

# FREELANCE TRAVELLER

*The Electronic Fan-Supported Traveller® Magazine and Resource*



Issue 004  
April 2010

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## Contents

Freelance Traveller #004: Apr. 2010

### Editor

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Jeff Zeitlin, Shannon Appelcline, Bill Cameron, Ndege Diamond, J. Edward Collins, Leslie Bates, Shawn Driscoll, Neal Oldham, Jeffrey Schwartz, Paul Elliot

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Cover: *Shawn Driscoll*

From the Editor: *Jeff Zeitlin, from the Freelance Traveller web site*

Multimedia Gallery: *Ndege Diamond; Jeffrey Schwartz*

Fifth Imperium: *Shannon Appelcline, from the Fifth Imperium Column at rpg.net*

Critics' Corner: *Mongoose Publishing, from their web site*

Freelance Traveller is published monthly in PDF form by the editor.

The current issue is available from the Freelance Traveller web site, <http://www.freelancetraveller.com>.

### From the Editor

*Jeff Zeitlin* ..... 1

### Critics' Corner

Strontium Dog—Bounties and Warrants *reviewed by Jeff Zeitlin* ..... 2

The Third Imperium—Alien Module 1: Aslan *reviewed by Jeff Zeitlin* ..... 10

### Multimedia Gallery

Orbiting Scout *by Ndege Diamond* ..... 3

Sierra on Landing Pad *by Jeffrey Schwartz* ..... 20

### Fifth Imperium

#8: Genre-ic Plot Seeds, Part One *Shannon Appelcline* ..... 4

### Less Dangerous Game

Bezel-De *by Bill Cameron* ..... 7

### Active Measures

Mercenary Ticket—Hammer and Anvil *by J. Edward Collins* ..... 8

### Raconteurs' Rest

...From the Machine [Prologue] *by Leslie Bates* ..... 12

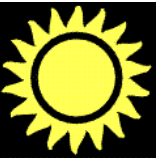
### Doing It My Way

Scientists: An Elaborated Career for Classic Traveller *by Neal Oldham* ..... 15

### Special Supplement 1

Design Notes for *Mercator* *by Paul Elliot* ..... 14

## From the Editor



In spite of a serious disk problem with the computer that we actually build *Freelance Traveller* on, and a minor attack of life, we've managed to get this month's issue out only a bit more than a week after we'd planned, and haven't lost a single byte of data in the process. We apologise for the delay, and hope that you're not *too* disappointed with us.

This month represents a first for us—with the permission of the author, we're offering as a Special Supplement an entire new setting guide: *Mercator*, by Paul Elliot for Classic *Traveller*. Paul has also provided us with some design notes on this supplement.

We will be doing other Special Supplements in the future; if you have any ideas for new ones, or any contributions to announced plans, please do not hesitate to contact us through the usual channels.

We're working on two submissions guides for *Freelance Traveller*: a quick overview that will be adequate for most submissions, and a more detailed one that discusses technical limitations and criteria for certain sections. For most people, the submission guidelines will amount to "It's *Traveller*? Send it in!"; for a few things, we'll ask for specific formats or specific types of content.

Some of our readers have noticed that we've been remiss in updating the Published Products lists on the website. Currently, that's a manual job. We're looking at making it more useful to our readers, by making it searchable and sortable. We'd like to hear from you what sort of searches you'd like to be able to conduct on it. Please send your comments on this to [tech@freelancetraveller.com](mailto:tech@freelancetraveller.com). Also, if you might be interested in helping us with PHP code for this, contact us at the same address.

### Strontium Dog: Bounties and Warrants

reviewed by Jeff Zeitlin

*Strontium Dog: Bounties and Warrants*. Bryan Steele  
Mongoose Publishing <http://www.mongoosepublishing.com>  
104pp, softcover  
UK£15.00/US\$24.95

*Note: The cover shown here is not the same as the cover on the volume purchased by the reviewer. The reviewer's copy has the Strontium Dog logo and the volume title at the top; also, the font for the "Bounties and Warrants" title is somewhat different. The general coloration and artwork are the same, however.*

Mongoose brings the referee a handy source of adventure plots.

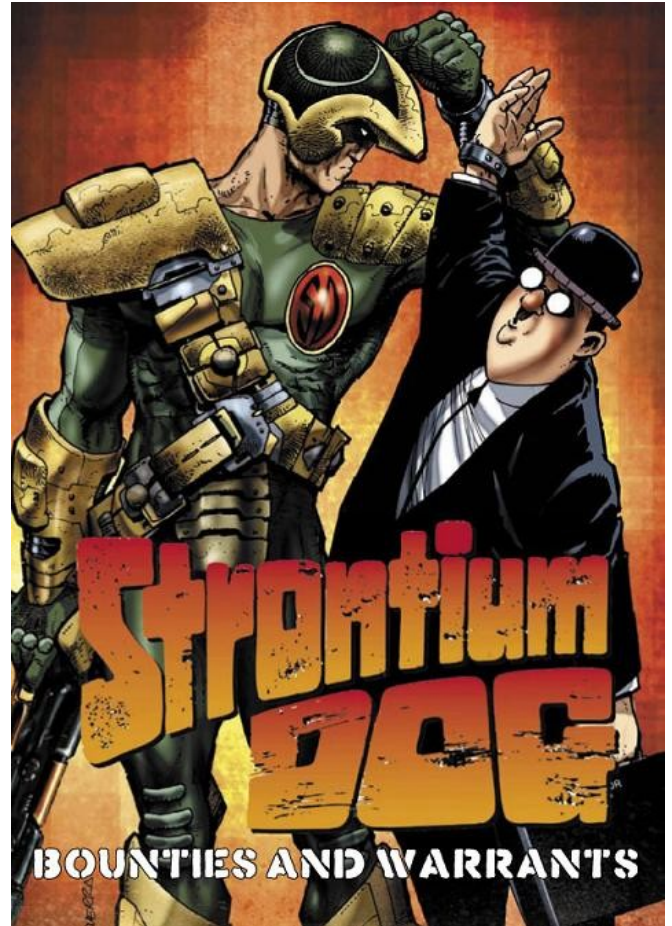
#### On the Shelf

Similar to the Judge Dredd sourcebooks, Strontium Dog sourcebooks have full-color, full-page graphic-novel-style artwork, with a characteristic line logo. The "Bounties and Warrants" title is visible, but clearly less prominent than the Strontium Dog line logo, and has been omitted from the spine.

#### On Closer Inspection

The thirty-nine adventure seeds in this volume are sorted by general danger level, with the least dangerous at the beginning of the book. There are several different types of adventure in each section, ranging from courier-type missions (bring something to/from somewhere, or someone) to apprehensions, recoveries, or confiscations. The adventures are grouped into four sections, labelled "The Good", "The Bad", "The Ugly", and "The Really Ugly", and each section has a table at the beginning allowing the referee to choose one of the adventures in the section with a d66 roll (or a d6 roll, for the Really Ugly). Unfortunately, while the tables each have a column for the page on which each adventure could be found, those columns were never filled in, and the book was printed with "XX" in that column.

