

Stellar Reaches

A Fanzine for Traveller T20 And Classic Traveller

Issue #3: Summer/Autumn 2005



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A Personal Dedication: This issue of **Stellar Reaches** is dedicated to the loving memory of my father, Dannie Clois Kemp, who passed away early Saturday morning on October 29th, 2005.
I love you, Dad, and I'll miss you!

The **Stellar Reaches** fanzine's website can currently be found at <http://stellarreaches.nwgamers.org>. Please feel free to browse the site for more information, as well as back issues and other downloads as they become available.

The **BITS Task System**, although modified to include Traveller T20 difficulty classes, has been provided with permission by **British Isles Traveller Support (BITS)**. Its presence here does not constitute any challenge to the rights for this system, and we gratefully acknowledge Dominic Mooney and Andy Lilly for their generosity in allowing our use of this system to allow future adventures to be written in such a manner as to be more useful to all published Traveller rules sets.

For more information on **BITS**, check out their website at http://www.asbf58.dsl.pipex.com/BITS_website/

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A LETTER FROM THE EDITOR

Greeting, Fellow Sophonts!

Welcome to the third issue of **Stellar Reaches**, a free PDF-based fanzine dedicated to Traveller T20 and Classic Traveller. This issue is quite late, and for that, I apologize to the fans. At first, I can only blame my hectic life, as I have spent many a weekend over the last few months doing work for my day job. I will speak of another obstacle at the end of this editorial. Suffice it to say, I apologize for the delay, and I hope that you enjoy this issue.

We continue to have fantastic art contributions for the fanzine. We are particularly thankful to the artists that have submitted work for inclusion in this release: Andrew Boulton, Thomas Dillon and Bryan Gibson.

Andrew Boulton is a very active member of the Citizens of the Imperium boards, where he displays his very talented work with computer graphics, including several computer-generated Traveller short films. His work, "Far Trader Over Regina," provides the cover art for this issue. Further examples of Andrew's work, including several computer-generated Traveller movies, can be found on his website, located at:
<http://www.cix.co.uk/~fubar/>

Bryan Gibson needs no introduction to most Traveller fans. (For those that need a refresher, feel free to re-read the Letter From The Editor in Issue #2.) He continues to contribute art work for **Stellar Reaches**, this time with a small piece called "Dakala," found on page 29. Thanks, Bryan!

Thomas Dillon has also explored the realms of computer graphics artwork, and has created a number of interior images for our use. (He has also converted the feature adventure from Stellar Reaches Issue #1 into QuikLink's GRiP format for online gaming use.) For more of Thomas's work, please check out his website:
<http://www.geocities.com/emryys/>

Wayne Peters is a professional 3D artist currently working as an environment artist for Blitz Games in Leamington, UK. Amongst his professional credits is the cover for SJG's 'Traveller: Sword Worlds'. He lives in Gloucester with his wife, Elin and daughter Delyth. For more of his work visit his website:
<http://www.waynepeters.pwp.blueyonder.co.uk/>

From one of our Classic Traveller fans, Steve "Oz" Osmanski, comes an article on Small Craft Design inspired by CT's Book Two ship design system. Omer "Employee #2-4601" Golan contributed "Solar Triumvirate," the first article in a new **Stellar Reaches** column to feature alternate Traveller campaign settings, **Alternate Universes**. John Hopper submitted the first of a regular series of articles called the **Empty Quarter Echo**, which gives one Traveller's experiences with the sights and cultures of various worlds in the Empty Quarter sector. We'd like to give a special "Thank You" to each of our contributors for their efforts.

Of course, we would like to receive any comments and feedback you might have in regards to the two new columns. This fanzine is intended to serve the general Traveller community, and so your feedback is greatly appreciated in these matters.

Most of the usual suspects for **Stellar Reaches** are still present, as well. The "Summer" 2005 issue contains an in-depth article on the Beta Quadrant of the Empty Quarter sector. In place of a single adventure, this issue contains a number of Patron Encounters submitted in a **Stellar Reaches** contest that ran over the month of June, 2005, aimed at producing ethical encounters to inspire fun and adventure. For those of you who enjoyed the Feature Adventure column, it will return next issue, and continue the tales started in Issue #1.

We also would like to give special thanks to Dominic Mooney and Andy Lilly of **British Isles Traveller Support** (aka **BITS**). They have kindly given **Stellar Reaches** permission to use the **BITS Task System** for future adventures published in our fanzine. We have pursued this permission in the hopes of making our adventures easier to use for the myriad of Traveller systems that have been published in Our Old Game's long and illustrious history. The **BITS Task System** has been extended, again with permission and approval, to accommodate the Traveller T20 system as well. Interested parties will find the updated task system on page 5 of this Issue. We request that all future adventure submissions to **Stellar Reaches** use this format to describe task resolution to increase the usability

of the adventure across multiple Traveller rules sets.

The lucky winners of our **76 Ethical Patrons** contest from June, 2005, are, in alphabetical order: P-O "BeRKA" Bergstedt, Fritz Brown, Robert Eaglestone, Randy "Paraquat Johnson" Ray and Kurt "Parmasson" Willer. We saw a lot of interesting patron encounters, with a particular focus on archeological digs. Over time, many of them will probably see print in future issues of **Stellar Reaches**, and for that, we are very thankful. However, the five above appealed to our editor for their ease of integration into multiple campaigns, their interesting and varied content, and for the ability of the authors to follow the rules of the contest. Please give each of these outstanding Travellers a round of applause, or at least thank them very much for their most worthy contributions.

On a personal note, Saturday, October 29th, 2005, I suffered a great personal loss. (Indeed, I'm still dealing with it, but the days are getting better.) For those that do not know, my father passed away rather suddenly. Among other things, he was the person who introduced me to the joys of reading science fiction, a lifelong passion I am honored to have shared with him. When I was but a young lad, I would sort through his rather extensive library of Golden Age Science Fiction and just read... Those books inspired my love for the type of science fiction often portrayed in Traveller, and became the foundation upon which my love for this game was built. In fact, my father (along with my sister) suffered through my first Classic Traveller adventure many and many a moon ago. Fortunately, I'm a much better Referee now than I was twenty years ago.

Therefore, it only seems right that this issue be dedicated to the memory of my father, Dannie Clois Kemp, who died too young but left behind a wonderful legacy of joy and wonder in the heart of the child within me, simply by teaching me a love for classic Science Fiction. I love you, Dad, and I miss you. This one's for you!

Now, without any further delay, it's time to stop reading the editorial and jump directly into the articles for the "Summer" 2005 issue of Stellar Reaches. We hope you enjoy our efforts.

Preparing for Jump,
Jason "Flynn" Kemp
Editor, **Stellar Reaches** fanzine

BITS TASK SYSTEM

From pg. 8, *BITS Writers' Guidelines June 1999*. Copyright ©1999, BITS. All Rights Reserved.
T20 Open Game Content from the article "Extending the Task Resolution System to T20" Copyright 2003, Jason Kemp.

MegaTraveller (MT), Traveller: The New Era (TNE) and Marc Miller's Traveller (T4) all use a graduated system of task difficulty ratings – Average, Difficult, Formidable, etc. 'Classic' Traveller (CT) and GURPS Traveller (GT) use modifiers to the task rolls instead. Traveller T20 (T20) uses difficulty classes (DCs) to define target numbers for skill checks. The BITS Task System provides a simplified common ground for all these rule sets, using difficulty ratings with corresponding task modifiers for CT and GT and DCs for T20 as shown in Table 1. The means by which spectacular (*GT: critical*) success or failure are achieved are defined by the rule set used. Similarly, the GM should apply the rules for special tasks – opposed, co-operative, hasty, cautious, etc. – according to the rule set used. As always, these are only guidelines – the GM may alter any task roll as appropriate to enhance the game.

TABLE 1: TASK DIFFICULTIES

BITS Task	T4	T4.1	GT Target	TNE	MT	CT Target	T20
Difficulty	Difficulty	Difficulty	Modifier	Difficulty	Difficulty	Modifier	DC
Easy	Easy (Auto)	Easy (1D)	+6	Easy	Simple	-4	10
Average	Average (2D)	Average (2D)	+3	Average	Routine	-2	15
Difficult	Difficult (2.5D)	Difficult (2.5D)	0	Difficult	Difficult	0	20
Formidable	Formidable (3D)	Formidable (3D)	-3	Formidable	Difficult	+2	25
Staggering	Impossible (4D)	Staggering (4D)	-6	Impossible	Formidable	+4	30
Impossible	(5D)	Hopeless (5D)	-9	Impossible	Impossible	+6	35
Hopeless	(6D)	Impossible (6D)	-12	Impossible	Impossible	+8	40

Ex. Maria Charles is forging a complex document, which the GM rules is a Staggering task. Maria has Forgery-4 (*GT: Forgery-16*, *T20: Forgery +18*) and the relevant attribute (MT, T4) is INT 10 (*TNE: INT 9*, *T20: 15*).

CT: Task success is normally $2D + Skill \geq 8$. Maria requires $2D + Forgery \geq 12$ ($8 + 4$ for Staggering difficulty). Alternatively, the GM may prefer to apply the target modifier as a negative modifier on the dice roll, i.e. $2D + 4 - 4 \geq 8$.

MT: Staggering difficulty is equivalent to MT's Formidable (15+), thus the task is $2D + Skill + (Stat / 5) \geq 15$. For Maria this is: $2D + 4 + 2 \geq 15$.

TNE: Staggering difficulty is equivalent to TNE's Impossible, thus the task is $d20 \leq (Skill + Stat) \times \frac{1}{4}$. For Maria this is $d20 \leq 3$, i.e. $(9 + 4) / 4$ rounded down.

T4: Maria requires $4D \leq INT + Forgery$. (Note that T4's Staggering rating of 3.5D is ignored.)

GT: Maria requires $3D \leq Forgery + Target Modifier$, i.e. $3D \leq 16 - 6$.

T20: Maria requires $d20 + 18 \geq 30$. (Note that the INT modifier is already factored into the skill check.)

Task definitions should always be used sparingly – the GM should be able to define the difficulty and required skills and equipment for most tasks using common sense. Where strange skills or equipment are needed, these can usually be listed, without requiring a full task definition. Where a full task definition is required, use the following format (you don't need to use the bold or italics formatting; plain text is fine):

To find a boar:

Difficult Recon (GT: Tracking), or Difficult Hunting (T20: P/Hunting), or Formidable Survival

+1 Difficulty if riding at full gallop.

+1 Difficulty if lost.

-1 Difficulty if moving slowly.

Spectacular Success: They have surprised a boar and have one round to act before it reacts.

Success: They have found boar tracks and can begin following them.

Failure: No tracks found.

Spectacular Failure: They have become lost.

+1 Difficulty indicates a harder task (e.g. an Average task becomes Difficult) whereas -1 Difficulty is an easier task (e.g. Difficult would become Average).

NOTE: This system has been extensively play-tested but suggestions for refinements are always welcome.

TRAVELLER CONVERSIONS

COLLAPSING UWPS FOR THE GATEWAY ERA

By Jason “Flynn” Kemp

When QLI first introduced the Gateway Domain in their free mini-campaign setting, they made the decision to explore a new milieu in the official Traveller timeline. Known as the Gateway Era or occasionally Milieu 1000, the new milieu is based on the time period of 993 to 1000, in the early years of the Solomani Rim War. The Gateway Era holds much of the charm and appeal of the Golden Age of Classic Traveller (CT). The Third Imperium is still strong, and the tremors that will lead to the Rebellion are very small indeed, over hundred and twenty years from culminating in the dramatic events of 132-1116 (depending on which timeline the Referee chooses to follow). The PsionicSuppressions have removed psionics from the public eye, and the Third Frontier War with the Zhodani ended less than a decade ago. Three years ago, Emperor Gavin commissions the Second Grand Survey, before news of the Solomani Rim War reached the Iridium Throne. It is a time ripe with the potential for adventure.

