrashashee could prove quite interesting (and politically supercharged). Also, the Shrashashee knowledge of biotechnology is quite advanced and produces unique products that could bring high prices in markets where there are buyers who are still able to afford novelties or scientific curiosities.



**572-108:** When a chance attack ruined this small scientific community's environmental processors, a full 40% of the population perished before a makeshift replacement could be constructed. The survivors' ability to deal with extracting water from the local fluids while managing to beat back the insidious native atmosphere is quickly overwhelming them, and without help or evacuation, they probably cannot hold out much longer.

**Iusea Subsector**

(J' of Diaspora Sector)

Date: 001-1129

more orthodox Shrashashee that its disastrous arrival was a message from the Higher Ones that the new experiments with iron and aluminum were to be abandoned.

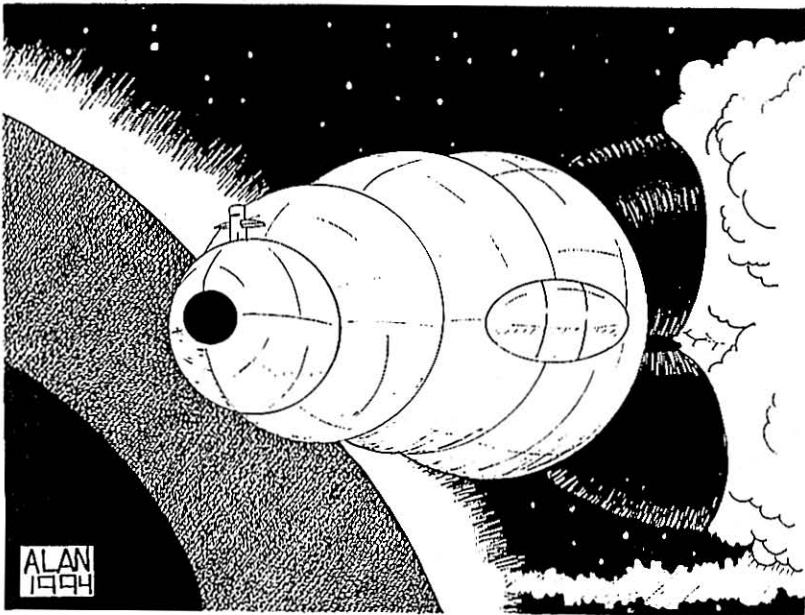
**Shoehorn:** Shoehorn discovered, as do many worlds with vacuum environments, that the key environmental challenge is not the battle to maintain atmosphere (which can be recycled if one has

ample hydroponics facilities), but the battle to have enough water on hand. Water loss via condensation, absorption, and the like also means a loss of oxygen and hydrogen, two precious elements on a failing world such as Shoehorn.

However, with the (expensive) help of a group of entrepreneurs from the Cheetah system, Shoehorn has adopted a solution to this situation that is gaining popularity on similarly tasked worlds throughout the Shattered

endowed asteroid or planet would do just as well). Once there, the comparatively small crew begins to 'mine' the ice, stowing it in the ship's huge, cavernous hold after it has been reduced to water (thereby saving some volume). The crew then leaves their 'ice-strike' and returns home. The number of times the mission is run is determined by the size of the community and the size of the hold.

The entrepreneurs from Cheetah - SimplSys Industries-- certainly



Imperium.

Twice every year, the populace of Shoehorn outfits a huge spacecraft for a long journey. Powered by solid rocket modules that are produced in the Cheetah system, this huge spacecraft journeys to a nearby, icebound moon (any hydrographically

charge top credits for their utterly simple modular 'Waterboy' spacecraft. However, despite paying big money for 'little' technology, the natives of Shoehorn are not complaining. They are capable of maintaining the Waterboy with local resources, and, most important of all, it allows them to keep an

ample supply of water on hand.

**Hammett:** Hammett is the newest customer of SimplSys Industries, acquiring its first 'Waterboy' modular rocket in 1128. Although the ship (which they've christened Gunga Din) sorely taxes their very limited technological capabilities, the Hammettians are happy with their new acquisition and lavish countless hours of preventative maintenance work on each of its systems.

**Ledge:** Civilian life on Ledge has begun to return to normal, as the society slowly adapts to the changes wrought by the horrendous losses of 1120-21. Almost every finished product is the result of a cottage industry or very small factory that is less than five years old. The planet's thriving commercial sector having shriveled, many ex-salesmen now work as scavengers, and shopkeepers have become full-time laborers.

Journalists still work at gathering and presenting the news, although most such publications are now either government- or rebel-financed, making the life of the newsperson a dangerous one indeed.

Almost anyone looking for a job of any type can find one on Ledge. In particular, spacecraft of any type --and their crews-- are in great demand. Neither side has been able to rebuild sufficiently to 'retake the highground' of orbital

space. Therefore, control of that key strategic area has become more decisive than ever.

**Helena:** The folks of this planet have moved to their local equivalent of Death Valley, where the atmospheric pressure approaches 350 millibars and the natural oxygen pressure is just under .08: not quite enough for most people to get by on.

But that didn't phase the Helenes. Using the power of the waterfalls that plummet into this valley, they generate electricity for water cracking. The oxygen thusly liberated is stored in portable, biofiber-coated glass containers. After a few weeks of adaptation to their new 'marginal' atmosphere, locals only need one or two 'boosts' from this primitive airtank for every hour of activity.

Although the general populace is a fairly cheery lot who have adapted to their technological regression with dogged enthusiasm, the rivalry between the Civil Service Ministry and the Public Works Ministry is growing. Some locals expect a range war to break out in the near future.

**Rocha:** In 1127, the Hermit of Rocha was found dead, thereby reducing the planet to an official population of zero. Although some considered the hermit a crank and others thought him merely a likable old oddball, the crew of the ship that discovered his body also found nearly a

dozen handwritten manuscripts of well-known works of philosophy, published over the past half-century by an a reclusive author known only as Kelmut. Rumors that other handwritten manuscripts are still at the site persist, and the 'Borreet Nuklath' is thought to be among these documents. Due to the 'Borreet's' use of reproduced illustrations, taken from the author's original text, a handwritten version of this work would serve to confirm the authenticity of all the other documents. The right collector would consider the original manuscripts of Kelmut to be worth tens, even hundreds of thousands of credits.

**Iqorr:** Taka'kul the Great has decreed Iqorr his home and no one seems disposed to debate the issue.

Taka'kul is one of the most infamous rippers of the Hard Times era and is equally renowned for his brilliance and sadistic ruthlessness. Fond of taking hostages, torturing them, and then sending holovidcrystals of the event to relatives, this brutal monster and his three-ship contingent of 130 followers descended upon Iqorr with bloodthirsty glee, slaughtering all the major political and industrial leaders. He then took 100 hostages (all under the age of 10) and threatened to kill one for every transgression --no matter how small-- of his forthcoming 'Imperial Decrees.' The locals

would gladly rip him to shreds with their bare hands, but given his hostages and overwhelming technological advantage, they are helpless.