Each adventure starts with a summary description giving some basic background for the adventure and the reason it's a warrant, and a brief description of the requirements of the warrant. There

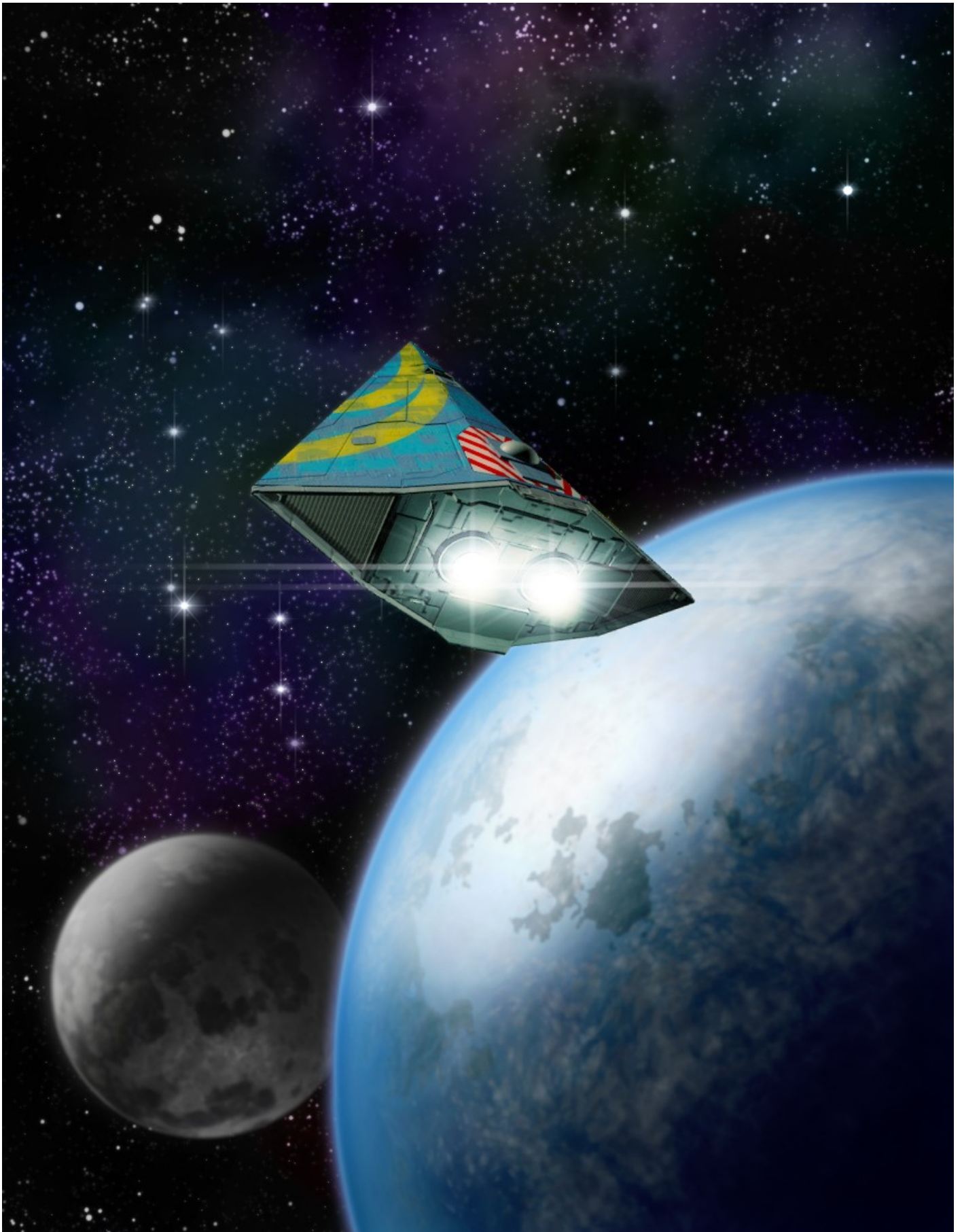


is also a "Warrant Card" that contains the information that can be given to the players. This is followed by the actual seed itself, outlining the scene, available actions, and mandatory encounters. A section on possible complications may follow this, in the more dangerous adventures. Finally, each adventure has a "Debriefing" section which summarizes for the referee how to figure the payoff to the PCs at the end of the adventure.

The volume concludes with a short section of potentially useful additional equipment that the referee may choose to make available.

#### Summary

Like any adventure seed volume, this can be a useful tool for a referee looking to get an adventure up and running quickly, though only for a Strontium Dog setting/campaign. Outside such a campaign, a significant amount of work on the referee's part to 'sanitize' the adventures, or 'file off the serial numbers', would be required, but the task would not be impossible.





This column is intended to be a referee's guide to Mongoose's Traveller, the fifth incarnation of the Traveller game system. Often it'll talk about the many printed resources out there and available to the gamemaster, supplementing my own reviews on those topics, but sometimes it'll offer more specific advice for GMing the game.

*Editor's note: The initial Fifth Imperium column was published on the RPG.Net website in July 2009, and appeared in Freelance Traveller's initial issue in November 2009. This column originally appeared on the RPG.Net website in March 2010.*

One of the nice things about running a science-fiction game is that you have an ability to really warp what sort of game you're running from week to week. I think that's in large part because of the width of science-fiction genre. It can include just about anything, from knights running around with glowing swords (*Star Wars*) to robotic detectives solving crime (*The Caves of Steel*) to rampant silliness (*The Hitchhiker's Guide to the Galaxy*).

This, I think, suggests a great way to come up with a plot seed for a *Traveller* adventure when you're otherwise feeling blocked: just choose a favorite genre that you haven't touched upon for a while, and go from there.

In this article, I'm going to touch upon a trio of mystery-related genres for use in *Traveller* adventures, offering some thoughts and potential seeds for each of them.

## The Mystery Genre

Mysteries can work in just about any setting, but I think they're particularly appropriate in *Traveller* because of the high importance of law to the setting. The UWP of every planet defines precisely how law is administered there! Beyond that, it makes much more sense for a very civilized interstellar society to have the resources to pursue crime than for the same to occur in a less civilized fantasy world.

There are plenty of ways to introduce a mystery into your game. Have a PC be wrongly accused of a crime or do the same to one of their friends. Have

them land on a planet where visitors are randomly required to serve in the detective force for a short time—in the name of impartiality. Similarly, impartiality might be why a government goes out of its way to hire outsiders. A murder-mystery is the most obvious plot, but you could alternatively have something stolen in some mysterious way.

**Traveller References.** *Traveller* authors have been aware of the possibility of mystery-oriented SF adventures since the Classic *Traveller* days. The earliest example is probably *Traveller Adventure 11: Murder on Arcturus Station*, generally considered a classic of the genre. I'm aware of one other *Traveller* murder-mystery, "Death Among the Stars", a *MegaTraveller* adventure which ran in *Challenge* #48. I also wrote an AP of a mystery I ran in *Traveller* last year: "Let Sleeping Dogs Lie".

**Other References.** If you're intimidated by the idea of crafting a mystery, I highly suggest reading a mystery book that actually offers a "fair" mystery with lots of clues, then adapting that for your own play—which is exactly what I did in my "Sleeping Dogs" adventure, which was based on an obscure (and out-of-print) Jack Vance mystery. I expect you could pick up at least 70% of mystery books and discover a good basis for an adventure.

Beyond that, I already mentioned the R. Daneel Olivaw Robot Novels by Isaac Asimov as an existing example of mystery/SF genre mixing. If you know of more examples, I'd love to hear them.

## The Noir Genre

There are many mystery stories that have noir sensibilities to them. They include flawed men, bad women, dark settings, morally ambiguous acts, and very few happy endings. There's actually a lot of disagreement as to what constitutes noir, and I'm one of those who thinks of it as more of a "mood" than a "genre", which is one of the reasons I'm not going to give it more depth here.

I'll simply suggest it as a different way that you can present mysteries. It might be particularly appropriate in *Traveller* for planets that are both high-tech and overpopulated, especially if they've got some sort of fascist dictator controlling everything.