The **Gateway To Destiny Domain Sourcebook** introduced four sectors (Gateway, Ley, Glimmerdrift Reaches and Crucis Margin) with world data in the form of UWPs that were appropriate to the setting. The QLI/RPGRealms website also housed Gateway Era versions of the two originally published sectors from the days of the Classic Traveller supplements, the Spinward Marches and the Solomani Rim. Six sectors worth of world data provides Referees with a lot of adventuring possibilities, and many have taken advantage of it.

However, there are always those intrepid souls that have already invested years of development and personal interest into a particularly favorite region of space. Intrigued by the possibilities presented by the rich historical events of the Gateway Era, or perhaps driven by a desire to partake of the larger picture of the Gateway Era, some of these Referees have sought a means to convert the world data of official Traveller sectors from the generally accessible CT Era versions of these sectors to something more appropriate for the Gateway Era. This article is designed to address this particular desire.

What follows is a collapse procedure designed to allow Referees to convert UWPs from Classic Traveller and MegaTraveller Era resources into those appropriate to the Gateway Era of the Imperium’s First Millen-

nium. Primarily based on a statistical analysis of three out of the four sectors of the Gateway Domain (for which public files of the Classic Traveller Era are available on the internet), this collapse procedure also includes insights gleaned from communication with the author of the **Gateway To Destiny Domain Sourcebook**, Martin J. Dougherty. While some of the values below may seem unusual at first, these methods do reflect statistically the changes that the Gateway Domain underwent in their conversion from the Classic Era to the Gateway Era.

While no random method can produce completely appropriate results all the time, every effort has been made to minimize the amount of interference Referees might have to impose on the results of this procedure, leaving their time better spent on customizing specific worlds to fit their particular concept of the Official Traveller Universe.

Going From CT/MT To 993

Over the long term, the Third Imperium is a dynamic region of space. With the passage of time, technology advances, populations grow, frontiers expand, and new challenges to survival and success require new approaches. All of these can leave their mark upon a world, and for those reasons, a majority of the UWPs within a region of space will undergo at least some small chance of change over 120 years, thus requiring modifications.

However, that being said, the various categories defined within a UWP use broad definitions, and while change may occur, it may not significantly alter a world’s UWP. Thus, a handful of worlds do not undergo a change in their world data with the passage of a hundred and twenty years.

To determine if a world’s UWP should remain unchanged: Roll 2d6, with a DM +1 if the world’s TL in the Classic Traveller Era is 14+. On a roll of 3 or less, leave the world’s UWP unchanged between the CT Era and the Gateway Era. Otherwise, walk through the following steps, examining each element indicated.

In the rare event that the UWP does not change over the course of rendering these checks, feel free to allow the world to remain as it was during the Classic Era.

Starport

One of the first and most obvious signs of change over time is a world's Starport class. While one might expect starports to improve steadily over time, change is a slow process, and only a minority of worlds will actually show a change in their starport class. Likewise, such improvements over time are not always for the better. Although most worlds slowly gain better starports, many of them also suffer over the years, as trade routes shift, governments undergo change and frontiers expand. Thus, it should not be surprising to find worlds with better starports in the Gateway Era than in the Classic Era, though the majority of worlds will still either remain the same or possess weaker starports in the Gateway Era.

To determine if a world's Starport class should change: Roll 2d6. On a roll of 10 or higher, roll 2d6 once again, applying the appropriate modifiers from the Starport Modification Modifiers table below. Then consult the Starport Modification Table to determine the impact on the world's Starport class.

Starport Modification Modifiers

Condition	Modifier
Starport	
X	+5
E	+2
C or D	+0
B	-2
A	-5

Starport Modification Table

Results	Starport Modifications
3 or less	-2 Levels (A becomes C, etc.)
4-7	-1 Level (A becomes B, etc.)
8-10	+1 Level (X becomes E, etc.)
11-12	+2 Levels (X becomes D, etc.)
13 or more	+3 Levels (X becomes C, etc.)

Population

A change in population is perhaps not as obvious to interstellar travelers, but it is easily noticeable to those those living on the world in question. Over time, world populations tend to increase, particularly on more habitable worlds, as the local inhabitants have children and people immigrate to better living conditions or higher paying jobs. Likewise, some worlds will decrease in population over time, either due to inhospitable environments, natural disasters, uncontrolled plagues or poor local economies.

To determine if a world's Population should change: Roll 2d6, with a DM +1 if the world's Population Multiplier in the Classic Traveller Era is 8+. On a roll of 8 or higher, roll 2d6 once again, applying the appropriate modifiers from the Population Modifica-

tion Modifiers table below. Then consult the Population Modification Table to determine the impact on the world's Population.

Population Modification Modifiers

Condition	Modifier
Population	
1	+2
8	-1
9	-3
A	-6
Multiplier	
2-	-2
8+	(lowest result is +1 Level)

Population Modification Table

Results	Population Modifications
3 or less	-2 Levels
4-6	-1 Level
7-9	+1 Level
10-11	+2 Levels
12 or more	+3 Levels

Population Multiplier

If a world's Population has changed and is still more than zero (0), determine the new Population Multiplier by rolling 1D10, ignoring any roll of zero (0). If a world's new Population is zero (0), then the world's Population Multiplier, Government, Law Level and Tech Level are also zero (0).

If a world's Population has not changed, the Population Multiplier still could change. Roll 1d6-4, and add the result to the Classic Traveller Era's Population Multiplier to determine the world's Population Multiplier for the Gateway Era. A Multiplier changed in this particular fashion will never drop below one nor increase above nine.

Government

Over the course of five human generations, there's a significant chance that a world's population may decide to change how they are governed. Perhaps the world's former government was too strict or totalitarian, or perhaps its policies led to economic instability or undesirable shifts in public morality. Under any of a variety of circumstances, ranging from civil war to social reform and beyond, a world's population might have changed its form of government between the Gateway Era and the Classic Traveller Era.

To determine if a world's Government should change: Roll 2d6. On a roll of 8 or higher, recalculate the world's Government code for the world using a standard world generation method. If the new form of world government is identical to the original Govern-

ment code, feel free to either let the Government code stand, perhaps reflecting a new government of the same type, or continue to regenerate the Government code until a different result occurs.

Law Level

The passage of time, when combined with the impact of historical events, can greatly impact a world's legal system, causing a shift in the rating of a world's Law Level. Perhaps during the Gateway Era, a world's government had not yet suffered dire circumstances that required stricter laws to regulate weaponry and a civilian's freedom. Perhaps the opposite is true, and by the time of the Classic Traveller Era, a world may have gone from highly restrictive laws to a more relaxed and open environment. Often, changes in a world's government heralds a significant change in a world's Law Level, as the new government engages in either social reform or rather totalitarian attempts at population control.

To determine if a world's Law Level should change: If the world's government has changed, regenerate the world's Law Level using a standard world generation method. If the world's new Law Level is identical to the original, feel free to either let the Law Level stand, or continue to regenerate the Law Level until a different result occurs.

In order to reflect changes in the Law Level of worlds that have maintained a static form of government over the roughly 120 years separating the Gateway Era and the Classic Traveller Era, roll 2d6. On a roll of 11 or higher, regenerate the world's Law Level using a standard world generation method as above.

Tech Level

It is a general assumption that, as time advances, technology continues to develop and worlds become more advanced. While there is a significant amount of truth to that assumption, there are also conditions where a world's level of technological advancement may suffer. For example, war or population reduction through famine or life support losses can certainly impact a world's industrial infrastructure, resulting a cumulative loss in Tech Level from the Gateway Era to the Classic Traveller Era. Increased starport traffic as it increases in quality also results in positive changes over time, while a decrease in traffic often impacts the infrastructure negatively. For a variety of reasons, a world's Tech Level is perhaps the most volatile of a world's UWP characteristics over these particular twelve decades.

To determine if a world's Tech Level should change: Roll 2d6, with a DM +1 if any of the other

characteristics of this world's UWP changed during the earlier steps of this process. On a roll of 7 or higher, modify the world's Tech Level according to the table below. Please note that on the Tech Level Modification Modifiers table, prior changes refers to changes between the original Classic Era UWP and the Gateway Era UWP that has been generated thus far. Thus, an increase in a starport indicates that the starport is better in the Gateway Era UWP than it is in the Classic Era UWP, because this method has increased the starport quality for the UWP that will be the end result of the conversion.

Tech Level Modification Modifiers

Condition	Modifier
Tech Level	
4 or less	+2
5-8	+0
9-10	-1
11-12	-2
14 or higher	-4
Current Government	
0, 5	+1
D	-2
Prior Changes	
Starport increased	+2
Starport decreased	-3
Population increased	+1
Population decreased	-1
Law Level increased	+1
Law Level decreased	-1

Tech Level Modification Table

Results	Tech Level Modifications
3 or less	-3 Levels
4	-2 Levels
5-7	-1 Level
8-12	+1 Levels
13 or more	+2 Levels

Bases Present

With the exception of IISS Way Stations and Naval Depots, the presence of military installations and other bases on a world may change. Perhaps that Scout Base in the Classic Traveller Era is a new installation, less than a hundred years old. Likewise, a Naval Base present in the Gateway Era may have been abandoned or relocated due to budget cuts by the Classic Traveller Era. While the chances are slim that a world's Bases may have changed, checking for such does create a sense of the dynamic impact of time on the Traveller Universe.

To determine if a world's Bases should change: Roll 2d6. On a roll of 11 or higher, modify the world's Bases present as follows: If a world currently has Bases present, remove them so that the world is without such installations in the Gateway Era. If a world

does not have Bases present, check for the presence of these Bases using a standard world generation method. If this still results in no Bases present on a particular world, feel free to keep that result, or repeat the process of checking for the presence of a Base until one is determined, as desired.

Travel Zones

Perhaps the most static feature of any UWP over 120 years under the stable rule of the Imperium would be a world's Travel Zone classification. While a world's Travel Zone is not likely to change, there exists a slim chance that conditions might have arisen in the intervening years to alter this classification.

To determine if a world's Travel Zone should change: If a world now possesses a Class-X Starport, the Travel Zone should automatically be set to Red. Otherwise, roll 2d6, with a DM +1 if the world possesses a Law Level of 12 or higher. On a roll of 12, modify the world's Travel Zone as follows: Worlds without a Travel Zone classification originally now become Amber Zones. Red Zone worlds also become Amber Zones. Original Amber worlds should roll 2d6. On a result of 8 or higher, the world's Travel Zone changes to Red; otherwise, it changes to Green.

Checking The UWP

The final step of any collapse procedure simply involves checking the UWP for abnormalities. Below is a list of standard guidelines that are commonly useful in confirming the validity of the final UWP produced by this (or any UWP generation) system. Referees are free to pick and choose from among these criteria as they see fit, although exceptions to some of these guidelines can create seemingly improbable circumstances. Of course, such exceptions may form the basis for interesting background notes and many an exciting adventure. In these matters, Referees are left to their own judgment.

X-class Starports: A world with an X-class starport and a Population code of zero (0) is considered a barren world. The Referee should make sure that the Population Multiplier, Government, Law Level and Tech Level codes are also zero (0), and that any bases that may exist for the original CT Era version of the world are removed. If an X-class Starport world has a population greater than zero (0), it is not necessary to apply the above restrictions.

A and B-class Starports: Worlds with an A-class starport must possess at a minimum TL9 in order to support the construction of starships. For worlds not supported by a large multi-sector polity such as the Imperium, if a world's Tech Level falls below TL9, the A-class starport degenerates to a B-class starport.

(This rule operates on the belief that larger interstellar polities can support higher quality starports on worlds with inadequate Tech Levels due to resources being brought in from offworld through well-established trading routes. If desired, the Referee can remove the exclusion of larger polities from this rule, and apply this particular evenly across all worlds.)