Two natives of Iqorr who were on Iusea at the time of Taka'kul's arrival, have petitioned that government for help, but the Iuseans are hesitant to intervene, not wanting to accept the responsibility for the children's welfare, should something go wrong with a rescue attempt. The Iqorrans are still looking for a group of saviors, and they are willing to offer just about anything that their planet could reasonable expect to provide.

## The Blight Subsector

(K' of Diaspora Sector)

Date: 001-1129

**Mogumba:** In 876, Mogumba's status was changed from an Imperial preserve planet to a religious asylum for members of the Rapadupa sect. More properly a social philosophy than a religion, the Rapadupanni creed stresses a renunciation of almost all advanced technologies. As such, most individuals of the Rapadupa sect found it impossible to live within the Imperium, where worlds either already had high-level technologies, or were striving to attain them. Granted their own interdicted world, the sect-members were free to pursue their a life of 'uncluttered oneness,'

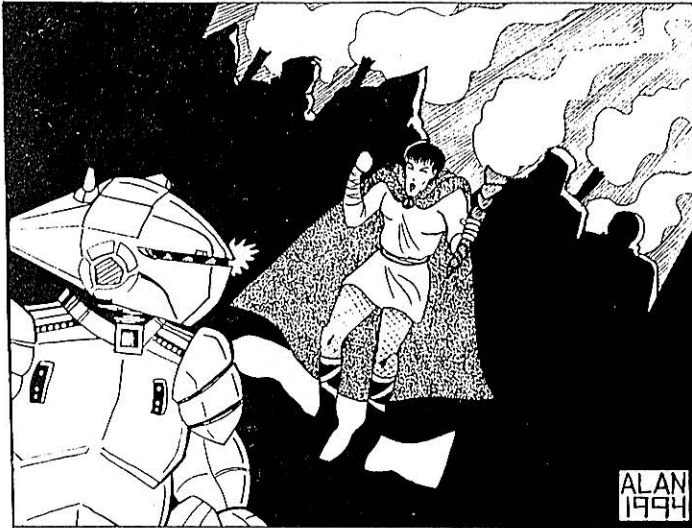


undistracted by high technology. As the years passed, the Rapadupanni allowed certain technologies (mostly healthcare-related) to rise to a level of 5. They also became highly xenophobic, coming to consider the now-mythical inhabitants of the stars as impure demons who must be

is bad and a source of war and death. Visitors to this planet can expect a decidedly inhospitable welcome.

**Akko:** An unusual creature of The Blight is the crystal of Akko. The crystal is native to the upper reaches of the system's largest gas

giant, Nathu. Akko, a small icy moon of Nathu, orbits the giant at extremely close range, being just outside the extreme upper reaches of its atmosphere. The crystal was overlooked as a life form



destroyed, should they ever return.

Those demons did in fact return in 1118, but it was they who did the destroying. Fearing that Lucan's forces might use the planet as a base of operations to expedite a counterattack, a small flotilla of Solomani ships conducted a pre-emptive strike against Mogumba's minimal manufacturing infrastructure.

As a result, the Rapadupanni were reduced to a completely pre-industrial level. They have elected to remain in this primitive state, in keeping with their (apparently justified) belief that all technology

for many years, so unusual is its physiology and behavior. Existing as a nearly-invisible sheet of complex hydrocarbon integument joining ganglia-like cellular 'nerve clusters,' the crystal floats in the 'warmer' regions of Nathu's atmosphere, where it 'flocks' with its own kind in a non-stop aerial ballet that might be communication, mating, or simple companionship; theories abound, but there are no hard facts to guide the construction of a reasonable hypothesis.

After a life-span of 5-6 years, each crystal will begin to drift away from the ballet and commence

## EQUIPMENT FAULT REPORT!

QikFlud Crew Relief Inc. have declared a possible problem in their model 106 fresher system. Incorrect maintenance of the unit can cause a build up of methane gases leading to a high-pressure blow-back. Should there be any undue vibration of your model 106 toilet unit while in use, vacate the fresher immediately and call QikFlud. Alternatively, QikFlud will send an engineer to check your system (free of charge) - call 9987-6253-2635.

unidirectional flight at increasing speeds. This carries the creature higher and higher into the atmosphere, where its form becomes more and more substantial, the increasing cold bringing about a material coalescence which is (also) not completely understood. Finally, the crystal literally 'launches' itself into the void on an intercept course with Akko.

Although the old creature is killed in the process, this is the first phase of its unusual reproductive cycle. When the crystal lands on Akko (scientists have also been at a loss to explain the creature's unerring navigational abilities), its body chemistry causes it to fuse with the ice. In turn, this sets off a reaction in which the corpse begins to harden around a few cells that have been preserved in the hardened reproductive tract. Several of these cells develop into small organs which convert the surrounding ice into necessary nutrients. Others exude an encysting fluid that adds a multi-shelled armor to the ice-bound

creche. After about 400 days, this womb-nodule --called 'cysts' by Akko's first settlers-- ejects the birth capsules of two new cystals on a reciprocal course back to Nathu, where they will begin their adult life.

**Wescap:** Wescap is home to yet another of The Blight's unusual lifeforms; the pufhair.

The pufhair is a pentaped with an extremely long, shaggy, coat of fast-growing dark hair that reaches down to the ground. The apparent evolutionary advantage of this arrangement is that potential predators cannot tell which 'end' of the creature they are approaching (the pufhair's five feet are effectively hidden behind its hair until it starts to run). Consequently, the predator has no idea in which direction the targeted pufhair might dodge and thereby, evade pursuit.

The pufhair is a mild-mannered, if skittish, grazer which is (predictably) prized for its long, silky hair. Trial and error has

shown, however, that you only cut a little of this hair at any one time, thinning it rather than shearing it off. Puffhairs that have more than 10% of their coat removed are very likely to go into the equivalent of catatonic shock, leading ultimately to death. Even lesser reductions in the coat will cause a puffhair to be attacked by other puffhairs. This recalls a similar behavior observed in the wild, where healthy puffhairs -- normally compassionate creatures-- will kill any groupmember which has lost much of its hair due to disease. The 'balding' creatures tend to attract predators to the herd, being more vulnerable. Even if the balding creature itself is not brought down, such constant attention from predators leads to inordinate losses among the young of the herd.