*(Continued on page 5)*

(Continued from page 4)

In these situations, the goal might be to survive the adventure as much as to solve the mystery.

Beyond that, I'll say that noir probably will take more work to get right than most of the genres I'll be discussing in this series.

**Other References.** There are many noir films that you could consider, however I think there are two works of fiction that might give you a particular idea as to how to mix *Traveller*, mystery, and noir. The first is a film that you've probably already seen, *Bladerunner*. The second is a book that you might not have, David Brin's *Kiln People* (which is about 7/8ths of a brilliant book, before it descends into semi-coherent Transhuman meanderings in the last 50 pages or so).

### The Espionage Genre

An espionage game could be run exactly like a mystery if the goal is to recover a stolen item or track down a person on the run. However, unless you're going with a very conservative (and more realistic) John LeCarre sort of espionage story, your spy adventure should be a lot flashier than a typical mystery. Consider how to include (grav?) car chases and foot races through somewhat dangerous terrains. Also, think about introducing some of the well-loved elements of espionage, such as cover identities, disguises, dead drops, wiretaps, and cryptograms. You can find some neat lists of Espionage techniques and Espionage terminology online. They should get you thinking immediately.

Within the context of *Traveller*, the numerous interstellar governments offer the most opportunity for espionage. In the Spinward Marches, Zhodani spies will surely be peeking into Imperial interests, particularly at military bases, while the Imperium could spy upon the several Zhodani planets in the sector, on Zhodani immigrants, or even on "legitimate" Zhodani business interests.

However, just because espionage with the Zhodani is the most obvious path doesn't mean it's the ideal one for an espionage adventure. You could just as easily have spying missions related to the Vargr, the Aslan, the Darrians, the Sword Worlders, or the Federation of Arden. And, spying

on outside entities is only half the job of a spy. The Imperium will need to investigate internal threats as well, including separatists, religious zealots, anarchists, AI-rightists, genengineering protesters, Solomani, other human supremacists, and fifth columns for other governments—local or interstellar.

**Traveller References.** For *Traveller* espionage, the obvious place to go is *Traveller Book 5: Agent*. It's got a 15-page section specifically on espionage, which includes both espionage-mission generation charts and background for spies in the Third Imperium.

There was also an interesting setting article called "IRIS" that you can find back in *Challenge* #33. It lays out the basis for an Imperial-level espionage agency. For some reason, however, it's generally been derided by fans—perhaps because it was a little retconny, suggesting that IRIS was behind certain events in the Imperium's history. It was also officially declared a "variant", rather than Original *Traveller* Universe canon.

Finally, I'll point you to another of my APs, "Intrigue Aboard: Adventures on the Empress Porifiria"—though I'll admit that my spy adventure ended up more mystery than espionage, mainly because of the lack of the splashy action scenes that make up most James Bond films.

**Other References.** If you want to get some great and authentic feeling espionage ideas, I recommend a British TV show called *The Sandbaggers* and an American comic book called *Queen & Country*. Though he's technically a diplomat, the Retief books by Keith Laumer (and more recently, William H. Keith, Jr.) offer a great look at espionage-flavored science-fiction. Poul Anderson's Dominic Flandry is another fine example. I'm sure there are many others.

### Conclusion

I've just touched the surface when listing some of the references that might be useful for running mysterious genre adventures. If you know of more *Traveller* adventures or science-fiction books, TV shows, or movies which might provide insight into mysteries, noir, or espionage, I invite you to con-

(Continued on page 6)

## Fifth Imperium

(Continued from page 5)

tribute them in the RPG.net forums.

In the meantime I'll be returning to this topic next month, when I talk about some "shadowed" genres that you can mix with your science-fiction gaming.

## Less Dangerous Game

### Bezel-De

by Bill Cameron

**Players' Information** - A large trapper native to the equatorial and temperate regions of Winston, the Bezel-De (the term is Darrian for *silent demon* or *quiet demon*) remains hidden along the trunks and branches of the forest until its prey comes within striking distance. A Bezel-De will attach itself with dozens of short, claw tipped legs to the underside of a stout branch and along the trunk or bole of a tree. The animal's tough carapace closely resembles the bark and foliage of the trees in which it lives further assisting with this camouflage.

When a potential meal wanders close enough, the Bezel-De will launch itself with amazing speed from a prepared place of hiding; a 'hunting stand', and an attempt to land on and stun any prey. Stunning usually works but the many clawed legs and sinuous body can also slash and thrash quite effectively. A Bezel-De attack comes without warning and is over very quickly.

Once its prey is dispatched, the animal will carry the carcass back into the tree to feed. Although most prey is swallowed whole, the Bezel-De will crudely dismember larger prey and then feed on some portions while leaving others for later.

Little more than a long cylinder of muscle, adult Bezel-De can reach ten meters in length, over 30 cm in diameter, and 200 kg. As noted, the animal's dorsal carapace is tough, closely resembling tree bark in both texture and color. The number of leg pairs seems to depend on the creature's size with a pair of stubby, muscular, claw tipped legs every fifty cm or so. The mouth is a tough, muscle

## Multimedia Gallery

(notes)

### Orbiting Scout

The image on page 3 was an alternative image for the cover of the March 2010 issue of Freelance Traveller that the artist, Ndege Diamond, submitted after we had "gone to press".

-lined orifice with dozens of short, inward sloping barbs or spines. Whatever ends up in a Bezel-De's mouth cannot be pulled free except at the risk of great damage.

The Bezel-De is a solitary creature with each marking and defending a specific hunting territory. The creatures mark their territory by clawing trees; spoor and other bodily secretions are also used. Neighbors rarely fight one another, preferring to shake trees or produce eerie moans in dominance displays. The creatures are rarely seen on the forest floor; they much prefer to remain in the lower branches. They are seen on the ground usually only after an attack, when driven from their territory, or when crossing between distant 'hunting stands'.

Hermaphroditic, they exhibit no true mating season. When both neighboring Bezel-De are willing, they will mate over a period of several planetary days with each leaving to raise their brood. A litter may produce as many as a dozen young that the parent cares for and feeds. They are fed with pieces of their parent's latest kill and kept in rude nests of twigs in the boughs of trees. Young Bezel-De hang next to their parent in the 'hunting stand' and follow them when they attack. Once they reach a certain size, their parent drives them out of its territory eating any that fail to escape.

#### GURPS Stats:

ST: 14    Speed/Dodge: 2/5                      Size: 8  
DX: 10    PD/DR: 2/2                                Mass: 200  
IQ: 3     Damage: Slam, claws 1D-1 cutting  
HT: 15    Reach: C

(Continued on page 7)

## Less Dangerous Game

(Continued from page 6)

### CT Stats:

<i>Animal</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds/Weapons</i>
1 Trapper	200kg	16/10	jack	10 claws A0 F7 S1

**Basic Stats:** Adults range up to 10m long, 30cm wide, and weigh 200kg. Young can vary between human arm and leg in size. All have rough dorsal carapaces, several pairs of stubby clawed legs, eye clusters at one end, and a sphincter-like mouth that can open to a disturbing diameter.

**Notes for GMs** - The Bezel-De is a combination boa constrictor, millipede, and walking stick (a delightfully camouflaged insect). The creature will construct a few 'hunting stands' within its territory, usually along game trails, near water sources, or mineral licks. While a Bezel-De will defend a territory of a few square kilometers, the hunting stands are normally close spaced so that the animal can move between them along the forest canopy. The need for any territory to hold a few prospective hunting areas in close proximity to each other; less than 100 meters or so, limits the species' presence within any region.