In a like manner, worlds with a B-class starport must possess a minimum of TL6, to support the construction of manned spacecraft. If a world's tech level is less than TL6 and a large multi-sector polity such as the Imperium does not support the world, the B-class starport degenerates to a C-class starport. (Again, the exclusion of larger polities from this rule can be removed, and the degeneration of starport quality can be applied uniformly to all worlds.)

Alternately, the Referee can increase the Tech Level of an A-Class starport to the minimum TL9, and raise B-Class starports to the minimum TL6.

Population: If the world's Population code is equal to zero (0), the world's starport changes to an X-class starport, and the Referee must restrict the social and technology data in the UWP, as per the notation on X-class starports above.

On the other hand, if the world's Population code is greater than zero (0), the Referee should make sure the Population Multiplier reflects a number between one and nine, inclusive. The Population Multiplier cannot be zero (0) for a populated world.

While Classic Traveller UWP generation does not place a minimum Population code for A-Class and B-Class starports, examination of the T20 UWP generation method reveals that both A-Class and B-Class starports have a minimum Population code. According to T20, A-Class starports should have a minimum Population code of 3, while B-class starports should have a minimum code of 2. For UWPs with a Population code that falls below these values, the Referee may either increase the Population code to the appropriate minimum score, or reduce the quality of the world's starport until it meets the appropriate minimum population requirements.

Technology Level: Any world with a population (i.e. a non-zero Population Code) should, generally speaking, be able to support itself technologically, particularly outside the support of a large multi-sector polity. The Referee may wish to determine that the world's UWP meets the minimum Tech Level associated with the world's Atmosphere code, as set out in the Minimum Tech Level By Atmosphere table below. Some may argue, and rightly so, that the occasional world with a Tech Level too low to sustain itself may make

for a great adventure hook. In general, however, the Referee is encouraged to increase the Tech Level to the minimum Tech Level required to sustain life. (If the desire for randomness prevails, the Referee might consider increasing the Tech Level to the minimum on a roll of 4+ on 2D6.)

Minimum Tech Level By Atmosphere

Atmosphere	Minimum Tech Level
0	7
1	7
2	7
3	6
4	5
7	5
9	5
A	8
B	8
C	9
D+	6

In addition, the Referee should really examine a world's final Tech Level if it is higher than TL14, which is generally considered the Third Imperium's maximum at the time of the Gateway Era. While not a hard and fast rule, at least reviewing those worlds with a high Tech Level and dropping some to TL14 if there are too many worlds above that general maximum will give the Referee a chance to create a sense of verisimilitude within the context of the game. (It's recommended that no more than a third of the number of worlds of TL15+ in the CT Era retain a Tech Level above TL14 after being collapsed to the Gateway Era, depending on the canonical history of the region being collapsed.)

Determine New Trade Codes: As a world's data changes as part of the collapse procedure, it may become eligible for new trade codes and ineligible for some of its former Classic Era trade codes. Before a UWP can be declared final, Referees should recalculate the world's trade codes.

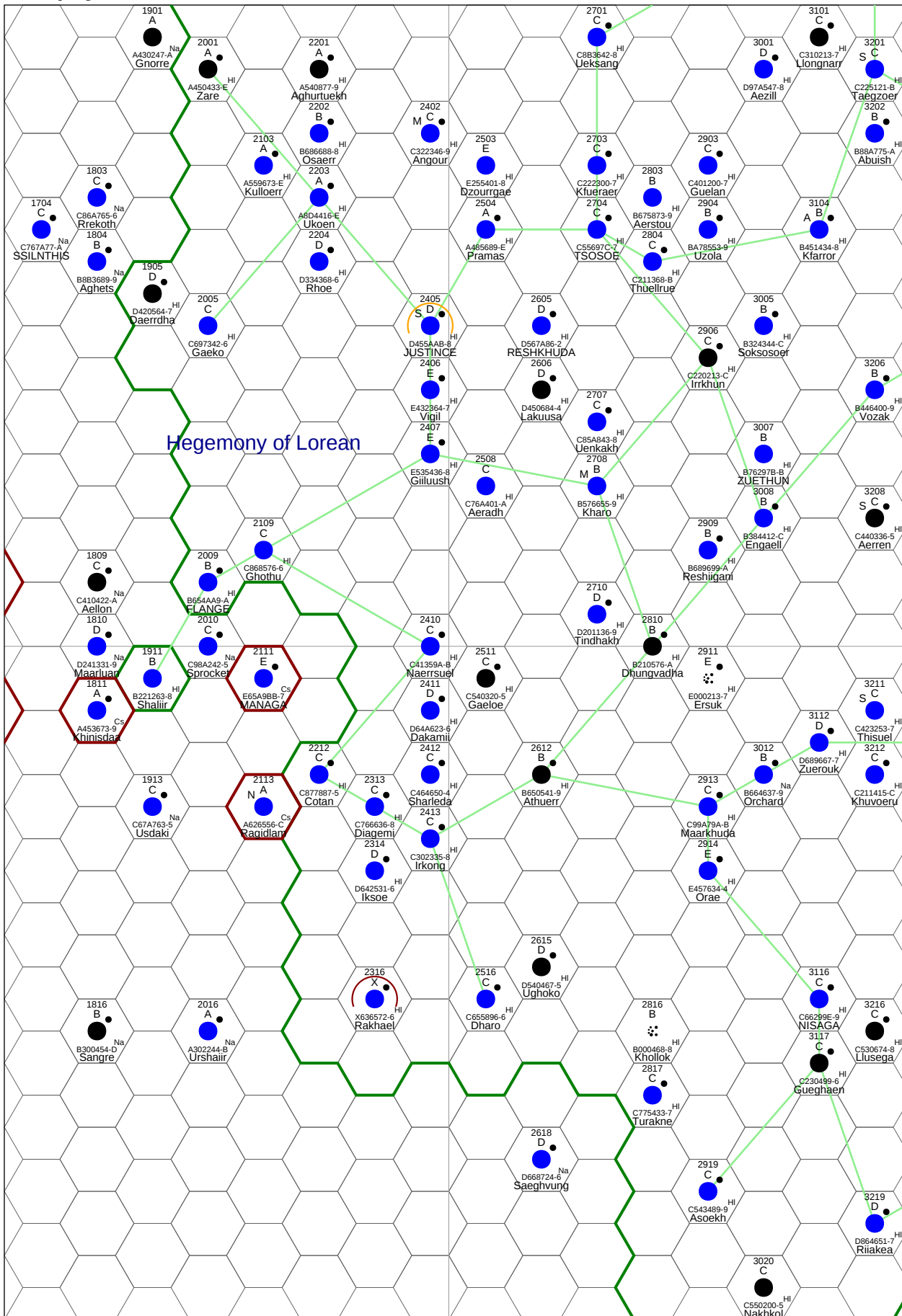
One Final Note

This method, although a useful resource for producing UWPs consistent with those published elsewhere for the Gateway Era, is not intended to replace the creativity of the Referee. Even though this process should remove a lot of the drudgework for collapsing Classic Era world data, the rich potential of the newly generated world data cannot be fully realized without at least a Referee's review. It's perfectly okay for Referees to simply look at a UWP and, finding it not to their liking, change part or all of it to meet their gaming needs or to avoid violating their personal suspension of disbelief. Remember, what was said in the beginning of the **Gateway To Destiny Domain Source-**

book can also be said for the rest of the Official Traveller Universe: "Here's the Official Traveller Universe. It's yours now. Do with it what you will..."

Empty Quarter Sector

Beta Quadrant



BETA QUADRANT OF THE EMPTY QUARTER SECTOR

By Jason “Flynn” Kemp

Introduction

Welcome to our third article detailing the Empty Quarter sector in the Gateway Era! Empty Quarter is located just coreward of Ley sector, where it marks the most coreward-trailing frontier of the Third Imperium. The sector itself is divided roughly in half by the Lesser Rift. The rimward half of the sector contains the homeworld of one of the most prolific and widespread Minor Races of the Third Imperium, the Bwaps, while the coreward region is divided between two human-Vargr interstellar polities, the Julian Protectorate and the Hegemony of Lorean.

This article is the third of four intended to present the details of this interesting sector for enterprising Referees looking for a new and vibrant campaign setting. Last year, QuikLink, Inc., has released the **Gateway To Destiny Campaign Sourcebook**, which details the Ley, Gateway, Glimmerdrift Reaches and Crucis Margin sectors of the Gateway Domain immediately coreward of Empty Quarter sector. The author has decided to follow the example set forth with the **Gateway To Destiny** sourcebook and present the Empty Quarter sector in quadrants. The location of the Empty Quarter sector should allow adventures currently set within Ley sector to explore the Empty Quarter sector as a part of an ongoing campaign. To maintain compatibility with the **Gateway To Destiny** sourcebook, the world data provided below is current as of Imperial Year 993, in what has become known as the Gateway Era or Milieu 1000. The Solomani Rim War is in full swing many sectors to rimward, but its influence can still be felt.

Overview of the Beta Quadrant of the Empty Quarter

Corewards of Imperial space, the worlds of this quadrant are a varied mix of both Vilani and Vargr cultures. Isolated from the Third Imperium by the Lesser Rift, the Hegemony of Lorean is a “sister state” to the Julian Protectorate, and maintains ties to the Third Imperium via the Saeghvung-Turley-Exile Run, and a series of Deep Space Stations jointly managed by the Imperium and the Hegemony. This quadrant is a very egalitarian mix of humaniti and Vargr races. Few minor races are encountered in the Beta Quadrant.

While the Solomani Rim War has weakened the defenses of the Third Imperium, the Star Legion of the Hegemony of Lorean is not, and corsairs are rarely encountered offensively within boundaries of the Hegemony. However, in the non-aligned worlds along the Hegemony’s borders, corsair and pirate activity runs rampant.

Mains & Clusters

Unlike other quadrants of the Empty Quarter, the Beta Quadrant has no extensive Jump-1 mains that cover more than half a subsector, although the multitude small clusters of stars in this quadrant are rarely separate by more than Jump-2, save for the three world Nisaga Cluster. Thus, at least in Empty Quarter sector, the Hegemony of Lorean relies more on Jump-2 vessels than Jump-1 vessels for commercial endeavors.

The four Deep Space Stations along the Saeghvung-Turley-Exile Run offer Jump-2 contact with the Third Imperium. Without proper authorization to use the Deep Space Station route, however, transport across the rift is restricted to Jump-5+ vessels, typically a rare occurrence indeed in the Empty Quarter sector, particularly outside the Imperial Navy and Star Legion forces.

World Data By Subsector

Details of the basic world data for the worlds of the Beta Quadrant of Empty Quarter sector are provided below, arranged in individual subsectors for familiarity and ease of reference.

A brief note regarding specific notation used in the stellar data section may be in order. In the case of multiple stars being listed, an **asterisk** in the stellar data indicates which star serves as the primary for the world in question. **Parentheses** indicate stars that are in very close orbit about one another. **Brackets** indicate stars that are located in a far and distant orbit from the world’s primary, and so do not exert much, if any, influence on the world at all, but are still located within the same parsec. This information is provided to assist those that wish to flesh a particular system out further using products such as **Book 6: Scouts**, DGP’s **Grand Survey** or **World Builder’s Handbook**, the **World Tamer’s Guide** for TNE, or **GURPS Traveller: First In**. If the Referee feels that such detail isn’t desirable, by all means, ignore the notations.

C) Flange Subsector

The Flange subsector is home to twenty-two systems. The highest population in the subsector can be found on Flange, with 90 billion people, followed by Ssilnthis and Justince. Zare, Kulloerr and Ukoen all possess TL14 technology, the highest in the subsector.