**Promise Subsector**

('L' of Diaspora Sector)  
 Date: 001-1129

**Execute:** The people of Execute are renowned for their stoicism and emotional restraint. In their society, artists and the mentally ill are considered to be functionally congruent and are housed together, apart from the rest of the community. The works of the

artists (who are also the 'caretakers' of the insane) are not displayed publicly, even within private homes. To reveal anything vaguely suggestive of a work of art or any other imagery designed to evoke an emotional response, is considered to be a shocking breach of propriety and good taste, seen in much the same way that followers of traditional Solomani custom react to public nudity.

Art appreciation is the sole province of a male-only group known as executors, who view such works only when completely alone and in a very private place. These executors perform an unusual variety of social tasks, as presented below.

The basic structure of government and life on Execute revolves around the Great Families that dominate the Bureaucracy. Intricate ascension laws govern which women may rise within this governing hierarchy (which is an exclusively female preserve). However, any such promotion within the Bureaucracy may be challenged by any family which contests the legitimacy or suitability of the candidate. Once a rival family has decided to make such a challenge, it delivers this challenge through a male family member, who will then fight a male from the 'defending' family

in a duel to the death. Such challengers



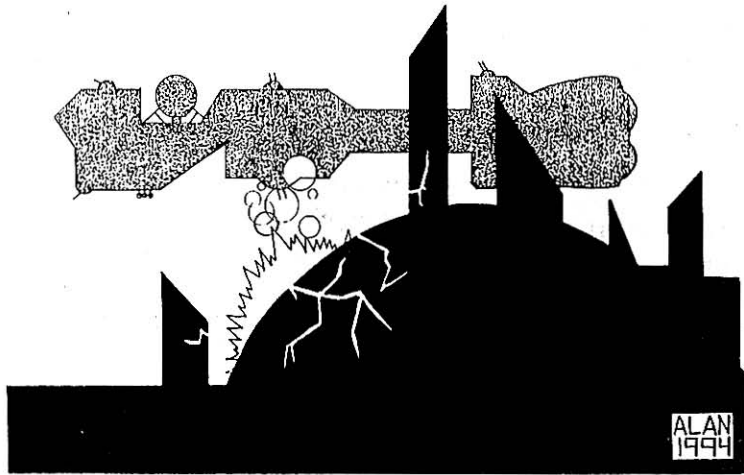
are known as executors and these males may never marry (nor be fathers to children out of wedlock) . Also, only executors are allowed to carry any weapons in public, and as such, serve as the society's police force.

The current disorder caused by the Rebellion and Hard Times has had some dislocating impacts upon this highly structured society. Now reduced to the very edge of

interdicted political preserve for individuals who espouse any number of essentially pacifist philosophies and who wish to isolate themselves from the violence of the universe at large. Unfortunately, their admirable convictions did not prevent Lucan from conducting an orbital strike against their technical infrastructure sites as part of a campaign to deny his Solomani adversaries potential logistical assets.

**Lekhaana:**

A typically tragic Doomed world, Lekhaana lost almost 75 % of its



the industrial age, the rulers of Execute are no longer able to run tissue-typing tests to ensure that executors do not violate the ban preventing them from siring children. At the same time, the importance of combat-trained individuals is increasing, making the political position of the executors increasingly strong. The families are already beginning to split along hardline (traditional), reformist (remove the siring ban), and moderate (some restrictions, to be phased out gradually) lines.

population when an attack smashed its environmental processing facilities. The last 100 survivors have abandoned most of their pressurized complex, retracting into the much-expanded, glass-topped arboretum. Now serving as an extensive hydroponics facility, this area also serves as dormitory. Having no radio left, the survivors are not able to contact any ship which might pass through (nor do they have any way to determine if a ship is in the area).

**530-053:** This world is an





If the final result is negative, and the world's starport class is A, B, or C, assign a code of 0; if the starport class is D, E, or X, assign a code of X.

### **Facilities Code**

Roll 2d6-6 and apply the following (cumulative) DMs:

**Traffic:** apply the full traffic code as a DM (treat X as -2)

**Bases:** Depot=+4,  
WayStation=+3, Naval/  
Scout=+2, Military=+1

**Local Technology:**  
Pre-Industrial (TL 0-3): -6  
Industrial (TL 4-5): -4  
Pre-Stellar (TL 6-8): -2  
Early Stellar (TL 9-A): -1  
Aver. Stellar (TL B-D): +0  
High Stellar (TL E-G): +1  
Extr. Stellar (TL H+): +2

**Travel Zone:**  
*Classic:* Green=+0, Amber=-1,  
Red/Interdicted/  
Blockaded=-2  
*Hard Times:* WarZone=-1,  
IntensiveWar=-2,  
BlackWar=-3  
(Worlds in a faction's  
Safe use the Classic DMs)

*New Era:* Reformation Coalition  
or Pocket Empire=+0,  
Wilds=-2  
(Worlds in the Regency  
use the Classic DMs)

**Prosperity:** A referee-assigned DM based on local conditions, regional trade factors, or campaign storyline needs. The range from -4 to +4 is suggested, but the referee should always feel free to modify any die roll that is

not to his or her liking.

If the final result is negative, and the starport class or traffic code is X, assign a facilities code of X. Otherwise, assign a code of 0.

### *Suggested Use*

The traffic and facilities codes can be used in two ways. First, and most commonly, they can be used to determine the overall task difficulty (or die roll target, depending on the edition of Traveller being used), or they can be used to enable or modify a die roll. See the Task Difficulties table below, for suggested task difficulty levels and enabler rules using each of the game systems. Second, the code can be used directly. Roll 3d6-3 for the code value or less. The following tables can also be used as a guide to the traffic and facilities present in each system.

### **Traffic Code**

X	No Traffic (except as referee-generated event)
0, 1, 2	Backwater, Very Low traffic volume
3, 4, 5	Low traffic volume
6, 7, 8	Average traffic volume
9, A, B	High traffic volume
C, D, E	Very High traffic volume
F	Extreme traffic volume

The traffic code indicates the quantity of trade (and therefore

also gives an indication of the number and size of ships which visit the system). This code can be used to generate task difficulties related to the number of ships in port, their destinations, passengers, and cargo. For example, to find a ship going to the proper destination, and with a middle passage still available, the task difficulty depends on the system's traffic level. A system that has a high volume of traffic would have many ships going to each destination, while a low-volume system may have none at all. The traffic volume for the entire Third Imperium, taken from IJSS Second Survey data and averaged over every world, was about 7.5.