Because the Bezel-De carefully selects and then further modifies these 'hunting stands', xenobiologists refer to it as a trapper instead of as a pouncer. The creature will choose a large, mostly horizontal branch or limb over hanging the target area. It will carefully strip any other smaller branches from the main limb in order to give it better purchase and a clear path for leaping. To help it hide better, the Bezel-De will leave any small twigs and foliage in place that it can, even bending them into various positions for greater effect.

The creature will attach itself to the cleared limb and tree trunk in a lazy *L* position; most of the creature will be hanging from the limb with the portion containing the head and sensory organs clinging to the trunk. When the creature attacks, it uses this forequarter to violently push away from the tree and thus leaps rather than falls onto its prey.

The Bezel-De has both a fore and hind brain,

with the hind nearly equally in size to the fore. A very flexible 'spine' runs along its length and supports the ribs. The circulatory system uses several two-chambered hearts and respiration is handled by many small lungs linked to various stoma along the creature's flanks.

The Bezel-De has several eyes mounted dorsally on its forequarter. The animal's vision is poor, relying more on sensing motion than color. The visual range is limited too, extending into the infrared and perhaps reaching the bottom quarter of the standard human visual spectrum. The creature 'feels' rather than 'hears' sounds with sensing organs associated with the breathing stoma along its entire length.

Other than an attack, the PCs' first glimpse of a Bezel-De may be of the creature clambering back into its hunting stand to feed with the hindquarters wrapped around its prey and the rest of the body undulating up the trunk of the tree. Bezel-De can more rarely be encountered on the forest floor, usually either marking its territory or clearing the area beneath its hunting stand of its own excrement.

Quite naturally, the local on Winston loathe the Bezel-De and kill them at any opportunity. None of the creatures will normally be found within a day's walk of the many, small human communities scattered across the Boan continent. Hunters, trappers, guides, and pack traders will gladly share any information about the Bezel-De with anyone who asks, including how to spot the creatures' hunting stands at a safe distance. Bezel-De 'ivory'; the throat spines, claws, and ribs of the creatures, is a minor trade item among Winston's people.

Although cleared of the creatures during the pre-Maghiz colony period, the now abandoned *Eski Toprak* (Sol-Turkic for 'old lands') has been reclaimed by these horrid trappers. Expeditions travelling to the centuries old ruins of Winston's pre-First Conquest cities would be well advised to pay special heed to any advice concerning the Bezel-De.

**Design notes** - I sprang (pun intended) the Bezel-De on my PCs many, many years ago with great effect. The idea for the dratted things came

(Continued on page 8)

## Less Dangerous Game

(Continued from page 7)

to me during a hike when several tent caterpillars fell from a tree onto my head, neck, and shoulders. I performed an impromptu “Skeeved Out Jig” that brought peals of laughter from my fellow trampers.

I had made up the CT stats on the fly during a session in which the PCs were slogging through the Winston back country trying to find a grav scow lost in the *Eski Toprak*. Being kind hearted, I allowed the PCs to witness a Bezel-De attack on a

deer-like creature first. I then watched them do the “Skeeved Out Jig” every time a tree rustled for the rest of the session. Laugh at me, will ya!

One particularly memorable scene involved the PCs finding young Bezel-De dropping out of the forest canopy all around them quickly followed by an angry Momma. While the Bezel-De weren't interested in the PCs at all; Momma was just finishing the weaning process, the effect on the PCs was notable. Let's just say any thoughts of fire discipline were quickly lost...

## Active Measures

### Mercenary Ticket – Hammer & Anvil

by J. Edward Collins

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

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

The rulers of Nejd have had enough of the endless insurgency and seek to terminate it permanently with a lightning strike on the Totterdell Valley. Their plan is to deploy a mercenary commando force to seize Fort Vendarth, which guards the entrance to the pass through the mountains at the end of the Totterdell Valley most distant from

Nejd. With the route out of the valley blocked, main force Nejdian units will then advance up the valley, crushing insurgent and regular Harzegian units bottled-up in their path, until they reach Fort Vendarth and declare victory.

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

**Referee's Information.** Fort Vendarth is situated in the foothills of the Sligo Mountains about 50km from the Harzeg-Nejd border. The fort is located on a bluff overlooking the highway as it begins to wind up into the pass through the mountains. The fort itself is a classic square adobe brick walled compound with towers at each of the four corners and a wooden main gate. There are several small buildings and three bunkers inside the walls of the fort, one bunker aligned so as to cover the gate. Outside the fort, a shallow (and dry) moat has been dug with barbed wire strung along its

(Continued on page 9)

## Active Measures

*(Continued from page 8)*

edge. A wooden bridge crosses the moat, carrying a dirt road that winds down from the fort to the highway. 300 metres away (and 100m below in elevation) a checkpoint has been constructed beside the highway, with sandbagged entrenchments.

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

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

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

The mission will consist of two parts: the initial assault on the fort; and the subsequent holding of

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

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

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

### Mongoose Traveller The Third Imperium: Alien Module 1: Aslan

reviewed by Jeff Zeitlin

Traveller - The Third Imperium - Alien Module 1: Aslan.

Gareth Hanrahan

Mongoose Publishing <http://www.mongoosepublishing.com>

232pp, hardcover

UK£20.00/US\$34.95

The Third Imperium setting for Mongoose Traveller is expanded, with a whole new sector and an alien race with its own interstellar empire.

#### On the Shelf

Like the previous Third Imperium setting book, *The Spinward Marches*, this book places the Traveller logo at the bottom, below a picture, and places the setting branding for The Third Imperium above the picture.

#### Initial Impressions

If there is a single better source for information on the Aslan, for any version of Traveller, I have not yet seen it. This book appears to combine everything official ever said about the Aslan, from the original Classic Traveller Alien Module on, and organize it between its covers.

#### On Closer Inspection

The alien-ness of the Aslan is apparent right from the beginning of character generation; in addition to some modifiers to the standard attributes, the player is required to roll Gender, which affects which careers and specializations are available to the character, and Clan and Territory attributes, which can and do affect various of the character's tasks during play, especially in situations where the core rulebook would have Social Standing as an influential attribute. Both Territory and Social Standing are more fluid among Aslan than Social Standing is in the Core Rulebook, and the player should keep careful track of changes in both - especially since Territory can trump Social Standing in social contests between Aslan. In addition, a simulation of a Rite of Passage is included, and the roll for this can also affect character generation later



on, especially in career enlistment, which generally uses the Rite number as a DM.

Careers for Aslan broadly parallel, but do not match exactly, careers from the core rulebook. Most notably, many career tracks are not open to all characters (with Gender being the determinant).

Aslan in general are portrayed as culturally somewhat less flexible than would be expected in the Imperium. This is reflected in the limitation of some skills to one Gender or the other, and in the inclusion of the Tolerance and Independence skills - Tolerance is used to modify the reaction of an Aslan character to actions by a non-Aslan character that would, in another Aslan, be considered inappropriate or insulting, and Independence (available to and needed by Aslan male characters only) is a measure of how well an Aslan male understands the value of money (and can thus operate in society without a female 'keeper').

Extensive cultural information follows the career-related material. This includes a solid treatment of the Aslan concept of Honor, and how it affects interactions between Aslan, up to and in-

*(Continued on page 11)*

## Critics' Corner

(Continued from page 10)

cluding the codification of inter-clan wars. Overviews of Aslan legal, clan, corporate, and military structures is included. This is followed by a section on Aslan history, including a major civil war over fundamental philosophies, and a sketchy overview of the state of relationships between the Aslan and other interstellar powers.