Name	Basic Data		Base	Remarks	TZ	PBG	All	Stellar Data
SSILNTHIS	1704	C767A77-A		Hi		323	Na	M0 IV M3 D M9 V
Rrekoth	1803	C86A765-6		Ri Wa		102	Na	M9 V M4 D
Aghets	1804	B8B3689-9		Fl Ni		314	Na	K3 V M0 D
Aellon	1809	C410422-A		De Lo Ni		223	Na	K4 V
Maarluan	1810	D241331-9		Lo Ni Po		434	Na	M2 V
Gnorre	1901	A430247-A		De Lo Ni Po		100	Na	K6 IV
Daerrdha	1905	D420564-7		De Ni Po		713	Hl	M2 V
Zare	2001	A450433-E		De Lo Ni Po		124	Hl	M8 V G8 D
Gaeko	2005	C697342-6		Lo Ni		400	Hl	M0 V M5 D
FLANGE	2009	B654AA9-A		Hi		924	Hl	M4 V
Sprocket	2010	C98A242-5		Lo Ni Wa		124	Na	K2 V M4 D
Kulloerr	2103	A559673-E		Ni		422	Hl	M5 V M0 D
Ghothu	2109	C868576-6		Ag Ni		500	Hl	K5 V
Aghurtuekh	2201	A540877-9		De Po		902	Hl	K4 V M8 D
Osaerr	2202	B686688-8		Ag Ni Ri		824	Hl	M0 V
Ukoen	2203	A8D4416-E		Lo Ni		703	Hl	M3 V M3 D
Rhoe	2204	D334368-6		Lo Ni		924	Hl	F5 V
Angour	2402	C322346-9	M	Lo Ni Po		625	Hl	A8 V G8 D
JUSTINCE	2405	D455AAB-8	S	Hi	A	225	Hl	M4 V
Vigil	2406	E432364-7		Lo Ni Po		414	Hl	M3 V
Giilluush	2407	E535436-8		Lo Ni		334	Hl	G7 IV M1 D
Naerrsuell	2410	C41359A-B		Ic Ni		723	Hl	M3 V M2 D

D) Tsosoe Subsector

The densest of the subsectors in Beta Quadrant, Tsosoe subsector controls twenty-eight systems within its borders. Reshkhuda is home to 30 billion sophonts, giving it the highest population in the subsector. Pramas supports TL14 technology, the highest in the subsector.

Name	Basic Data		Base	Remarks	TZ	PBG	All	Stellar Data
Dzourrgae	2503	E255401-8		Lo Ni		710	Hl	M5 IV M6 D
Pramas	2504	A485689-E		Ag Ni Ri		122	Hl	M6 V
Aeradh	2508	C76A401-A		Lo Ni Wa		200	Hl	K8 III
RESHKHUDA	2605	D567A86-2		Hi		304	Hl	K2 VI M0 D
Lakuusa	2606	D450684-4		De Ni Po		712	Hl	G0 V
Ueksang	2701	C8B3642-8		Fl Ni		823	Hl	M4 V M4 D M6 D
Kfueraer	2703	C222300-7		Lo Ni Po		423	Hl	M7 V
TSOSOE	2704	C55697C-7		Hi		725	Hl	M5 IV M2 D
Uenkakh	2707	C85A843-8		Wa		721	Hl	K9 VI
Kharo	2708	B576655-9	M	Ag Ni		900	Hl	G1 V
Tindhakh	2710	D201136-9		Ic Lo Ni Va		103	Hl	G9 V M0 D
Aerstou	2803	B675873-9				500	Hl	A4 V
Thuellrue	2804	C211368-B		Ic Lo Ni		924	Hl	A4 V
Dhungvadha	2810	B210576-A		De Ni		824	Hl	M8 VI K8 D
Guelan	2903	C401200-7		Ic Lo Ni Va		523	Hl	K4 V
Uzola	2904	BA78553-9		Ag Ni		224	Hl	K8 V M2 D
Irrkhun	2906	C220213-C		De Lo Ni Po		523	Hl	M4 III M4 V
Reshiigani	2909	B689699-A		Ni Ri		102	Hl	M4 V
Aezill	3001	D97A547-8		Ni Wa		322	Hl	M0 V M0 D
Soksoer	3005	B324344-C		Lo Ni		633	Hl	M6 V M3 V
ZUETHUN	3007	B76297B-B		Hi		310	Hl	M3 V M0 V
Engaell	3008	B384412-C		Lo Ni		623	Hl	K4 V M6 D
Llongnarr	3101	C310213-7		De Lo Ni		224	Hl	M6 V
Kfarror	3104	B451434-8	A	Lo Ni Po		411	Hl	G8 V
Taegzoer	3201	C225121-B	S	Lo Ni		600	Hl	M8 VI
Abuish	3202	B88A775-A		Ri Wa		723	Hl	G6 V
Vozak	3206	B446400-9		Lo Ni		603	Hl	G0 V M0 D
Aerren	3208	C440336-5	S	De Lo Ni Po		424	Hl	M6 V

G) Cotan Subsector

Cotan subsector is home to fourteen systems, making it the most sparsely populated sector of the Beta Quadrant. Seven billion sophonts call Managa their home, making it the most populated world in Cotan subsector. Sangre, a technocratic independent world, possesses TL13 technology, the highest in the subsector.

Name	Basic Data		Base	Remarks	TZ	PBG	All	Stellar Data
Khinisdaa	1811	A453673-9		Ni		604	Cs	M6 VI K6 D
Sangre	1816	B300454-D		De Lo Ni Va		422	Na	K7 V M9 D
Shaliir	1911	B221263-8		Lo Ni Po		310	Hl	G3 V
Usdaki	1913	C67A763-5		Wa		834	Na	K0 IV
Urshaiir	2016	A302244-B		Ic Lo Ni Va		335	Na	M3 V M0 D
MANAGA	2111	E65A9BB-7		Hi Wa		723	Cs	M8 V M8 D
Ragidlam	2113	A626556-C	N	Ni		500	Cs	G0 V
Cotan	2212	C877887-5				824	Hl	M2 V M4 D
Diagemi	2313	C766636-8		Ag Ni		123	Hl	M5 III M5 V
Iksoe	2314	D642531-6		Ni Po		124	Hl	M6 VI M2 D
Rakhael	2316	X636572-6		Ni	R	725	Hl	G4 V M1 D
Dakamii	2411	D64A623-6		Ni Wa		523	Hl	K7 IV
Sharleda	2412	C464650-4		Ag Ni Ri		823	Hl	G3 V M6 D
Irkong	2413	C302335-8		Ic Lo Ni Va		602	Hl	M1 IV M1 D

H) Nisaga Subsector

Nisaga subsector contains twenty systems. The nine billion inhabitants of Nisaga represent a vast majority of the subsector's population. The corporate world of Khuvoeru has TL12 technology, the highest in the subsector.

Name	Basic Data		Base	Remarks	TZ	PBG	All	Stellar Data
Gaeloe	2511	C540320-5		De Lo Ni Po		212	Hl	M7 V M3 D
Dharo	2516	C655896-6				723	Hl	M2 V
Athuerr	2612	B650541-9		De Ni Po		423	Hl	M7 V
Ughoko	2615	D540467-5		De Lo Ni Po		523	Hl	M3 VI
Saeghvung	2618	D668724-6		Ag		312	Na	M2 IV
Khollok	2816	B000468-8		As Lo Ni		410	Hl	M1 V
Turakne	2817	C775433-7		Lo Ni		124	Hl	M3 V M3 D
Ersuk	2911	E000213-7		As Lo Ni		423	Hl	M5 V
Maarkhuda	2913	C99A79A-B		Wa		113	Hl	M0 IV
Orae	2914	E457634-4		Ag Ni		823	Hl	K5 V
Asoekh	2919	C543489-9		Lo Ni		224	Hl	A2 IV M2 D
Orchard	3012	B664637-9		Ag Ni		223	Na	G3 V
Nakhol	3020	C550200-5		De Lo Ni Po		200	Hl	K5 V M5 VI
Zuerouk	3112	D689667-7		Ni Ri		124	Hl	K6 V
NISAGA	3116	C66299E-9		Hi		923	Hl	G8 IV
Gueghaen	3117	C230499-6		De Lo Ni Po		122	Hl	A8 V
Thisuel	3211	C423253-7	S	Lo Ni		610	Hl	K5 V M8 D
Khuvoeru	3212	C211415-C		Ic Lo Ni		612	Hl	K3 V
Llusega	3216	C530674-8		De Na Ni Po		113	Hl	K9 V
Riiakea	3219	D864651-7		Ag Ni Ri		324	Hl	M4 II

Empty Quarter Library Data

Travellers in the Gamma Quadrant of the Empty Quarter sector can commonly access most of the following information via ship computer databanks or starport library kiosks. This data may be considered accurate as of Imperial Year 993. Additional library data of interest can be found in Issue #1 (Winter 2005) and Issue #2 (Spring 2005) of **Stellar Reaches**, which should be available for download from the fanzine's website.

Diagemi (Empty Quarter 2313 C766636-8): An agricultural paradise, near Terra-Prime, the world of Diagemi is home to over a million inhabitants. Originally settled by the Vilani during the latter period of the First Imperium, Diagemi is one of two breadbasket worlds in the Cotan Cluster, the largest cluster in the Beta Quadrant. The planet's native wildlife and near-Earth conditions makes it a very popular destination for offworld tourism.

Hegemony Communication Service: An interstellar service provided by support of the member states of the Hegemony of Lorean, the HCS provides basic courier and mail services between member worlds. Although Imperials tend to make sweeping generalizations that compare the Hegemony Communication Service with the Imperial Interstellar Scout Service, the HCS focuses more on internal communications and does not cover exploration and

survey duties, which are seen as part of the Star Legion's duties in protection of the Julian Protectorate.

Hegemony of Lorean: An affiliate state of the Julian Protectorate, the Hegemony of Lorean controls a significant number of member worlds in the "four corners" region of Empty Quarter, Amdukan, Arzul and Star's End sectors. Despite the number of worlds under their rule, the Hegemony of Lorean has limited influence with the Julian Protectorate due to its limited ability to trade with other major trading or diplomatic entities. Within the Hegemony, however, the polity focuses most of its own political priorities on local development.

Although the Hegemony of Lorean attempts to pursue relations with the K'kree outposts to trailing, the K'kree in general have expressed disinterest in the matter. Nonetheless, the Hegemony continues to promote such relations, in the hopes that regular trade between the K'kree and the various affiliate states of the Julian Protectorate would increase both the importance and the influence of the Hegemony in interstellar affairs.

Julian Protectorate: A response to Imperial aggressions during the Julian War (175 to 191), this interstellar polity neighbors the Imperium. In its loosest definition, the Julian Protectorate is a trade confederation and defense alliance of worlds within the "four corners" region of Mendan, Amdukan, Empty Quarter and Antares sectors. All member worlds (and in some cases individual member nations on balkanized worlds) conduct their own diplomacy and maintain their own armed forces, giving little power to the central authority of the Julian Protectorate on Asimikigir (Amdukan 0223 A684A87-E). The Protectorate, however, does give structure to the community of states. It mediates disputes, provides a set of interstellar laws, and promotes communication and cooperation. It also has a standing armed service, the Star Legion, used for patrols and in crisis situations.

While Vargr and humans populate the Julian sectors in almost equal proportion, the distribution is not homogeneous. Individual world populations vary widely in their human/Vargr ratios. As a rule, though, Vargr are less common closer to Gashikan sector. Other races also exist in the protectorate, but humans and Vargr clearly predominate. Most others tend to remain on their respective homeworlds. Two additional races also play an interstellar role: a large, somewhat aggressive saurian race called the Hhkar and, to a lesser degree, the Bwaps.

The primary languages of the Julian Protectorate are Galanglic (a dialect of that spoken in the Third Imperium) and Irilitok (a language spoken by most Vargr within the Domain of Antares.)