### Facilities Code

(indicates size and quality of facilities)

X None (abandoned, converted or destroyed)

0, 1, 2 Inadequate

3, 4, 5 Cramped but Adequate

6, 7, 8 Average

9, A, B Above Average

C, D, E Excellent

F Outstanding

The Facilities code indicates the size and quality of the facilities. It can be used to determine if the shipyard is capable of performing a given construction or repair job, whether or not space is available immediately or there is a waiting list, or if the required parts are on-hand or must be ordered from off-world. For example, the task difficulty for finding a yard willing and able to repair battle damage would be determined by the facilities code. If the task were failed for a system with a low facilities code, it may mean that the required parts aren't available on-world, while if it is failed on a high-facilities system, there may be a waiting list for space in the shipyard. The facilities code for the entire Third Imperium, taken from IJSS Second Survey data and averaged over every world, was about 8.0.

### Task Difficulties

The "DM" column gives die roll modifiers for the traffic and facilities codes. The most important use of this DM is when rolling dice for the number of

<u>Code</u>	<u>DM</u>	<u>Traveller</u>	<u>MegaTraveller</u>	<u>TNE</u>
X	-2	14+	Impossible	Impossible
0, 1, 2	-1	12+	Formidable	Formidable
3, 4, 5	-1	10+	Difficult	Difficult
6, 7, 8	0	8+	Routine	Difficult
9, A, B	+1	6+	Routine	Average
C, D, E	+1	4+	Simple	Average
F	+2	2+	Simple	Easy



passengers and cargo lots available at a particular world.

### Designer's Notes

The Traveller rules are not task based, so the table gives die roll targets for the different code values. This will help the referee set die roll targets in situations where the code determines the difficulty of another skill roll. The DM column can also be used with Traveller (but not the task-based MegaTraveller or Traveller: The New Era) as a DM for skill rolls where traffic or facilities is an enabler.

The explanation of codes deliberately avoids specific numbers; this is so that individual referees can use this system regardless of the level of interstellar trade they want portray. Different referees have wildly different opinions on what the "average" level of trade is: some campaigns have a couple of free traders a week, while others postulate ten- or hundred-thousand ton bulk transports arriving every few minutes.

MegaTraveller rules already have provisions for task-based skill resolution. Use the suggested task difficulties to generate UTP rolls during game play. If the traffic or facilities code is to be used as an enabler, divide the code by 5 and drop fractions (just like an attribute) to find the DM to the UTP die roll.

The +1 for "designated trade route" can be applied to Hard Times or New Era campaigns as well as to Xboat and other trade routes in a stable interstellar state. It should definitely be applied to trade "runs" like those described in the Diaspora sector supplement. The "designated trade route" DM could even be applied to any well known and well-traveled mains, like the Vilani Main and the Spinward Main. However, the trading partners rule already provides a DM for worlds that are on mains. If a world is on a main it gets at least a +2 (one for each neighbor world) and more if either of them have an A or B starport. Only mains or other trade routes that serve as a conduit for long distance trade should get the additional "designated trade route" DM. Long distance, in this case, means trade that spans more than 5 parsecs from origin to

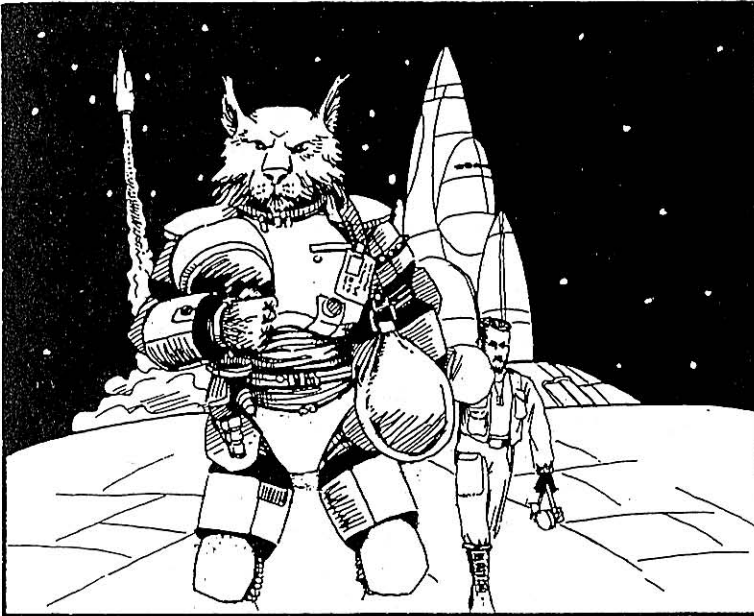
Traveller: The New Era also has task-based skill resolution; however the task names (and probabilities of success) are slightly different from MegaTraveller. Use the suggested task difficulties to generate tasks during game play. If the traffic or facilities code is to be used as an enabler, use a Difficult task against the traffic or facilities code (treat the code as an attribute) to enable the task.

destination.

A referee assigned prosperity factor is used instead of a random one, so that the referee could decide where and when to apply it. If a world with a depressed local economy is needed, simply (and arbitrarily; there is nothing wrong with being arbitrary, the dice certainly are) apply the -4 DM. Use this DM to paint entire

anyway; this could be the world's "potential trade value" or some such. Any independent states out there, known or unknown, should probably have a prosperity level assigned and local trade generated.

Many referees will want to modify the DMs to correctly reflect conditions in their individual campaigns. The most common



changes will be to reflect the jump capability of the average trading vessel, and the stellar density used to generate the campaign subsectors. As

sectors as a heavily industrialized core, or to pick out individual subsectors, clusters or even single worlds for deep depression or spectacular productivity.

presented above, the DMs assume the Traveller "Average" stellar density (50%), combined with short range merchant ships. Most ships are Jump-1 (thus the DM for worlds within one parsec) with almost all of the rest being Jump-2 (thus the negative DM for being more than two parsecs from a Class A port).

For explorations beyond the confines of known space, the referee should look at the situation carefully; completely unexplored areas probably have no trade at all. The referee may want to compute the trade volume

The DMs presented above were based on an analysis of the

MegaTraveller world generation and trade systems, and on a computer analysis of the Imperial Grand Survey sector data (the 35 sectors available for download from GENie).

The Traveller and Traveller: The New Era world generation and trade systems are practically identical. Special rules provide for the special circumstances encountered on Hard Times and Post-Collapse worlds.

The DMs are easily changed without unbalancing the traffic and facilities generator by ensuring that the expected value of the new DM remains the same as the system as designed. The expected value is the amount of the DM, times the chance that the DM will occur. For example, a +1 DM which occurs half the time has an expected value of  $(+1 * 1/2)$ , or 0.5000; while a -2 DM which applies to one third of the time has an expected value of -0.6667.

To change the trade partners DMs, both the distance and the DM must be altered. Instead of Jump-1, use the jump number of the most common trading vessels in your game. Replace the DMs of +2 per Class A or B port, and +1 per Class C, D, or E port, with whatever will give you an expected value of 4.442 in a standard density subsector. Use a similar procedure to change the -2 if no Class A port within jump-2; use whatever the jump number of your universe's "long range"

traders is. The expected value should be -0.4082 in a standard density subsector.