A section on Aslan equipment could serve as a supplement to the Central Supply Catalogue, with the explicit caveat that Augments, though available, are generally frowned upon other than functional prosthetics. A small number of vehicles is included in the equipment section.

A section on Aslan starships follows, using the standard format for specifications, and including plans (still too small for use with miniatures). A wide range of plans is included, but none of the ships are large - the largest, an Assault Carrier, is only 2000 tons, and carries only 160 troops.

Encounters are the focus of the following section, with both single-line descriptions of Aslan

encounters (both Ally/Contact/Rival/Enemy and generic random encounter) and a selection of somewhat more detailed potential Patrons. The Patron encounters are in the standard Adventure Seed format, a couple of paragraphs of situation information, followed by six alternative denouements. Some differences between standard (Imperial) starports and cities and their Aslan counterparts are also described. There is a page of Aslan animal encounters.

The remainder of the book is a look at the Trojan Reach sector, at about the same level of detail as the Spinward Marches setting book.

### Summary

The Aslan have a rich culture, and one that is very different from the stock Imperial culture, but that culture is presented here in a way that makes it easy to "get into" and play. While one could play in the Third Imperium setting without having this volume, adding it to the collection enriches the setting far out of proportion to the price - this is most definitely a worthwhile purchase.

## Essay Question

Essay Question is designed to allow our readers to share their experiences and ideas in playing or refereeing *Traveller*, or in designing things to be used in campaigns. Each issue, we'll print one or more questions, either submitted by one of our readers, or invented by the Editor. Readers are invited to send their answers (and their questions for future issues) to us at [questions@freelancetraveller.com](mailto:questions@freelancetraveller.com); we'll print a selection of the answers received in each issue.

This month's questions:

**How do you, as a referee, encourage your players to play "in character"?**

**What, in your opinion, makes an alien race "interesting"? (*"Alien race" may include humans other than "mainstream Imperial".*)**

### ...From The Machine

By Leslie Bates

#### Prologue

September 15, 1985

Somewhere in the United Kingdom

It was a rare sunny day in Southern England when Allen Keller, a former First Lieutenant of the United States Army, stepped out of the taxi cab at the front gate of the Harlington-Straker Studios. He gave the taxi driver a one-hundred pound note and told him to keep the change.

As far as the rest of the world was concerned this would be the first day of new career as a screenwriter. Of course if the rest of the world really knew what he was really doing here they would, in theory anyway, go into total a panic or freak-out mode. At least that was Mister Freeman, the Australian gentleman who "hired" Keller to "work" at H-S Studios told him.

Keller could just imagine what the peace-activist trash who parked themselves in front of the main gate at Fort Benning would say: *How dare the selfish fascist pigs shoot at and oppress those poor desperate aliens!*

*Maybe if we hand the peace activists over to the aliens for spare parts they'll leave the rest of us alone,* Keller thought for a moment. It wasn't any sillier than any other peace-freak thought. *And quite frankly,* Keller thought, *they deserve it.*

Keller walked up to guard shack at the front gate and presented his newly issued U.S. Passport to the uniformed studio security officer.

"Thank you, sir," the security officer said. "This is for you, sir."

The security officer handed Keller a temporary visitor badge.

"They'll issue you a proper photo I.D. when you get inside, sir."

"Thank you," Keller said. "Which way is the main office?"

For a moment he wondered if the security officer at the gate was in on the big secret.

"Someone is already on their way to give you a lift, sir."

Keller thanked the security officer again and stood waiting for his ride. It was a very short wait.

A small vehicle came out to the main gate from the cluster of buildings that formed the main part of the studio. To Keller, the vehicle looked like a golf cart designed by someone whose previous job was building Chieftain Main Battle Tanks. At the wheel was a brown-haired lady that Keller would politely describe as being very well constructed.

She stepped out of the vehicle and spoke to Keller.

"Mister Keller?"

"Yes." He nodded to her.

"I'm Miss Ellis," she said. "Would you come with me please?"

*Of course I would,* Keller thought. *But let's work on that later.*

"Yes," Keller said. "Of course."

Miss Ellis drove the cart to the studio headquarters tower and parked the cart in a clearly marked parking spot. Ellis and Keller both showed their badges to the security officer at the building entrance.

Keller followed Miss Ellis into an elevator. She inserted her badge into a slot under the control panel with the magstripe facing down.

"You need to insert yours as well," she said.

Keller inserted his visitor badge into the slot. Miss Ellis then pressed the floor button for the basement and held it down. She then let it up and gave the button two more short taps.

"That's the code for this month," said Miss Ellis, "one long tap and two short ones."

Keller nodded. He felt the elevator descend to the secret lower level.

The elevator car stopped and the doors opened. Keller followed Miss Ellis out of the lift.

In front of the bank of elevators on the secret level was another security station. This one was manned by three veteran soldiers in SAS-type body armor and armed with Heckler and Koch MP5 sub-machine guns. Emblazoned on the wall in big bureaucratic letters was the true name of Allen Keller's new employer.

*(Continued on page 13)*

(Continued from page 12)

### SUPREME HEADQUARTERS ALIEN DEFENCE ORGANISATION

“Leftenant Keller,” said Miss Ellis with the proper British pronunciation, “welcome to SHADO.”

*Somewhere above the Ecliptic Plane.*

Ditzie Spofulam sat very quietly in the navigator's seat on the bridge of the Imperial Mercenary Ship *Chauchat*. To all appearances she was an eight-year old girl with dark brown hair and a taste for odd slogans on her tee-shirts. In actuality, Ditzie was a genetically engineered hyper-genius who aged very, very slowly.

And if she had not decided to attempt to tweak the ship's jump drive so it would burn its fuel more efficiently they certainly would not be in their present situation.

Her Uncle Dennis was already upset about the misjump that *Chauchat* had only just emerged from. But there was now a further complication to an already bad situation. He was once again crunching some numbers on the ship's main computer.

Ditzie decided to say something.

“We *are* in the Solar System.”

Dennis suppressed the urge to snap at her.

“The problem is not *where* we are,” he said with a level voice, “the problem is *when*.”

“When?” Ditzie asked in reply.

Dennis Aella Sterling, retired naval officer, and until a week ago in subjective time, a Lord of the Third Imperium, sat back in the pilot's seat of the *Chauchat* and sighed. He waited for the better part of a minute to calm down before answering Ditzie.

“As close as I can figure,” he said, “we are in the middle of the month of September of the year nineteen-hundred and eighty-five... *Anno Domini*.”

Ditzie was stunned to hear that.

A week ago for her in subjective time it had been the Imperial Year 1104.

“I think,” said Dennis, “I may have an ancestor who's leaving the United States Army at about this time.”

This of course assumed that Dennis was in fact a descendant, via a mistress, of the emperor known as Cleon the Mad.

But that was not a subject that Uncle Dennis usually spoke of.

Dennis sat back and closed his eyes as if he were meditating. He remained in that state for about five minutes before he moved again.

He looked at the sensor readouts and then hit several switches on the control panels. He then picked up a microphone.

“All hands,” said Dennis, “This is the Captain. We are going to do a frontier refueling at Jupiter before we attempt to approach Terra. That is all for now.”

Dennis turned to Ditzie.

“Now,” he said, “we get to see if you could really build a fusion reactor with a tin can and some old telephone parts.”

“Sure,” Ditzie said. “No sweat.”

*Somewhere in the Kuiper Belt.*

On a frozen dwarf planet, which the system charts of the Third Imperium would someday call 136199 Eris, the eyes of the people who now called themselves the Highfolk watched as one of their worst nightmares became real.