Justince (Empty Quarter 2405 D455AAB-8): Home to twenty billion people, the world of Justince maintains a local Hegemony Communication Service base, roughly equivalent to a Scout base in Imperial space. From such bases, the Hegemony of Lorean coordinates and supports their internal courier and mail services. In 985, Justince's starport was destroyed during a planetary conflict called the Justince War Of Unification. When the war ended in 987, the previously balkanized nations had come under the control of the charismatic Vargr military leader, Aekuedza Roetsaeng. Personal freedoms are highly restricted as Justince slowly rebuilds and recovers from the recent conflicts. Many Imperials still consider the world government unstable, hence its classification as an Amber Zone. Despite travel advisories, the HCS base continues to operate by the leave of the Great Unifier Roetsaeng.

Kharo (Empty Quarter 2708 B576655-9): The nine million inhabitants of Kharo work diligently to provide foodstuffs and other agricultural exports for the other worlds of the Kharo Cluster, as well as other nearby worlds. In a small star system without gas giants or planetoid belts, and the most technologically advanced world in the cluster, Kharo maintains a strong military presence in order to protect the local population from offworld raiders.

Khollok (Empty Quarter 2816 B000468-8): The current forty thousand belters of Khollok are not the original inhabitants of this belt. The original colony formed during the late Ramshackle Empire died off over a thousand years ago. In 810, the world of Nisaga re-established a colony in the Khollok belt, so that mined materials could be transported back to Nisaga aboard Jump-3 ore carrier vessels developed on the TL12 world of Khuvoeru. While the current colony has recovered many of the facilities left behind by the original settlers, belters still occasionally recover a previously undiscovered facility on isolated planetoids. These sites often provoke the interest of archeologists interested in First and Second Imperial history.

Kulloerr (Empty Quarter 2103 A559673-E): A small wet world, Kulloerr is not well disposed to the Hegemony of Lorean. Political disagreements between various leaders of the world governments of Kulloerr and the administration of the Hegemony Communications Service has left this well populated and technologically advanced world outside the normal communication routes. In response, Kulloerr's most powerful governments do not hold the Hegemony in high regard, but considers the protection of the Star Legion granted by membership to currently be worth maintaining limited, if somewhat strained, formal ties with the interstellar polity.

Lakuusa (Empty Quarter 2606 D450684-4): The desert world of Lakuusa is home to seven million sophonts de-

scended from a Vilani colony that collapsed during the Long Night. The Lakuusa Planetary Bureaux form a civil service bureaucracy that resembles the old Vilani traditions in little more than name only. There are many areas of Lakuusa that are not inhabited. When combined with Lakuusa's low level of technology, this makes the planet an ideal location for secret corsair bases and the like, as the locals are unable to effectively patrol and monitor the entire planet. More than once, Star Legion has been assigned to search out and remove corsair bands operating within this backwater system, but system patrols are otherwise not frequent.

Nisaga (Empty Quarter 3116 C66299E-9): The most populated world in over twelve parsecs, Nisaga is home to nine billion sophonts. The culture of Nisaga supports a sense of manifest destiny for its people, as it urges its continually increasing population to move to colonies on other worlds both in-system and in nearby systems. This sometimes causes friction with Nisaga's less populated neighbors, who feel that Nisagan intrusion into their star systems is neither welcomed nor warranted.

Pramas (Empty Quarter 2504 A485689-E): Pramas is a garden world and home to over a million sophonts. Known throughout the Hegemony of Lorean as a refuge and melting pot for philosophers, religious prodigies and other enlightened individuals (even if the enlightenment is self-proclaimed.) The Pramas Interfaith Council, based on a world constitution that promotes and protects individual religious freedoms, governs the population. Needless to say, Pramas also serves as a haven to political dissidents and others look for a place to hide under the guise of religious sanctuary.

Rakhael (Empty Quarter 2316 X636572-6): A primarily Vargr world, Rakhael is a balkanized world at war. The world has been red-zoned due to their use of dirty nuclear weapons against offworlders. Although small yield weapons have been used, so far the residents of Rakhael have yet to unleash the full potential of their gathered nuclear arsenal against one another. The Star Legion maintains a patrol distant from the mainworld to warn off any vessels coming into the system.

Rrekoth (Empty Quarter 1803 C86A765-6): The second most populated world of the Ssilnthi Cluster, Rrekoth is a rich waterworld colony highly prized by the Gvarghnoerr Pact, one of three major superpowers of the homeworld Ssilnthi. The terms of the original colony charter set down in 750 grants independence to the Rrekoth colonists after three hundred years. However, political actions back on Ssilnthi appear to be deliberating the terms of the original charter, possibly extending the control period another hundred years. News of these deliberations has had an understandably negative impact on the morale of the Rrekoth population.

Sharleda (Empty Quarter 2412 C464650-4): Sharleda is a rich world known for its agricultural exports. Home to eight million sophonts, the system itself is a shining star in the Cotan Cluster. Despite its Rich trade classification, Sharleda's lower tech level prevents it from being a true powerhouse in subsector and Hegemony politics. Treated more as a coveted possession by offworld interests than respected as a world in its own right, the local governments of the once balkanized world have recently united in a state of corporate feudalism, where merchant houses and political power go hand-in-hand, and renounced all offworld claims. Needless to say, numerous offworld interests are not happy with the recent change in the status quo. The people of Sharleda openly bear weapons of various and sundry types as trained militia prepared to repel offworld invaders within the limits of their primitive technology.

Star Legion: The interstellar navy of the Julian Protectorate, the Star Legion is an interstellar service performing patrols and military actions in crisis situations in support of the Protectorate's member worlds. The Star Legion often works in conjunction with member state's own military forces.

Thisuel (Empty Quarter 3211 C423253-7): Formerly a scientific research outpost of Zuerouk, the colonists of Thisuel proclaimed their independence about two decades ago. The local Star Legion base is dedicated primarily to the support of courier and exploration services within the Hegemony of Lorean. Ultimately, however, Thisuel's greatest claim to fame is the presence of a field of stone monoliths over fifty meters in height, whose origins and purpose are unknown. The Monoliths of Thisuel were discovered with the first exploration of the world's surface, and scientists have determined that the Monoliths were created from stone not native to Thisuel. These strange structures are over forty thousand years old and barren of any tool marks or inscriptions.

Closing Notes & Credits

The Gateway Era world data above was regressed from data developed by the author for the Empty Quarter sector during the Classic Traveller Era, circa 1105. The original Classic Era data complies completely with GDW's *Atlas*

of the Imperium. (Fans of DGP's alien supplement, **Vilani & Vargr: The Coreward Races**, will notice that some of the world positions differ from the dot map found within that book. There were some differences in system locations between **Atlas of the Imperium** and **Vilani & Vargr: The Coreward Races**. Where differences existed, the author chose to follow the **Atlas of the Imperium** as his first source of canonicity.

Although the Gateway Era world data given above does not exactly match that of the **Atlas of the Imperium** in terms of population and starports, this is simply due to the regression applied to the Classic Era data to account for the passage of over a century between the Gateway Era and the Classic Era. The original world data does match that source.

All world names, save those found within the **Atlas of the Imperium** or referred to in prior Traveller canon, were generated from Vilani, Vargr and Bwap language tables, or were picked from Arabic, Hindi and Native American names, with a few exceptions based on world isolation. The author assumed that the Vilani settled this region of space during the late First Imperium. A second wave of colonists followed during the Rule of Man, primarily comprised of the Middle East and India cultural regions, with a solid minority from descendants of several Native American tribal nations. The history of the Vilani-Vargr integrated nature of the Julian Protectorate and spinward regions of the Hegemony of Lorean allowed for a mixture of both Vilani and Vargr names in the coreward half of the sector.

An article in Challenge #49 on the Julian Protectorate inspired information on the two non-Imperial polities. Information on the Bwap minor race is based on canon set forth in the original Bwap article from **Journal of the Traveller's Aide Society #11** and the Bwap racial write-up found in **GURPS Alien Races IV**. The author fully acknowledges these sources of inspiration and information, and intends no infringement or challenge of the copyright of any and all entities involved in the creation of those original sources.



ALTERNATE UNIVERSES

THE SOLAR TRIUMVIRATE

By Omer "Employee #2-4601" Golan



**Banner of the
Solar
Triumvirate**

Preface

The default milieu of the Solar Triumvirate universe takes place in the early 2400's, in a sector-sized known area of space occupied by several rival polities, most of them Human and quite recently established. The technological level peaks at TL12, though many of the smaller colonies have far lesser productive

and technological capabilities. There is no single "Ancients" race in this universe; Humans were confined to Earth until the mid-early 21st century. At this time, the Triumvirate has not come into contact with any other sentient race. For now, it appears as if humanity is currently alone in the Universe.

History

The discovery of bacterial life on Mars, with several potential biotech uses, spurred a space race between corporations. The first Mars colony was complete in 2015, but was destroyed in a terrorist raid in 2017; it was re-established soon after. The discovery of fusion power in 2029 and (somewhat) reliable cryogenic hibernation in 2031 paved the way to massive colonization of the solar system, led by several megacorps as well as (to a lesser degree) nations, centering on Luna, Mars and the Jovian moons.

Earth, however, was dying; the ecological system was extensively damaged, and planetside resources were ever dwindling. Various interest groups, ranging from nations to megacorps to private organizations, built large colony ships, starting in 2053, and sent them, filled with hibernating colonists, to the nearby stars at sublight speeds. About a dozen colony ships were sent between 2053 and 2094. In 2096, however, following a radical change for the worse in Earth's ecology, the political situation became an all-out, chaotic war. While a complete nuclear meltdown was narrowly averted, the damage caused by several smaller nuclear exchanges, biochemical weapons and massive conventional weapons was extensive. Earth and the few surviving Solar System colonies entered an era of total chaos and deep recession, later known as the Stagnation.

The construction crew working on the last pair of colony ships, seeing the war erupt around them, used their partially complete ships, coupled by various habitats and mobile asteroid bases, to depart the sol system en-masse; these workers, long-term 'spacers', later became the foundation of the Post-Planetary Matriarchate (PPM).

In the early 2210's, however, several groups were able to regain control of the chaos that was the Sol system. Megacorporation on Calypso and Mars and warlords and generals on Earth finally managed to put their respective worlds under their iron fist, creating, for the first time in more than 110 years, some semblance of order and a fragile, relative 'peace'. In 2222 Earth, Mars and Calypso were united under the banner of the solar Triumvirate, a union of Earth's military-bureaucratic institutions with the Martian and Jovian megacorporates.

The colony ships arrived at their destinations unaware of the situation back on Earth, and began constructing their own islands of civilization. One such colony ship, Leviathan, funded by Hydra Incorporated, landed on an Earthlike world, almost completely covered by ocean, orbiting Lambda Serpentis. This world, ironically enough, was called Lerna (after the ancient Greek city terrorized by the mythical Hydra). The colonists, most of them genetically modified for amphibian life, were soon put under the corporation's iron heel, exploited as before for the gains of the few execs. Lerna was a world rich in mineral and biological resources; from these resources, and from the sweat and blood of its employees, Hydracorp soon built its own technocratic empire. The pristine oceans were polluted and filled with ugly metallic mining rigs; the native life, once breathtaking in its diversity, suffered from over-fishing and extensive pollution. By 2251, the general Lerna population had had enough - they were on the brink of an open revolt against their Megacorp exploiters. An illegal workers' union, allied with various ecological and anti-corporate groups, took over some of the mining facilities and began a revolutionary struggle for its freedom. Hydracorp would have been doomed, if not for the Solar Triumvirate's discovery of the Jump Drive.

The Triumvirate has discovered the Jump Drive in 2238, and began re-contacting the interstellar colonies.