As the ranges become longer, there are more trade partners to check for each world in the subsector. This will make traffic and facilities generation slower and more tedious. One solution would be to remove both modifiers and change the die roll from 2d6-2 to 2d6+2. This simplifies generation, but makes the traffic at a given port independent of the number and quality of nearby ports.

The author would like to thank the members of TML (the Internet Traveller Mailing List) for reading and re-reading these rules while they were under development. For more information on TML, or to join, send Internet E-mail to James Perkins, the TML moderator, at [traveller-request@engrg.uwo.ca](mailto:traveller-request@engrg.uwo.ca).

Special thanks should go to TML members Bryan Borlich, Bertil Jonell, Steve Higginbotham, and Hans Rancke-Madsen, all of whom encouraged the development of these rules with their comments and suggestions.

### ***Hard Times***

Several special modifiers apply to Hard Times. When generating the traffic volume, the Hard Times Doom Trade modifier applies in addition to any other trade classification DMs. However, the

Hard Times Travel Zone and Polity DMs apply instead of the listed Classic Traveller DMs. Similarly, when generating Hard Times facilities codes, use the Hard Times modifiers instead of the Classic Traveller DMs for Trade Zone.

When generating traffic and facilities for Hard Times, use the final Hard Times UWP values to generate the final traffic and facilities values.

Re-generating these codes will allow traffic patterns to shift in response to all of the changes brought on by Hard Times.

For war zone (including intensive war zone and black war zone) subsectors, apply the reductions in Stage 1: Destruction of Interstellar Transport.

These reductions are the direct effect of the destruction of starships and facilities in the battles of the Rebellion.

Outside of the war zones, the reduction of traffic and facilities comes later, as these areas are cut off from trade and are abandoned by the factions. The traffic level is reduced in

Stage 2: Collapse of Financial Markets. Optionally (and this is completely unofficial), delay the reduction of the starport type for non-war-zone worlds until this step as well. Reduce the facilities code in Stage 3: Recession of Planetary Economies, at the same time as the UWP tech level is reduced.

### Post-Collapse

Interstellar trade in the post-Collapse Wilds should be checked carefully by the referee. In many cases, trade should be a referee-generated event no matter what the traffic volume



indicates, and port facilities are probably non-existent. Like in unexplored or undeveloped areas, the traffic and facilities codes can be considered to indicate the world's potential for trade.

### **Interpretation Examples**

C-5A = Class C starport: Average facility, capable of reasonable repairs. Traffic level 5: Low traffic volume. Facilities Code A: Above average. Although the port gets less traffic than most worlds in the Imperium, its facilities are quite extensive. Local yards and skilled technicians can perform almost any work expected of a Class C port, with unhurried skill that matches the spacious and uncrowded starport.

A-EF = Class A starport: Shipyard capable of constructing starships. Traffic level E: Very High traffic volume. Facilities code F: Outstanding. Although one of the busiest starports in the subsector, this world's volume of traffic is exceeded only by its efficient and complete starport facilities.

B-30 = Class B starport: shipyard capable of constructing non-starships and most repairs. Traffic level 3: Low traffic volume. Facilities code 0: Inadequate. Not much traffic passes through here, and part of the reason is the port facilities. Although it bills itself as a class B starport, the shipyard

looks deserted, many of the docking bays have collapsed, and what few skilled workers are left are crippled by lack of tools, parts, and snowed under with a backlog of work.

E-10 = Class E starport: frontier-quality installation. Traffic level 1: Low traffic volume. Facilities code 0: Inadequate. Although it seems hard to believe, here is an example of a substandard Class E port. It's a bomb crater, with a portable landing beacon installed. The beacon was courtesy of the last trader through here, about 5 weeks ago, sold in exchange for a home-cooked dinner.

### **Expanded Codes**

The following interpretations include specific numbers, and are intended as a suggestion only. By no means are the following tables required to make use of the traffic and facilities generator. Each referee, and each campaign, will have different preferences and needs, and should think about the exact meaning of the codes in relation to his or her campaign before deciding on a standard.

**Traffic Level** (in terms of aggregate tons of shipping per year)

X - Less than 1 thousand tons/year (less than 1 free trader per month)

0 - At least 1 thousand tons/year

## FUEL CONTAMINATION ALERT!

The starport has been advised that a single tanker of starship fuel was accidentally contaminated with metallic impurities during refinement. The appropriate fuel bunker has been totally filtered but ships which have refuelled in bays 19-48 will be visited by a port Technical Inspection team within the next twelve hours. These ships should not, under any circumstances, switch their power plant out of 'standby' mode until the team has checked their fuel. Legal redress is already being sought with the fuel suppliers.

(1 free trader per month)

1 - At least 10 thousand tons/year  
(1 subsidized merchant every other week)

2 - At least 50 thousand tons/year  
(2 subsidized merchants a week)

3 - At least 100 thousand tons/year

4 - At least 500 thousand tons/year

5 - At least 1 million tons/year

6 - At least 2.5 million tons/year

7 - At least 5 million tons/year

8 - At least 7.5 million tons/year

9 - At least 10 million tons/year

A - At least 50 million tons/year

B - At least 100 million tons/year

C - At least 500 million tons/year

D - At least 1 billion tons/year

E - At least 2.5 billion tons/year

F - More than 5 billion tons/year

### Facilities Code

X - Abandoned, Destroyed, or Converted to another function

0 - Does not actually meet all requirements for Starport Class

1 - Inadequate facilities in at least

one respect

2 - Bare minimum to meet all requirements for Starport Class

3 - Cramped, low capacity facilities

4 - Substandard facilities or services

5 - Small, crowded, expect delays for all facilities and services

6 - Small but not overcrowded,

7 - About average, busy for its size

8 - About average

9 - Better than average facilities or services

A - Spacious facilities, easily handles present traffic requirements

B - Spacious facilities and efficient, skilled services

C - Capable of almost anything

D - Large, cavernous facilities with plenty of room for expansion

E - Excellent facilities, can meet any requirement within Starport Class

F - Outstanding, large, efficient, meets most requirements for next higher Starport Class.

-- Guy Garnett--



## Local Headlines:

After Dr. Levanee was indicted on 3 charges of bribery and conspiracy six days ago, she has finally agreed to step down as head of the Kirlii Institute, a psionic training facility. The Institute refused to comment on her removal, but Dr. Levanee was steadfast in her denial of the charges.

Regency Judge Matthew Lucason has retired from his position on the bench of Skold. This announcement isn't surprising in light of his personal connection with Dr. Levanee, of the Kirlii Institute. He quotes, "I feel that this world would be better off following a sophont who could lead without question of taint." Reports from inside sources say he has retreated to his private home in the Shuglii mountains.