A small ship, using the faster-than-light drive of their Ancient Enemy, appeared in the system.

The sensors watched as the ship accelerated on a vector toward the gas giant planet the Highfolk called Red-Eye.

The leader of the Highfolk then issued a command.

“Send four landing craft. Kill it.”

### Design Notes for *Mercator*

by Paul Elliott

For me, the life path method of character creation is Traveller's greatest draw. It is a game in itself, and several times my players and I have sat around creating characters just for the fun of it.

As a Roman historian, specialising in the life of the legionary, I had been tinkering with an advanced Book 4 type version of character creation that emulated the career of a Roman soldier. Again this was part-game, but also part-research. I thought of it as a 'legionary simulator'. Enough is known about assignments, ranks and duties for us to attempt something like that, and the system seemed to work!

It was a step further to try to use Traveller to emulate an ancient setting. I'd read a little about ancient sailing and trade, and considered that with only minimal tweaking, the Traveller paradigm (bunch of rogues on a merchant ship, staying one step ahead of customs officers, pirates and crime lords) would work very well in the eastern Roman empire. A number of fans had already begun work on a fantasy version of Traveller, which provided some encouragement.

Why Rome? Well I know Rome, but also, so do many others. It's an ancient society that many people are at least passingly familiar with, which makes the setting more accessible. In addition, the eastern half of the Mediterranean seems a touch more exotic than the west.

The careers seemed fairly easy to convert once I had decided on which skills to retain and which to throw. My mantra was "change as little as possi-

ble". Ranks were tricky to create, since there was no-way that a private could reach the rank of general by climbing through the ranks (which was possible in Book 1). The rank structure of the military, therefore, had to top out at the centurion level, leaving nobles to provide the command staff.

Providing trade rules proved fairly easy, I planned to retain the Book 2 rules and just add a fresh trade goods table. Where trouble began, however, was when I turned my attention toward trade classifications. Did I include classifications for every port and harbour? How about every 'region'? How far would you have to travel before a new trade category be implemented? This proved a real headache, and I went through several versions before deciding to keep things simple and establish 'jump routes' and 'worlds'—or at least analogy of them. Although a trading vessel might realistically leave Casearea and stop off at Sidon, Tyre and Byblos before sailing into Antioch, I had to cut out these options and limit myself to the bigger ports or more important trade hubs. And this, again, seemed to work.

When I rolled up my first crew, I was quite thrilled with the bunch of desperados I had at my disposal! History sprang to life without any effort. I had a crippled carpenter, a tribune's son on the run, a stuck-up Roman naval sailor, a legionary who could read and write and a 30 year old barbarian, an Arab Bedouin who owed trade guilds in Caesarea some money and who dare never return.

As I flicked through 76 Patrons I realised that nearly all of the plots there could be played out using my new characters. Romans they might be, but they were still Travellers!

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*Special Supplement 1—Mercator* may be downloaded from Freelance Traveller's website. At the time of publication of this issue, the link to the Special Supplement was on the download page for the current issue. After the publication of the next issue, the link to the Special Supplement will be on both the download page for the April 2010 issue, and the page for Paul Elliott's article on the design of *Mercator* (above).

## Scientists: An Elaborated Career for Classic Traveller

by Neal Oldham

The scientist career, as described here, is a “cluster career” with three distinct paths: Technicians, basically following the “scientist” career in CT Supplement 4; Academics (teaching-oriented scholars), and Researchers. You will need the Classic Traveller core rules for character generation. Additional books that might be of interest would be Book 6—Scouts for the discussion of College, and Supplement 4—Citizens of the Imperium, for the Scientist career discussed therein.

### Types of Scientists

**Technicians** are the “practical” scientists. They apply their knowledge to real-world situations, with well-defined, concrete goals. They convert theories and lab-scale processes into industrial processes, or into “engineering”.

**Academics** are scholars who keep up with accepted knowledge in their field, and focus their careers on teaching that accepted knowledge to others. They may participate in original research, but are not the primary source of advances in their fields.

**Researchers** are scholars whose interest is in expanding the frontiers of knowledge in their fields. They are the scientists that focus on developing and testing new theories, and exploring the limits of existing theories. They may teach as well, but this is a secondary activity for them.

### Education

Scientists almost universally have advanced education. The standard “College” term, if the character is successful, awards a baccalaureate degree (or equivalent). Most scientists will go on to higher degrees; this is represented in these rules by a “Graduate School” term, which awards a doctoral degree or equivalent. Graduate School is only available to College graduates.

### Specialization

Once a society’s general scientific knowledge reaches a certain level, it becomes impractical or

impossible for an individual to be a “generalist” who knows a useful amount about everything. Instead, individuals tend to specialize in one or two areas, becoming “expert” in those areas, while maintaining only basic knowledge in other fields. For the purposes of this article, we assume that this occurs at TL6, but that individuals may choose to specialize when a society is at a lower TL.

All Scientist characters should choose a primary area of specialization. Academics and Researchers must choose both a primary and secondary specialization; Technicians may do so, but it is not required. The primary specialization represents the area that the Scientist actually works in; the secondary specialization represents an additional field of interest.

Specializations are generally chosen during College, though some Scientists know what they want to specialize in much earlier; in game terms, the character may choose specializations at any time before entering Graduate School.

A character’s choice of specialization should be made from the skills available in the campaign. They should be heavily biased toward those skills that use INT or EDU as a beneficial DM in task rolls.

Scientist characters should be taken through Advanced Education before beginning the Scientist career. Remember that success at College or Graduate School each add four years to the character’s age.

Advanced Education						
	College			Graduate School		
	Roll	DM	if	Roll	DM	if
Admission	9+	+2	EDU 9+	7+	+2	EDU 10+
Success	7+	+2	INT 8+	8+	+1	END 8+
					+2	INT 10+
Education	1D6-2	+1	INT 9+	1D6-3	+1	INT 10+
Honors	10+	+1	EDU 10+	11+	+1	EDU 11+
Grad School admission is <b>auto</b> if character received Honors in College.						
Grad School Honors additional DM +1 if character received Honors in College.						

(Continued on page 16)

(Continued from page 15)

## Embarking on the Scientific Career

Once the character has completed the Advanced Education sequence, the actual career can begin. A character who has not succeeded at Graduate School must be a Technician; other characters may choose any of the Scientist types.

Entering the Scientist Career			
	Roll	DM	if
Technician	6+	+1	INT 9+
		+2	EDU 10+
Academic	8+	+1	EDU 10+
		+2	SOC 8+
Researcher	7+	+1	EDU 11+
		+2	INT 10+

## Administering a Term

A term as a Scientist consists of four one-year assignments. Each year, determine and resolve the assignment as follows:

1. Roll 1D6 for the general assignment (Table 1), using the column corresponding to the type of Scientist. This is mandatory only for the second year of the first term (the first year of the first term is Initial Training, below); after that, it is optional (and if declined, the assignment remains the same as the previous year).
2. Roll 2D6 for specific duty, using the column for the indicated assignment. See the notes after the table for Special or Transfer. Specific Duty is rolled every year except the first year of Term 1, or if a previous Special Duty granted the choice of duty for this year.
3. Roll 2D6 for each of Survival, Position/Promotion, Education, Skills, Prize, and Bonus as appropriate. Note that a character may achieve Position or receive Promotion only once in any four-year term. Do not roll these in the first year of the first term.
4. If this was the fourth year of a term, roll for Continuation. A roll of 12 exactly, without

DMs, requires the character to continue in the career for another term. Otherwise, a success allows the character to continue in the career, but does not require it.