Some resisted, and were swiftly oppressed; some recognized the Solar Triumvirate as a legal government; and some, like Hydracorp (re-contacted in 2251), warmly welcomed the arrival of help from Earth. With the Triumvirate's military power and interstellar jump capability, the First Lerna Revolution was crushed, and Hydracorp, now a proud member of the Triumvirate, was given a mandate to explore and colonize the nearby systems, in an exchange for a fat cut of its profits.

But in 2308, the Triumvirate came upon a foe it could not easily subjugate - the Post Planetary Matriarchate, a quasi-tribal group of belters and spacers to the coreward and counter-spinward direction from Earth. The Matriarchate refused to recognize the Triumvirate's authority, and a war erupted. The Matriarchate War was the first major interstellar conflict in history, resulting in radical changes in the Triumvirate and its fleets. The Matriarchate was not defeated; an uneasy cease-fire was reached in 2330.

Following the Matriarchate War, the Solar Triumvirate began expanding spinward and rimward. In 2365, a miner's strike in a system under Hydracorp's control soon evolved into an all-out Insurrection on Lerna and on Jaeyelya; workers shook off the chains of Megacorporate oppression, and were soon joined by parts of the SolTrim intervention fleets. The Serpents Quadrant Alliance was born out of the early stages of the Insurrection, a broad coalition of anti-corporate fighters, ranging from anarcho-capitalists to democratic worker unions; the Insurrection lasted until 2370, when a cease-fire agreement was reached between the Triumvirate and the Alliance.

Out of the Insurrection, however, two more polities were born: the Coreward Autonomous Zone (CAZ) composed of systems that broke away from the Triumvirate but did not join the Alliance for various reasons, and the Consortium, composed of corporations that rejected the treaty between the Alliance and the Triumvirate, breaking away from the latter.

The Solar Triumvirate

Government

The Solar Triumvirate is officially a federal republic (Representative Democracy in Traveller terms), consisting of three "senior" member worlds (Earth, Mars and the Jovian System), and their colonies. The Senate is the legislative branch (as well as the highest judicial authority), and each senior world controls one third of its representatives, elected by each world's population. Out of the Senate, three Triumvirs are elected, again one from each world. The Triumvirs are the highest executive authority, and surround themselves with a

Cabinet of advisors and ministers.

In reality, the Triumvirate is far less of a Representative Democracy and far more of an Impersonal Bureaucracy; unofficially, it is not only a triumvirate of planets but also a triumvirate of three power blocks - the Military (Army, Navy and Marines), the State Bureaucracy and the Megacorporations. Each power block competes with the others for power and control, but cannot survive without its competitors.

While the planetary populations elect Senate members, the pool of candidates from which they are chosen is limited, and almost all of the candidates come from the three power blocks. Any independent candidate will find heaps of legal, bureaucratic and financial obstacles piled in his or her way.

Under the central government there are 10 Subsector Governments, each headed by a Subsector Governor appointed by the Triumvirs.

Until the Insurrection of 2365, any world other than Earth, Mars and the Jovian Moons was considered a Colony and granted no representation at all, not even in the local level. After the Insurrection, the Triumvirate government gave the Colonies "junior world" status as a way to vent off their frustration from the system, allowing them to send observers (without the right to vote) to the Senate and adding a locally-elected Advisory Council to each colony's governmental system, serving as advisors (with limited authorities) to the Planetary Governors.

As mentioned before, Governors rule planets, and planetary Governors (and the other top colonial officials, such as Sheriffs) are appointed by the Subsector Governors. Thus, while the governor has enough independence to do his/her job (given the distance to the subsector capital), most planetary governments in the Solar Triumvirate are similar in their general outline (though great variations in the levels of efficiency, humane-ity and corruption exist).

Another governmental feature implemented by the Triumvirate after the Insurrection were "Political Advisors" (abbreviated PolAs) - that is, political officers - appointed to any unit, ship, facility or colony over 30 personnel (Platoon and up) to look after the Triumvirate's interests. These Political Advisors have considerable powers, and are considered as equal in rank to the unit's/ship's commander (except for in battle), but have certain limits. On units/ships/facilities/colonies over 120 personnel, another PolA is appointed - but this one is an undercover one, masquerading as an ordinary soldier/crewmember/colonist. The main purpose of the PolAs is to prevent another Insurrection by monitoring early signs of rebellious behavior and tak-

ing care of them.

Economics

The Solar Triumvirate's economy system is a strange mix between state capitalism (that is, parts of the economy are controlled by the bureaucracy, the rest is on a partially-moderated market) and megacorporate monopolism (that is, big corps control most of the market; small businesses are rare). The lines between "government" and "corporate" are blurred - and some officials serve in both realms. The MegaCorps control 67% of the economy, the Government 32% and small businesses less than 1%.

Generally speaking, the Triumvirate's economy has two and a half parts - The Colonies produce, Mars and Calypso (these are the half-part) research and develop and Earth consumes. Earth has 25 billion people living on it; about 3 billions of those (around 12%) are hyper-consumers, 5 billions more (around 20%) are poorer, but still consume a lot, and the rest (17 billions, around 68%) live in horrid conditions in massive sprawls, and consume far, far less, but are still a market. Earth is a market, THE Market, the biggest market in known space; the rest of the triumvirate sells to that market. So colonies manufacture a lot of export goods and live in a relatively low standard of living.

People are the Triumvirate's most abundant resource - it has more of them than any other polity in known space. The limiting factor for its growth, however, is stellar transportation - even with space elevators ("beanstalks") on Earth and Mars, interplanetary, and, moreover, interstellar transportation is limited by the amount of available shipping capacity, especially over long distances.

Culture

The Solar Triumvirate is, generally speaking, the most conservative polity in known space. With Earth at its center, the Triumvirate has literally millennia of traditions and cultures to directly build on; It also fears radical change, as radical change might tip the balance between the three power blocks (Military, Bureaucracy and Corporations) and bring unwanted changes, especially shift the focal point from Earth to the colonies, which is the last thing that those in power want. And extreme, fast changes have brought about the Stagnation, and no one in the Triumvirate wants it to repeat itself.

Consequently, cybernetics are restricted (except for prosthetics) and are viewed with dislike in most social circles; psionics are outright illegal and are somewhat feared; bio-modification of upper animals and Humans is heavily regulated and is, generally speaking, limited to minor changes; massive cosmetic surgery with bi-

zarre effects (i.e. creating "exotic", animalist or non-human appearances) is frowned upon; religions with roots going back for millennia are common; and living on large, terraformed planets is seen as vastly preferable to life in small, self-contained space habitats.

Most people on Earth and the major colonies live in massive Sprawls, or mega-cities, with tens of millions of inhabitants and extremely crowded conditions. In the smaller colonies, durable but ugly pre-fab buildings are commonplace, though older colonies also manufacture their local buildings. All in all, the Triumvirate is heavily and blatantly industrialized.

In the lower classes (about 75% of the population), prostitution, drug abuse and crime are common, despite brutal police actions against these social phenomena. A small counter-culture lives in the cracks of society, usually heavily bio-modded and pro-Alliance (or pro-Matriarchate); the counterculture suffers, of course, from extensive repression.

There is a small middle class (about 20% of the population) composed mostly of corporate middle-strata and governmental bureaucrats; small businesses are extremely rare, especially on the colonies. Most of the middle class on Earth and the major colonies live in moderately crowded gated communities and corporate/government enclaves, enjoying better conditions than the masses and heavily consuming.

The ruling class (about 5% of the population), composed mostly of corporate executive, government head honchos and their families, lives in splendor, ever-consuming and ever-spending. Most of these lucky few live in luxury apartments on the top of megacorporate arcologies or governmental complexes, insulated from the masses by razor wire fences, armored windows, air conditioning and armed guards.

Technology

The Solar Triumvirate has Tech Level 12 on its main worlds (The Sol System Worlds, Fenrir and a few others), and colonial technology usually ranges between Tech Levels 4 and 11, with imported technology extensively used if the local TL is lower than TL10.

Some TL10+ technologies are not in wide use, namely higher-mammal (and Human) bioengineering, cybernetics and civilian grav vehicles (though grav vehicles are TL10 in this universe). Text/image based interfaces are mostly used, while cyber-interfaces (VR and C-Space) are rarely used, and even then for specialized applications. TL12 robots are commonplace, though their AI leaves something to be desired (even in TL12 standards) and Human-form (contorted in Traveller terms; no pseudo-biological robots exist yet in this universe) robots and ones with emotion/personality

simulation are uncommon.

Military

Military enlistment in the Triumvirate is usually not mandatory, except for planetary armies in the times of war. Thus, the Triumvirate's Military is mostly a professional force.

The Solar Triumvirate's military is traditionally organized, with a Joint Command Staff (JCS) on Earth, answering only to the Triumvirs and the Senate and commanding the three main branches of the military - Army, Navy and Marines. The Triumvirate's Scout Service is a branch of the Navy, while the marines are not (though they serve as ship's troops on Navy vessels, their main task is that of Rapid Expeditionary Forces, serving as a constant-readiness force in times of "peace" and as a spearhead in the times of war).

The Navy is split into Subsector Fleets, each of them divided into Carrier Groups, Independent ships (mostly cruisers and destroyers), Scout Fleets and System/Planetary fleets. System Fleets answer to the Governor unless specific orders from higher naval officers are to the contrary. The Navy's command is the most traditionalist part of the Triumvirate forces; most high officers come from centuries-old Astronaut families. The rating, however, are more progressive, especially those in technical positions.

The Triumvirate's naval doctrine is that of large Carrier Groups; each group is composed of one big carrier (5,000dton until recently, 12,000dton in a few new carriers - this is a "small ship" TU) with as many fighters as possible, supported by several Missile Destroyers (600 or 600dton, depending on model) providing long-range fire support, several Destroyers (600dton) screening the Carrier/Missile Destroyers and many Close Escorts helping the Destroyers in their Screening duty. Additional ships include troop carriers, tankers, supply ships and couriers. Two thirds of the fighters carry an offensive role, while one third carries a defensive role.

Cruisers are independent ships carrying fighters, missiles and other offensive weapons, as well as ship's troops for defense as well as small-scale boarding/planetary offense.

The Marines, as indicated before, are an independent force; they have their own organic interstellar transportation (which doubles also as orbital fire support and defense), their own organic light armor and artillery; the Navy, on the other hand, provides their fighter support. Each subsector has a Marine Command, under which are local planetary Marine units (used as spearheads for the planetary Army), Rapid Assault Corvettes and Planetary Assault Groups (Big

combined arms units, with integrated Naval forces). Marines are somewhat traditionalist, but not as the Navy - they are, after all, a high-tech, rapid-assault interstellar force; innovations in both technology and doctrine are therefore common. They do carry Cutlasses on their parade uniforms and train with these swords in boot camp.

The Marines also receive the most internal security attention and pass the most Loyalty Tests - they are meant to be the government's shock troops, and insubordination - even on the ideological level - is totally unacceptable.

The Army is the largest and oldest part of the Triumvirate's military, with some units (those on Earth) having histories going back to the 20th Century or even before. While the bulk of the Triumvirate's Army originates from the Major Colonies, each planet has a Planetary Army, recruited from local elements. Some Earther units are extremely traditionalist (those recruiting from the middle/higher classes and having very long traditions), but most of the Army grunts are rank and file, recruited from the deepest slums and the remotest colonies.