Strong protests have been lodged with the local enforcement division for being unable to lift the picketing outside the Kirlii institute. The Institute maintains it's position of innocence in the Levanee corruption case. Six protesters became violent this afternoon and we detained.

Replacement Judge Henri Macabee has stated that although Psionics is a legal method of determining truths, they will not be used in the upcoming trials. He has also requested that until these

charges have been confirmed or dismissed, psion's will not be allowed as professional witnesses to truth detection.

## THE CITY MOB RULE

The PCs are enjoying dinner in a restaurant near the starport when a group of 20 people start jeering loudly outside the diner. As the PC's watch, the object of their antagonism becomes visible, a boy trying desperately to avoid the group that has encircled him and is beginning to look violent. The boy has his head shaved in a manner typical to Regency Psions.

I To talk the crowd out of violence: (impossible, persuasion or leader)

If the PCs get involved in the fight, the mob is armed with fists, stones, and a few pieces of wood (clubs). If the PCs do nothing to stop the mob, they converge on the boy. After being severely beaten, someone fires a pistol and wounds another in the mob. The group quickly disperses into the side streets and alleys, leaving an unconscious boy in the street. Law enforcement arrives two minutes after the gunshot.

If the PCs manage to rescue the boy, he imparts assurances as to the increased violence against psions on Skold, and fears the returns of the era of suppressions where psions were beaten and



often killed.

Novice NPCs Combat Assets: Armed Martial Arts, Unarmed Martial Arts Other Assets: None

Leader acts as an Experienced NPC and adds Slug Weapons - Pistol and Leadership 12

### COURIER

The PCs return to the starport the next day to check for possible freight and oversee the refueling of the ship. While stopping in at the dock master's office, they receive a message from Dr. Craig Merchov. He identifies himself as the Interim director of the Kirlii Institute and is interested in booking passage for one of the institutes more "visible" members discretely and quickly. He suggests meeting this evening, and requests a reply at the soonest possible time.

### MEETING

The evening meeting is set up the Dr. Merchov at a small but expensive restaurant. Dr.

Merchov and a woman await the PCs and offer them dinner (on the Institute's expense account). Dr. Merchov never introduces his companion as anything other than Emily. The conversation seems to imply the woman will be one transported off planet, although if questioned, Merchov & Levanee refuse to answer - stipulating the agreement of one "unnamed" member of the Institute.

While dinner is being served, Dr. Merchov gets quickly to the point and offers 20,000Cr to convey an unnamed member of the Institute off world in the next 24 hours. Half of payment to be made upon arrival of passenger in foreign starport.



To haggle the price higher: (bargain, difficult, 10 min.). Dr. Merchov will go as high as 40,000Cr, but will

stop there.

To recognize Dr. Levanee: (observation, routine, 5 sec).

### DEPARTURE

The following morning, PCs



A voice accented with High Vilani asks the PCs for the ship's status. If the PCs haven't sent out a distress signal, the Scout/Courier will hail them. The same voice, accented in High Vilani, will inquire if help is required.

The PCs will naturally be suspicious at this point, and if they get Karrdhae to come to the bridge, she can identify the captain of the Scout/Courier as a man who has worked for Dr. Levanee in the past. If she knows of the other ship coming alongside, she will use her telepathy to "spy" on them, and attempt to determine their motivations.

## **DISTRESS SIGNAL**

If the bomb doesn't go off, the Scout/Courier seems to have an explosion in it's aft end and sends a distress signal. Assuming the PCs have found the explosives, this will seem the obvious trap, but they are required by Regency Law to help the other ship. Some tasks that could identify the trap:

1 To scan the debris from the explosion: (Sensors, Difficult, 2 minutes)

A partial truth shows the debris to be from the vehicle bay of the ship, and seems to be "interior pieces". A complete truth shows the debris to be garbage from the vehicle bay, after the bay doors were

opened suddenly into vacuum.

## **BOARDING PARTY**

Scout ship disgorges a small boarding party intent on killing Karrdhae, and consequently the crew of the ship. While the boarding party is intent, they are not berserkers, and will retreat to jump out system if they find themselves badly outgunned. If the tables turn, and the PCs manage to take the ship, they can find specific evidence (in the form of communication logs) that implicate Dr. Levanee with the attack.

Experienced NPCs (Leader: Veteran)

Combat Assets: Slug Weapon - Pistol, Energy Weapon - Rifle, Armed Martial Arts

Other Assets: Environment Suit 12, Combat Engineer 12, Medical 10, (Leader adds Leadership 14 and Ground Tactics 12)

## **ENDGAME**

The PCs will hopefully have managed to leave the system, and escape Levanee and Merchov's wrath. They can be useful as NPCs and antagonists for future adventures, and they have also gained an Ally in Karrdhae. She can stay with the PCs, or can move off to further her own interests. Regardless, she will be a steadfast ally if the PCs fight with her



Karrdhae is 1.5 meters tall, brown /tawny fur with few color variations. Massing 51kg, she's quite small physically, even for a Vargr. Her eyes are black, and she often wears brilliant greens (more often into the lime shade) mottled with blues. Due to the racism against Vargr on Skold, she often wears hooded robes of Vilani fashion to disguise herself in public.

**BACKGROUND:**

Karrdhae is one of the bright young students of Kirlii Institute, working quickly through the ranks in both Telepathy and Telekinesis by virtue of her inborn psionic strength. Being Vargr in the Regency has had it's obvious affects of racism on her, so she kept a quiet, but very inquisitive mind. She thoroughly checks everyone she has business or personal dealings with, and is slow to trust people in positions of power. As a vargr, she shows instinctive deference to most individuals, but this is significantly different from true respect. As a matter of public record, she holds a permit and Class 2 rating for a pistol, a Class 1 rating for Grav Vehicles, and a Class 3 rating for Computer Operations.

Karrdhae's family background isn't as bright as her current talents with the Institute. Growing up in the grassy steppes around the primary population center of Skold, she worked on the Vargr estate on the planet herding animals. A river gave her the chance to develop somewhat athletically, although she was never competitive and tended to be a quiet, intrusive person. She was leaning towards becoming a shepherd for her life's work when she took a psionic test on a dare.

The result of which was an unexpected position in the Kirlii institute. She is bilingual - speaking Galanglic primarily, and having grown up with Gvegh.

-- Joe Heck --







*Contact!*

# THE MERMANI

Despite legal, ethical, and moral complications, genetic research and manipulation was a fact of life in the Third Imperium. The potential benefits -- in terms of knowledge -- and the potential rewards -- in terms of cold, hard credits -- far outweighed the risks attending such genetic engineering efforts.