## Initial Training

The first year of the character's first term represents "getting up to speed" in the role. Characters should not resolve an assignment; instead, award the following skills:

**Technicians:** Mechanical-1 (TL 4-), Electronics-1 (TL 5-7), or Computer-1 (TL 8+)

**Academics:** Instruction-1

**Researchers:** Administration-1

Table 1: Assignments			
Roll 1D6	Technician	Academic	Researcher
1	Commercial	Educational	Commercial
2	Commercial	Educational	Commercial
3	Commercial	Educational	Governmental
4	Governmental	Educational	Governmental
5	Educational	Educational	Educational
6	Private	Private	Private

## Types of Assignments

**Commercial** assignments imply that the Scientist is working for a company, contributing to the "bottom line" in some way—a Technician might be an industrial chemist, devising procedures to produce needed chemicals in bulk, or a Researcher might be a research chemist looking for more effective drugs.

**Governmental** assignments imply that the Scientist is working for a government, focused on a particular goal, and may be politically motivated.

**Educational** assignments imply that the Scientist works for an institution of higher learning, either teaching or aimed at discovering new knowledge, or refining existing knowledge.

**Private** assignments may have the character of any of the other assignments, but are at the behest of e.g., a noble patron, or a nonprofit organization. There will usually be some sort of direction to the work, but this is not necessarily going to be the case.

(Continued on page 17)

(Continued from page 16)

**Table 2: Specific Duty**

Roll 2D6	Commercial	Governmental	Educational	Private
2	Instruction	Authorship	Authorship	Authorship
3	Authorship	Technical	Authorship	Technical
4	Technical	Administration	Instruction	Technical
5	Research	Instruction	Research	Research
6	Administration	Research	Instruction	Administration
7	Research	Research	Instruction	Research
8	Research	Administration	Research	Instruction
9	Administration	Administration	Administration	Instruction
10	Research	Research	Instruction	Administration
11	Administration	Special	Administration	Special
12	Special	Special	Special	Special
13	Transfer	Transfer	Transfer	Transfer

DM +1 if SOC 9+. DM -1 if either chosen specialization skill is at 4+

## Specific Duty

The specific duty determines the Scientist's principal activity during the year.

**Instruction:** The Scientist's principal activity is to communicate what he knows to others, in an organized fashion, so that those others may become better Scientists themselves.

**Authorship:** The Scientist's principal activity is the preparation of material for publication, generally in peer-reviewed journals in the Scientist's field of specialization.

**Technical:** The Scientist's principal activity is the running of experiments and collection of data

**Research:** The Scientist's principal activity is exploratory—he will be devising hypotheses and experiments to test them. Study of data collected during Technical activities is also a major activity.

**Administration:** The Scientist's principal activity is the maintenance of his position, generally through paperwork (e.g., grant applications).

**Transfer** is to another assignment (e.g., from Governmental to Private), and may be declined. If Transfer is accepted, roll on the Assignment table. A result of the same assignment as current indicates a change of organization (e.g., from one government agency to another, or from one non-profit

organization to another). Roll on the Specific Duty table in the column for the new assignment (or re-roll in present column if transfer is declined), and ignore further Transfer results.

**Special Duty** is an exceptional assignment, outside the normal routine of the scientist. Roll on the table below for the nature of the special duty.

**Special Duty**

Roll 1D6	Duty
1	Hazardous Duty
2	Remote Assignment
3	Task Force
4	Sabbatical
5	Professional Society
6	Attache

Optional DM +1 if SOC 9+; must choose before rolling.

## Special Duty

**Hazardous Duty:** Roll 5+ on 2D6 to acquire 1 level of each of Vacc Suit, Survival, Vehicle, Engineering, Ship's Boat, Gun Combat, Brawling. (7 Rolls; do not roll for Skills when resolving term)

**Remote Assignment:** No skills or position/promotion possible, but may choose next duty assignment (excluding special duty).

**Task Force:** Roll 3D6; if under INT+skill level of primary specialization (or highest tech skill if technician), task is successful; roll once on research skill table and +1 Soc; if failure, no position/promotion/college allowed next term.

**Professional Society:** +1 Liaison. When next eligible to roll position or promotion, position/promotion roll succeeds on lesser of indicated roll or 8+; do not apply any DMs.

**Sabbatical:** Roll once on Research or Personal Development skill table (player choice). Do not roll for Skill when resolving term.

**Attache:** +1 SOC, choice of next duty (excluding special)

## Resolving the Assignment

Based on the type of scientist and the specific duty assignment, select the appropriate column from the tables on the following page, and roll 2D6

(Continued on page 18)

## Doing It My Way

Technician		
	Technical	Administrative
Survival	5+	auto
	DM +2 for DEX 9+ DM +1 for any Technical skill 2+	
Skill	9+	9+
Position	7+	7+
Promotion	8+	8+
Position and Promotion available only to characters who have completed Graduate School. Only one promotion per four-year term allowed		
Education	11+	11+
	DM +2 for EDU 9+ (College) or EDU 10+ (Graduate School). Do not roll if character has completed Graduate School. If successful, next term is College/Graduate School with auto enrollment.	
Bonus	11+	11+
	If successful, roll once on Cash table and take half the amount rolled. DM +1 if any Technical skill 4+	
Continuation	5+	5+

(Continued from page 17)

as indicated.

On a successful Skills roll, the character should select a column to roll on from the skill table on the following page, and roll 1D6. Any character may roll on the Personal or Life Skills columns; the other columns require an appropriate duty assignment.

### Mustering Out

When a character chooses to retire (or fails a Continuation roll), the character musters out, and is ready to begin adventuring. When a character musters out, roll on the Mustering Out table as follows:

- One roll for each term served. Do not include College or Graduate School terms.
- One additional roll if the character achieved Position (rank 1).
- One additional roll if the character achieved rank 3. (in addition to the Rank 1 roll)
- One additional roll if the character achieved rank 5. (in addition to the Rank 1 and 3 rolls)

Academic				
	Research	Admin	Authorship	Instruction
Survival	3+	auto	3+	auto
	DM +2 for DEX 9+; DM +1 for any Technical skill 2+			
Skill	9+	9+	none	9+
Position	8+	7+	none	8+
Promotion	9+	8+	none	9+
	For both Position and Promotion: DM +1 for EDU 11+; DM +2 for SOC 9+ DM +3 for Prize success since previous eligibility for Position/Promotion Only one promotion per four-year term allowed.			
Prize	13+	none	12+	none
	DM +1 for primary specialization skill 5+ DM +2 for INT 12+			
Bonus	11+	9+	auto	12+
	DM +1 for primary specialization skill 3+; DM +2 for INT 10+. If successful, roll once on Cash column and receive half the amount shown.			
Continuation	4+	4+	4+	4+

Researcher					
	Research	Admin	Author	Instruction	Technical
Survival	4+	auto	3+	auto	5+
	DM +2 for DEX 9+; DM +1 for any Technical skill 2+				
Skill	9+	9+	none	9+	9+
Position	8+	7+	none	8+	none
Promotion	9+	8+	none	9+	none
	For Position/Promotion: DM +1 for EDU 11+; DM +2 for SOC 9+ DM +3 for Prize success since previous eligibility for Position/Promotion. Only one promotion per four-year term allowed				
Prize	13+	none	12+	none	none
	DM +1 for primary specialization skill 5+; DM +2 for INT 12+				
Bonus	9+	9+	auto	12+	10+
	DM +1 for primary specialization skill 3+; DM +2 for INT 10+ If successful, roll once on Cash table and receive half the amount shown.				
Continuation	5+	5+	5+	5+	5+

No more than three rolls may be taken on the Cash column.