Military technology in the Triumvirate is relatively high, as most military-grade weapons are imported from the major worlds. However, several radical applications of these technologies are not in wide use, especially cybernetics, heavy warbots (other than the Marines' RoboTanks and Sentry Guns) and combat drugs (though those are more common in corporate armies). Grav vehicles are relatively new (TL10 in this universe, shipboard grav compensation is TL10, GravBelts are TL14 and thus not invented yet; grav units are heavy and bulky), and haven't completely replaced wheeled, tracked, air cushion and vector-thrust vehicles. Ship weapons include the usual range of lasers, missiles, plasma and fusion guns, and defenses are mostly armor and good ECM programs (Nuclear Dampers are mid-late TL-13 in this universe). Infantry weapons include Gauss Rifles, Gauss SAWs, man-portable missiles, grenades (often launched from an underbarrel launcher on the Gauss Rifle) and PGMP-12s (as heavy/anti-materiel support). Most infantry is mechanized and carried on APCs; Marines usually use G-Carriers for that purpose. While a few light tank models use Grav propulsion, most armor and artillery use tracked locomotion. Light air-support uses vector-thrust propulsion, while heavier aircraft are space fighters with streamlined hulls.

Foreign Relations

The Solar Triumvirate has an aggressively expansionist foreign policy, which had more than once lead to war. The Triumvirate needs resources, workforce and means of production to satisfy the ever-expending de-

mands of Earth's mega-market; therefore, between 2238 and 2308, it had a rapid period of expansion, taking over most of the "lost" STL colonies and establishing many new colonies on its own. In 2308, however, it ran into the Matriarchate, the first enemy it could not convince, bribe or bully into accepting its rule. What followed were 22 years of bloodshed ended at a stalemate. In 2365, several spinward colonies began the Insurrection against the Triumvirate's Earth-centric rule, giving birth to the Alliance. Out of the chaos, two more polities were born: the hard-liner corporate Consortium, unwilling to accept the peace with the Alliance, and the unorganized Coreward Autonomous Zone (CAZ) containing worlds unwilling to belong to any large polity, banded together in a loose confederacy.

The Triumvirate is at a cease-fire with the Serpentinus Quadrant Alliance. This is a shaky truce, but it's still holding after 30 years. While no megacorporate activity is allowed in the Alliance, small businesses are more than welcome, and many free traders work the border area (some of which are corporate "shell"-traders, it's risky if the CRC - the Alliance's Committee for Regulation of Commerce - catches them). A certain kind of a "cold war" exists between the two polities, involving espionage and sabotage, and intervention in CAZ politics, as well as indirect fighting through the Triumvirate's supports of the Consortium in its war with the Alliance. For the Consortium, the Alliance is "the enemy they know" - an enemy they greatly dislike but can still understand.

Unlike it, the Post Planetary Matriarchate is an enigma. Radical in application of technology and semi-nomadic in neo-tribal space habitats, the Matriarchate is the least "Human" of the known polities. The border between the Triumvirate and the Matriarchate is closed and heavily patrolled, and most interactions between these polities are through espionage on the Alliance, which is in good terms with the Matriarchate. There is also some Matriarchate involvement in the CAZ, which the Triumvirate looks to stamp out.

Relations between the Triumvirate and the Consortium are quite good, though Triumvirate media likes to heavily criticize it for "unsafe research" and "inadequate economical regulations". All of this "friendly" criticism does not get in the way of the extensive trade between the polities. Of course, the Triumvirate government would like to have the Consortium under its control, but as long as it fights the Alliance and is a good trade partner, conquering it just isn't worth the cost.

Last but not least is the Coreward Autonomous Zone. Here the Triumvirate is involved in endorsing planetary governments that support it and arming them

against planetary governments that don't. The CAZ is buzzing with espionage and covert intervention by almost any polity, and the Triumvirate is no exception to that - in fact, it is the polity deepest stuck in the CAZ's political mire.

Important Triumvirate Core Worlds

Earth (Sol III, SOL/0110, A867A99-C)

The birthplace of Humanity is crowded and polluted, but it is still the most developed world IMTU. 25 billion inhabitants live in massive sprawls under grayish skies and acid rain, or in fortified arcologies towering hundreds of meters above these sprawls. While most resources on Earth have been depleted by centuries of exploitation, the industrial infrastructure was rapidly recovered after the Stagnation, making it a mighty economical machine starving for external resources. Earth is one of the two worlds IMTU with functioning "beanstalks" of space elevators, the other being Mars (Two more are under construction by the Alliance on Lerna and on Jaeyelya, ETA 2410 and 2412 respectively). Only little remains of the once extensive biosphere mostly confined to "bio-dome" preserves or engineered to withstand the devastated ecology.

Mars (Sol IV, SOL/0110, A445998-C)

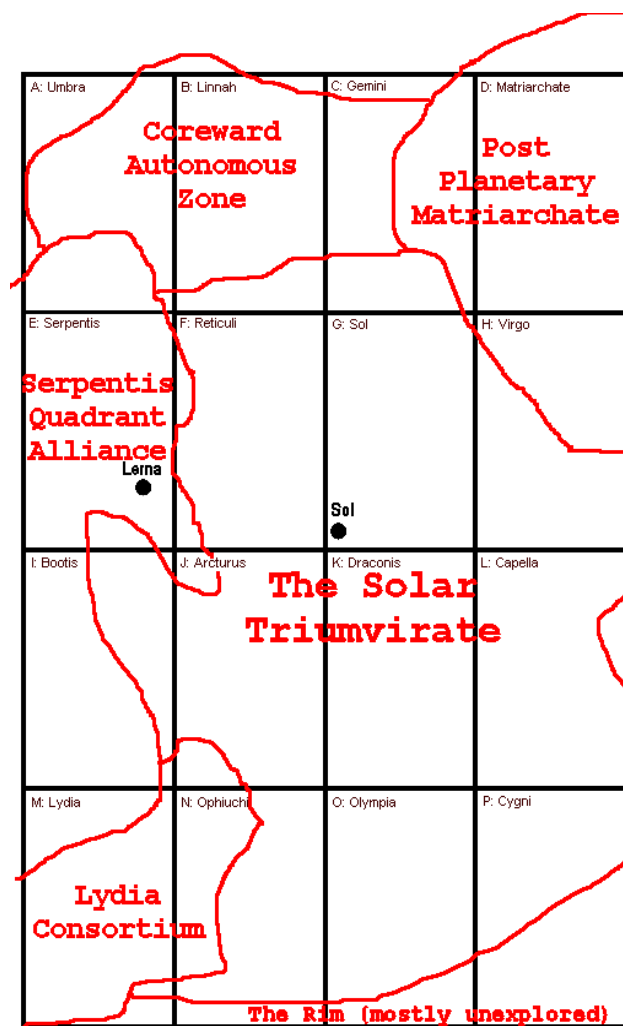
Mars was Humanity's first colony and first attempt at large-scale terraformation. Terraformation did not go especially well on Mars; not only used primitive TL8 methods in its first stages, but the entire terraformation project was severely damaged during World War III and was not properly maintained during the Stagnation. The result was a sharp increase of CO2 partial pressure in the atmosphere, as well as an unstable climate. Post-stagnation efforts have led to a moderately thin but CO2-heavy atmosphere which blocks some of the radiation and allows plants (as well as engineered insects) to live in it freely, but requires humans to use filter masks to protect themselves from CO2 poisoning. Most of the billion inhabitants of Mars live in huge "tent-cities", domes and hollowed-out mesas which protect them from the cold, the dust storms and CO2, though agriculture and industry are mostly carried out outside. Mars is a heavily industrialized world, having been colonized by Megacorporations, and is the headquarters of Martian Mechanics, one of the largest megacorps in known space. Mars was the first planet to have a space elevator.

Fenrir (Wolf 359 II, SOL/0309, A9C0713-C)

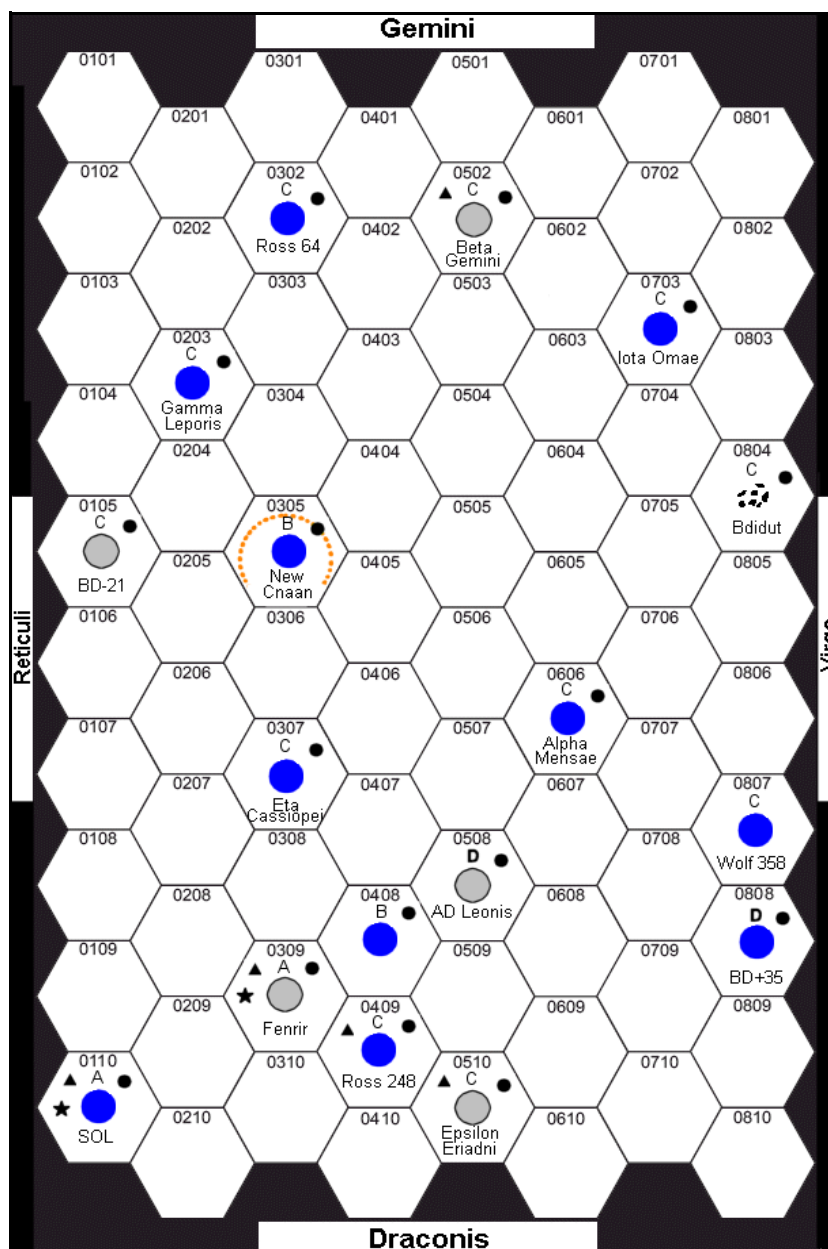
Fenrir is a huge planet with an insidious atmosphere, known for its extremely rich mineral deposits. It was colonized by the TYC megacorporation in 2242, and soon became a mining world, exporting massive

amounts of radioactives, exotic materials and atmosphere derivatives of the nearby Sol system (which is only one Jump-2 away). All of Fenrir's 65 million inhabitants live deep underground, far beyond the atmosphere's corrosive reach. This planet serves as TYC's headquarters since 2300.

Overview of the Sol Sector



SOLAR TRIUMVERATE: THE SOL SUBSECTOR



Sol Subsector UWPs

Hex	UWP	Bases
SOL		
0110	A867A99-C	SN
Fenrir		
0309	A9C0713-C	SN
New Seattle		
0408	B788669-9	
New Cnaan		
0305	B589767-7	
AD Leonis		
0508	D3604CC-3	
Ross 248		
0409	C4276676-5	S
Epsilon Eriadni		
0510	C110732-B	S
Alpha Mensae		
0606	CAB4638-9	
Wolf 358		
0807	C48656B-9	
BD+35		
0808	D8852CC-3	
Bdidut		
0804	B000610-A	
Iota Omae		
0703	C756699-8	
Beta Gemini		
0502	C340534-6	S
Ross 64		
0302	B5657C7-9	
Gamma Leporis		
0202	C476689-7	
BD-21		
0105	C110632-A	
Eta Cassiopei		
0307	C764437-7	

EXPANDED SYSTEMS

CT BOOK 2 SMALL CRAFT DESIGN

By Steve "Oz" Osmanski

This system is intended to allow players to produce small craft (non-starships under 100 dtons in size) compatible with the CLASSIC TRAVELLER system. It will produce craft close to but not identical with the small craft provided with Book 2. All "tons" mentioned are Traveller displacement tons of volume, all costs are in MCr.