An example of such an effort was the HuGe/AmPh (Human Genome, Amphibious Phylogenesis) Project undertaken by SuSAG at Research Facility 33 on Phaedrus (Alpha Crucis 1006) from 1105 until the Collapse. Confident from past success at genetic engineering of humaniti (most notably the Jonkereen) SuSAG embarked on a project whose goal was to create a subspecies of humaniti capable of existing underwater, in an oceanic environment, for extended periods of time. The directors of SuSAG felt that such a subspecies would make useful workers on some of their other facilities on waterworlds both within and without the Imperium.

In 1110, the first of the "mermani" (as the amphibious human strain was called by its creators) were cloned at Research Facility 33. Intelligent dolphins were recruited to serve as trainers and testers of the new species, and the years

between the creation of the mermani and the Collapse were spent in "field testing" the mermani to determine their suitability for "general release" (as compared to their "controlled release" into the oceans of Phaedrus).

A side effect of the Virus on this world, then, was to grant independence to the small population of mermani which existed on Phaedrus. They and their dolphin companions departed the now-defunct station, subsisting from that time until the New Era as oceangoing nomads.

## **Physical Appearance and Biology:**

The mermani have a number of obvious physical differences from standard-strain humaniti, the most obvious of which may be the absence of body hair and the lack of an external ear. Their feet are large, with long, webbed toes; their fingers are webbed as well. The skin of the mermani is similar to that of other aquatic mammals, acting as a natural "wetsuit" to retain body heat, but the mermani are capable of living on dry land as well. A side effect of this modification was the loss of all skin pigmentation, and the mermani are now "natural" albino's.



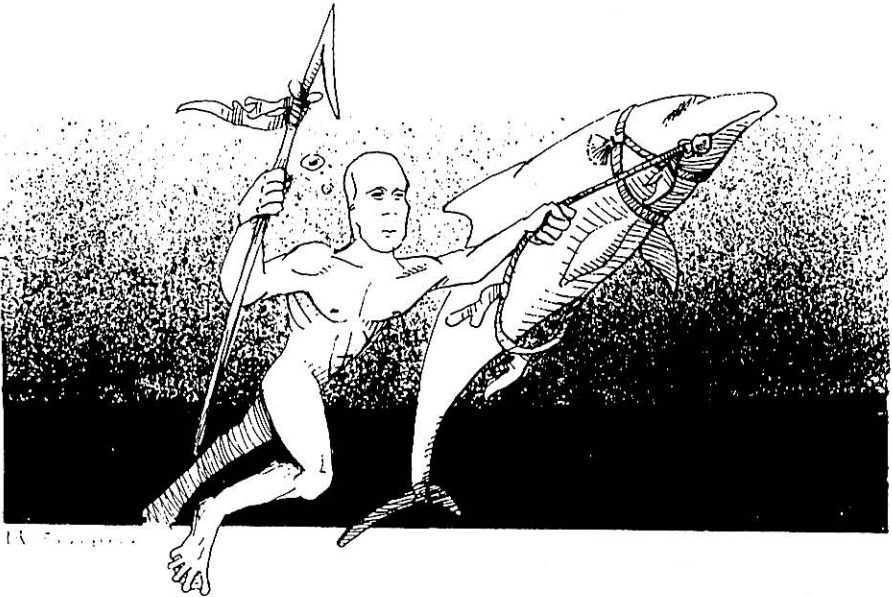
A mermani's nose is flat, with hooded nostrils whose passages seal when he or she submerges. Mermani do not have gills, nor do they actually breathe underwater. Instead, they rely on symbiotic nanomachines which capture oxygen atoms and, in a complicated process, release them into the bloodstream over time. In an atmosphere with standard concentrations of oxygen, this means that mermani can stay underwater for 1-6 hours with the air from a single breath; with the (to standard humans) dangerously high concentrations present on Phaedrus, a single breath will sustain them for up to 12 hours. They may operate safely at depths of up to 100 meters,

fronds of resilient marine flora.

### Society:

Mermani live in small family groupings which range over a wide area in a nomadic or semi-nomadic hunter-gatherer lifestyle (Tech Level 0). These groupings will make temporary camps upon islands, in air-filled underwater chambers or caves, or in submerged hulks containing pockets of air.

Each mermani family will have one or more genetically modified dolphins of human-level intelligence accompanying it on its travels. These dolphins serve the mermani as scouts, messengers, guides, and



much as an unprotected human diver.

The mermani do not wear much clothing, but do ornament themselves with shell, coral, and

playmates. In return, the dolphins receive the companionship of the mermani, which is important to these gregarious and sociable beings.

While dolphins have occasionally been known to let mermani children ride on their backs, they are more likely to pull an adult mermani along behind them, though this slows the dolphin considerably.

Note that the dolphin companions of a mermani family will not necessarily be the same individuals from day to day. Different dolphins will arrive and depart at intervals; the arrival of a new dolphin into a mermani group is an event which calls for ritual greeting songs and other ceremonies, consisting primarily of a sort of underwater dance.

The mermani trade with land-dwelling humans for corrosion-resistant metals and other goods unavailable to them; some are particularly fond of alcohol. They consider land-bound humans to be small of soul, trapped on their little islands and boats, while they are free -- the true masters of the planet. They do recognize, however, the superiority of some of the land-dwellers' technology.

### **Combat:**

The mermani primarily use bone lances in combat, sometimes equipped with metal heads. They do not thrust with these weapons; rather, an individual will hold the lance before him and "charge" the enemy, seeking to impale his foe.

The referee may wish to treat this sort of attack as a special case of the diving blow, ruling that it automatically hits unless avoided, which requires a Difficult test of

Swimming. Dolphin ramming attacks may be resolved similarly.

### **Mermani New Era Template:**

Level: Experienced; Combat Assets: Unarmed Martial Arts, Armed Martial Arts; Other Assets: Swimming 13, Language (Dolphin) Movement: Land speeds are as for humans; additionally, mermani can swim normally (as a walk) at 20 meters per turn or "race" at up to 40 meters per turn.

### **Dolphins:**

Chaser; Size 7; Weight 100 kg; Hits 21; Weaponry: Teeth (Dam 1d6, Pen 1) 13 to hit (armed melee attack) Ramming (Dam 2d6, Pen nil) diving blow; Initiative: 6; Movement: Swim 50 meters/turn; 100 meters/turn "running"; Skills: Swimming 18, Acrobatics 12

Although they are treated here as animals, the dolphins of Phaedrus have been genetically engineered to at least human level intelligence. Their fast swimming speeds are the result of the hydrodynamic qualities of their bodies, which move through the water with very little turbulence. Dolphins pulling a mermani along behind them by means of a bridle-and-reins affair are reduced to half-speed due to the deleterious effect on their hydrodynamics. Dolphins may dive safely to depths of up to 200 meters, although they normally do not go much below 25, returning to the surface every few minutes to breathe, though they can "hold their breaths" for much longer.