Characters receive DMs on the Mustering Out table as follows:

- DM +1 on Material Benefits if rank 5+
- DM +1 on Cash if skill includes Gambling 1+

## Doing It My Way

### Scientist Skills

Roll 1D6	Personal Development	Life Skills	Technical	Administration	Research	Instruction
1	Carousing	Forgery	Computer*	Admin	Primary	+1 INT
2	Brawling	Bribery	Mechanical	Leader	Secondary	+1 EDU
3	+1 DEX	Vehicle	Electronics†	Liaison	+1 DEX	Instruction
4	Gambling	Interrogation	Engineering‡	Legal	+1 INT	Instruction
5	+1 EDU	Liaison	Medical	Recruit	Primary	Primary
6	+1 END	JoT	JoT	Admin	+1 EDU	Admin

\* Substitute Electronics if TL 7- world, or Mechanical if TL4- world

† Substitute Mechanical if TL4- world

‡ Reroll if TL4- world

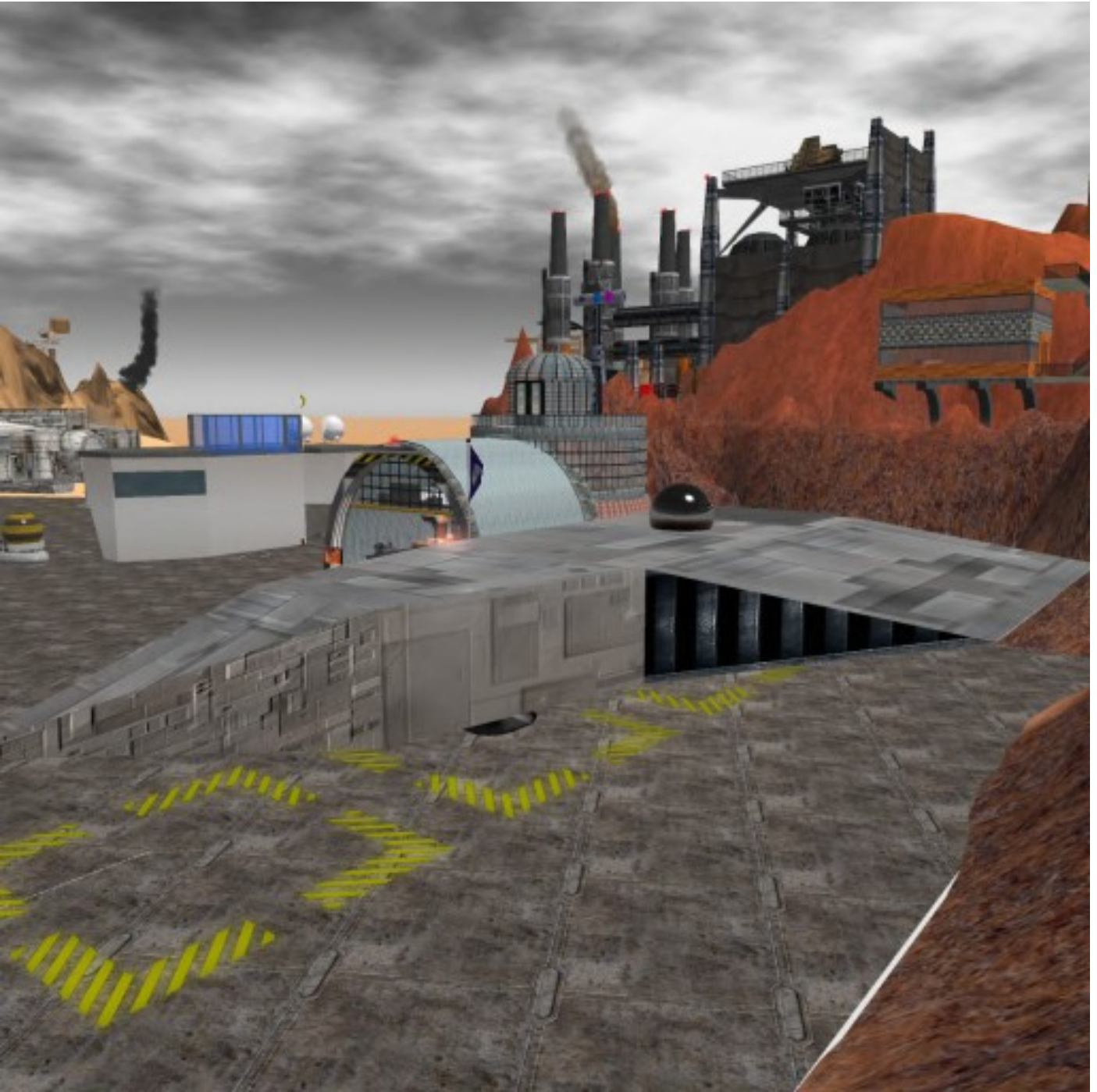
Primary and Secondary refer to selected skills for area of specialization.

### Mustering Out Table

Roll 1D6	Material Benefits	Cash
1	Instruments	1000
2	Middle Passage	2000
3	High Passage	5000
4	+1 INT	10000
5	+1 EDU	20000
6	+1 SOC	30000
7	Lab Ship	50000

### Suggested Rank Titles

Rank	Academic Title	Researcher Title
Admission	Lecturer	Researcher
1	Lead Instructor	Principal Researcher
2	Adjunct Professor	Leading Researcher
3	Associate Professor	Managing Researcher
4	Professor	Theoretician
5	Department Chair	Division Manager
6	Dean	Lab Director



### Sierra on Landing Pad

This picture is from a Second Life setting for *Traveller*, designed by Jeffrey Schwartz. The starship *Sierra* is sitting on a starport landing pad.

## Feedback

We'd like to hear what you think of Freelance Traveller, both the magazine and the website!

We want to know what you think of the basic idea of Freelance Traveller as a magazine, not just a website; what you think of the articles we publish, and how we can make our magazine better and how we can make our website better.

We want to know what kind of articles you want to see, and what you *don't* want to see.

We want to know what you think of our look, and how we can make it better.

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

You can send e-mail to us at [feedback@freelancetraveller.com](mailto:feedback@freelancetraveller.com).

You can use the feedback form on our website, <http://www.freelancetraveller.com/infocenter/feedback/ftfbf.html>.

If you're a member of the SFRPG Forums, we monitor them, so you can post comments in the **General Discussion** section, at <http://www.sfrpg.org.uk/phpBB3/viewforum.php?f=45>. Please tag any commentary about Freelance Traveller with the string "[Freelance Traveller]", or reply to our message announcing the issue.

If you're a member of the Citizens of the Imperium forums, we monitor them as well, so you can post comments in the **Lone Star** section, at <http://www.travellerrpg.com/CotI/Discuss/forumdisplay.php?f=13>. As with the SFRPG forums, please tag any commentary about Freelance Traveller with the string "[Freelance Traveller]", or reply to our message announcing the issue.

## Traveller on the Internet

Freelance Traveller sponsors a channel for Traveller fans on the Undernet IRC network, and RPGRealms sponsors one on the Otherworlders IRC network—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>

## IRC: The #Traveller and #LoneStar channels

and <http://www.freelancetraveller.com/infocenter/travchat/index.html>. Come talk “live” with other Traveller fans about anything at all, Traveller or not. It's generally quiet in both channels—but you can change that, and make both channels “jumping” places to hang out!