-- Bill White --

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# Imperial Fragments

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## Advantages and Disadvantages A variant for character generation

Many role-playing games which use a point system for character generation have a system of advantages and disadvantages to help round out a character. Disadvantages can also gain the character a few more points to use for skills at the expense of some sort of handicap. Most of the advantages and disadvantages used in this article are derived from the GURPS<sup>™</sup> system and/or the HERO<sup>™</sup> system.

While Traveller The New Era does not use a point system for character generation, it is flexible enough to allow the addition of advantages and disadvantages. The point value that will be used for this system is the skill award. Each level of skill award counts as a "point". Therefore, the award of Computer - 2, would be worth two points.

To use this system have the player generate his character's home world and basic statistic first. Then make any statistic adjustments for the character's home world. After that, take any default skills due the character due to his home world.

The next thing the player should do is select disadvantages for his character. This will give the player some points to spend on

advantages for his character. In this article, I have put a limit of 4 points of disadvantages. This is to maintain a balance of play and prevent a player from overburdening his character with disadvantages.

After disadvantages are selected, the player can select advantages for his character. There are some that you as a referee may allow the character to pick up later in the course of play. However, any inborn abilities such as Absolute Time Sense should be selected at this time.

If the player wishes to spend more than 4 points on advantages, the referee may allow the character to reduce the number of background skill levels to make up these points. For example, a player has taken 4 points of disadvantages and wishes to get the advantage of Edidic Memory for his character. Since this is 1 point more than what he has available, the referee allows him to take away one level of background skills. The character now has Edidic Memory, 3 background skills at a level of 2, and one background skill at a level of 1.

If the player has more points in disadvantages than he takes in advantages, he may spend the

extra points on additional background skills for his character. For example, a player selects 4 points of disadvantages but only 2 points of advantages for his character. The referee allows him to select one additional background skill at a level of two. The referee may optionally allow the character to use those extra points to increase background skills. If, in the example above, the character was from a water world, and the player felt that the character should have a fairly high swimming skill. The referee could allow the character to have a background skill of swimming - 4.

Referees, if you are currently running a campaign and your players want to pick up some of these advantages or disadvantages, then let them take any disadvantages they want first, and use the gained points to pick up advantages or skill levels. At your option, you might also let characters spend experience points for advantages, but I recommend using about 4 experience points for each advantage point. You do not want to allow characters to gain advantages which should be inborn.

As a bonus, there are two new skills before the list of disadvantages and advantages. If the referee feels that his game would benefit from these skills, he may add them to his game.

Intuition is a handy skill for a

campaign in which there is a lot of investigation type adventures. The skill of Luck gives a campaign a bit of a Space Opera flavor, and works well with any campaign with that type of style.

Remember this is a variant. Players, check with your referee before using this system. Referees, feel free to add to or delete from this list as the needs of your game dictate.

### NEW SKILLS

Intuition (INT) - Perception Cluster  
- The ability to assemble disassociated facts to reach a viable conclusion. The task difficulty should be based on the amount of facts available and how disassociated they are from one another.

Luck (INT) - Determination Cluster  
- In Dark Conspiracy, another game in GDW's house line, this skill is listed under Charisma. However, the designers felt that for a Space Opera type of game, Intelligence would be a better determining attribute, as oftentimes an intelligent person can "make his own luck".

This skill can be used when a character fails to accomplish a task. If the character can perform a successful Luck task, then the failed task can be attempted again. The first time in a game session that a character wishes to use his Luck, it is an Easy task. The difficulty increases by one for





Ambidexterity 1 (Partial) Grants off-handed tasks at only one level of greater difficulty.  
2 (Complete) The character is equally capable with both hands and does not suffer off-handed penalties.

Bump of Direction 2 Has an uncanny sense of direction. Makes any Navigation task one level easier.

Combat Awareness 1-2 The character is constantly evaluating his environment for potential threats. Depending on the level of awareness, this increases the difficulty of a potential attacker achieving surprise by 1 or 2 levels.

Eidetic Memory 5 The character has an exceptional, truly "photographic memory". The character can recall anything he has seen or read. The character only pays the current level in experience points to achieve the next level (except for Initiative):

Heightened Sense 1 (Per each sense) Heightens one of the five senses giving a +1 to the Observation skillchecks involving the heightened sense.

Lightning Calculator 1 Can perform complex computations in his head rapidly.

Police Powers The character has the ability to conduct investigations, make arrests, and perform other such activities of a police force. The cost of the advantage depends on the extent of the powers. A character with a 3 point advantage should probably belong to a government agency.

1 Limited to one political state/province.

2 Limited to one world/nation.

3 Limited to a large stellar gov/  
international.

Press Pass 1 The character has the ability to cross police lines as a member of the news media. If the police do not recognize the characters agency, they may not let him pass.

Weapons Permit Limited to issuing state.  
1 Hunting Weapon  
2 Handguns  
3 Assault Weapons  
+1 For Concealed

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Wanted: Traveller; Space Opera; Space Master; etc. Sci-Fi RPGs & Boardgames. Have other to trade or will buy. Playable /Useable Condition. Doug Fairbrother, RR3 Box 118A, Bluff Road, Newport, VT, 05855. [3]

Missing: One fur-covered left ear with a bite out of it from a previous engagement. Lost last night at La Estrelia Nortena Bar, Startown, Itasis/Strand/Corridor. TAS Box V %Thebzirr. Will trade one Aslan Grav belt, dewclaw, and tail-tip. [4]

For Sale: Traveller products, some hard to find. Send LSASE for list. Wanted: DGP's Alien Module: Solomani & Aslan; Campaign Module: The Flaming Eye.

Both must be in good to mint condition. Will pay \$\$\$ or trade for old Traveller I have. Send LSASE to Leory Guatney, 2750 S. Ingalls Way, Denver, CO 80227 [4]

REWARD for information leading to the arrest of the Droyne psionic terrorists Poyayh and Mayeyat. These individuals were last seen during the liberation of Efate City. They are wanted by both Zhodani and Imperial authorities and are considered armed and extremely dangerous. Do not approach under any circumstance. Contact prflzdiatl@liaison.zofe or kpereira@liaison.ecg or come to Liaison Office, Zhodani Occupying Force on Efate, Efate City Center, Suite 4200. [posted 255-1107 on efatesys.net] [4]

Close Escort available for security courier/transport, expeditions or convoy protection. Experienced, professional, discreet. Owned and operated by ex-Scout. Contracts by flat fee or on a percentage basis. No gun/drug jobs. Contact Denger Enterprises in care of this publication. [4]

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