HULL

Designers must specify a hull size, in whole displacement tons (dtons). The smallest practical hull size is 4 dtons, the largest is 99 dtons. All small craft hulls are made of metal alloys. Small craft hulls are usually streamlined.

HULLS

Name	Cost/dton
Hull	0.1
Streamlining	0.01

CONTROL

Designers must specify either a bridge, or a pilot's seat and a computer. Small craft must have one or the other for control. Small craft may have a bridge and a computer if desired to assist with weaponry. Pilot's seats and computers may be used on craft up to 25 dtons. Small bridges may be used on craft up to 49 dtons in size; large bridges may be used on craft up to 99 dtons. A pilot's seat includes one small craft couch and the avionics necessary to fly the craft. Small bridges include two small craft couches, a small airlock, a small fresher, and the avionics and access spaces needed to fly and maintain the craft. Large bridges include two small craft couches, a small and a large airlock, a large fresher, and the avionics and access spaces needed to fly and maintain the craft.

A pilot's seat gives only 24 hours of life support for one person. Small bridges provide 1 week (7 days) of life support for 10 persons. Large bridges provide 1 week (7 days) of life support for 20 persons.

Computers from Book 2 or HIGH GUARD may be added, use the stats from the HIGH GUARD rules to determine size, cost, and energy points required. Small craft may use "/bis" and "/fib" computer models if desired.

CONTROLS

Name	Size (dtons)	Cost/dton	Notes
Pilot seat	0.5	0.025	Includes one small craft couch
Small bridge	4.0	0.025	Includes 2 small craft couches, small airlock, small fresher.
Large bridge	10.0	0.025	Includes 2 small craft couches, large and small airlock, large fresher.

Designer's Note: This is a major change from Book 2 and HG. I did it since using straight HG rules for small craft bridges resulted in breaking the designs of the Book 2 Slow Pinnacle and the Book 2 Shuttle. I also decided to allow the use of the advanced computer models (/bis and /fib) because I just couldn't see any reason why not. After all, Book 2 allowed small craft to use /bis models.

DRIVES

Designers must specify a drive system (which includes a powerplant and a maneuver drive) for the small craft. Each drive system is rated for size (in dtons), cost (in MCr), dtons of thrust produced, energy points produced, and fuel volume required for 1 week (7 days) operation at full thrust. A small craft may only have one drive system.

Sufficient fuel for one week's operation must be included in the design, but designers may add more fuel tankage for increased endurance. There is a minimum size of 1 dton for any fuel tank, no matter the fuel requirement of the drive system, and so some small craft will have more than 1 week's endurance even with just 1 dton of fuel. Additional fuel tankage above 1 dton may be added in fractions of a dton if the designer desires.

To determine the acceleration of the small craft, divide the dtons of thrust produced by the drive system by the size (in dtons) of the small craft, rounding any fractions down. There is a maximum acceleration of 6Gs, if a drive system should produce more thrust than is needed to give a small craft 6Gs of acceleration, the drive system is considered to be automatically "down rated" to produce just enough thrust to push the small craft at 6Gs (find this "down rated" value by multiplying the craft size (in dtons) by 6). The fuel requirement for a "down rated" drive is reduced by the same proportion as the drive is down rated (as an example, if a drive producing 200 dtons of thrust is down rated to 180 tons of thrust, the fuel requirement for that drive is reduced from 2 dtons per week to 1.8 dtons per week).

The energy points (EPs) produced by the small craft drive system are "excess" energy points, they are not needed to propel the small craft and may be used to power any additional systems the designer requires. Use the EP costs from the HIGH GUARD rules to determine what can be powered. It is possible to add more powerplant to increase EPs available, see the table below. As much additional powerplant may be added as desired but sufficient fuel must be allocated to power it for the entire endurance of the small craft's drive.

SMALL CRAFT DRIVE SYSTEMS

Name	Size (dtons)	Thrust (dtons)	Cost (MCr)	EPs	Fuel needed (dtons/week)
Pod	1	15	4	0	0.15
Launch	2	30	6	0	0.3
Fighter	3	60	8	1	0.6
1/2A	4	100	10	1	1
A	5	200	12	2	2
Shuttle	8	300	20	3	3
B	10	400	24	4	4
Heavy	13	500	30	5	5
C	15	600	36	6	6
Power Plant	3	0	6	1	1

Designer's Note: Here's another big change, although it's more of a deconstruction of the known small craft drives and an extension of them. The "1/2A" drive is from Ken Pick's excellent analysis and extension of Book 2 small craft. Note that the "A", "B", and "C" drives are right out of the Book 2 drive table.

The fuel consumption is a major change. If you use the standard Book 2 rules, small craft drives are five times more fuel efficient than standard starship drives, even when they are using the same drive system. I've always been uncomfortable with the long endurance of TRAVELLER small craft and so I decided that since the small craft were unbelievably fuel efficient, I'd cut that to a more manageable level and reduce the endurance to something I could accept. If you don't like it, just allow the fuel from the table to last 4 weeks instead of 1; that would match up exactly with Book 2 fuel usage.

I added in the 1 EP powerplant for those people who just have to overgun or overcomputer their small craft, effectively it's the same size as a TL 9-12 powerplant from HIGH GUARD.

By the way, I would love it if someone could come up with better designations for the added drive systems, something that would better fit with the Book 2 drive table. The Shuttle drive might be called a "1/2C" drive and the Heavy drive a "1/2E" drive (thus keeping with Ken Pick's designation of the "1/2A" drive as having 1/2 the thrust of the "A" drive), but I couldn't think of what to call the smaller drive systems.

And if starship designers want to use the larger small craft drives to push their starships, go right ahead.

ADDITIONAL COMPONENTS

Designers may add other components from Book 2 or HIGH GUARD to their small craft designs. Unlike the Book 2 system, designers must explicitly pay for whatever additional components are added, there is no "customization" possible without paying for it.

Weapons - Hardpoints must be added if the craft is to mount weapons. A craft with a hardpoint may mount up to three weapons. Turrets are not needed to mount weapons, but if no turret is mounted all weapons mounted can only fire in one direction (forward or aft, side-mounted weapons are not allowed), although the weapons do not all have to fire in the same direction, so a small craft could have a laser pointed forward and a missile rack and sandcaster pointed aft for example. A single person (pilot or gunner) can only fire one kind of weapon pointed in one direction in one combat turn. Sandcasters are not included in this rule, a pilot or gunner can fire a sandcaster (pointed forward or aft) while also firing some other kind of weapon pointed in the other direction.

I offer the following additional components, especially for small craft.

Airlock - Small craft do not have to have an airlock. If the small craft does not, crew and passengers must wear vacc suits or embark from/disembark into a pressurized area.

Small airlocks take up 0.5 dtons and cost MCr 0.025. Most small craft have only one small airlock which is used for passengers and crew. A small airlock has a hatch size of 1 meter by 2 meters, usually oriented vertically for humans, although Hiver airlocks are often oriented horizontally. On a deckplan a small airlock takes up one 1.5 meter square.

Large airlocks take up 1.5 dtons and cost MCr 0.1. Large airlocks are normally used for cargo, although K'kree use them for personnel airlocks. They have a hatch size of 4 meters by 2.5 meters. They can be oriented vertically or horizontally, depending on the need of the designer. On a deckplan a large airlock takes up three 1.5 meter squares, side by side in a line.

Freshers - Small craft do not have to have a fresher. The crew and passengers of small craft without a fresher are limited to 12 hours of endurance (no matter how much fuel and extra life support is included in the design of the small craft) unless the crew and passengers wear vac suits in which case their endurance is extended to 24 hours. Having a fresher aboard allows the crew and passengers to use the full life support endurance available in the small craft.

Small freshers take up 0.5 dtons and cost MCr 0.025. They provide facilities for one person at a time. Large freshers take up 1.0 dtons and cost MCr 0.05. They provide facilities for two people at one time.

Life Support - Small craft without bridges have very limited life support but are usually intended for short duration operations anyway. Small craft with bridges have more life support, sufficient for large groups for a short operation or smaller groups for extended periods. If more life support is desired, a designer may allocate additional life support tonnage to a small craft.

Additional life support takes up 0.5 dtons and costs MCr 0.025. Each unit of additional life support adds 1 week (7 days) of life support for 5 persons. As many additional units as desired may be purchased.

Recharging life support for a small craft costs MCr 0.001 (Cr 1000) per person supported per week. Life support must only be recharged if it is used, and may be partially recharged to save money.

Small craft couches (like those used for pilots and passengers) provide 24 hours of life support for one person at no additional cost in tonnage or credits. Small craft staterooms provide 1 week (7 days) of life support for one person at no additional cost in tonnage or credits. Regular staterooms provide 1 week (7 days) of life support for 2 people at no additional cost in tonnage or credits.

ADDITIONAL COMPONENTS

Name	Size (dtons)	Cost (MCr)	Notes
Hardpoint	0	0.1	Up to three weapons; if no turret weapons are fixed
Small airlock	0.5	0.025	1.5 meter square
Large airlock	1.5	0.1	Three 1.5 meter squares
Small fresher	0.5	0.025	One occupant
Large fresher	1.0	0.05	Two occupants
Life support	0.5	0.025	One week (7 days) for 5 persons
Small craft couch	0.5	0.025	Life support for one person for 24 hours
Small craft stateroom	2.0	0.1	Life support for one person for one week (7 days)
Regular stateroom	4.0	0.5	Life support for 2 persons for one week (7 days)
Emergency low berth	1.0	0.1	One conscious person for 24 hours, or 4 people in suspended animation.

Designers' Note: The weapons rule is somewhat changed to make one-person fighters more interesting. Now they can have mixed weapons but a single pilot can't use them all in one combat turn. The additional components were deduced from the deckplans in Supplement #7 and are provided to allow designers a little more freedom to build unique small craft.

I dispensed with the Book 2 "customization" rule because I couldn't figure out how to allocate the right amount of money. As far as I could tell there was no set amount the original small craft designs had to spend on "customization" so I decided the simplest thing to do was to drop the whole idea.

And the rule about freshers was added because I just couldn't imagine spending more than 12 hours confined in a small space without some way to go to the bathroom.

BOOK 2 SMALL CRAFT

Name	Size (dtons)	Bridge	Fuel	Drive	Wpns	Comp	Cargo	Cost (MCr)
Fighter	10	0.5	1	3	1	1	3.5	11.225
Launch	20	4	1	2	0	0	13	8.8
Ships Boat	30	4	1.8	5	0	0	19.2	16.15
Slow Boat	30	4	1	4	0	0	21	14.15
Pinnace	40	4	2	5	0	0	29	17.5
Slow Pinnace	40	4	1	4	0	0	31	15.5
Cutter	50	10	2	5	0	0	33	18.85
Shuttle	95	10	2.85	8	0	0	74.15	32.925

Here are the Book 2 small craft, built in this design system. As far as tonnage goes, the Launch, Cutter and Shuttle are just about right, having nearly the same (or exactly the same) excess tonnage as the Book 2 designs. The Fighter, Ships Boat, and Pinnace gain quite a bit of excess tonnage, the Slow Boat and Slow Pinnace lose some. Costs vary compared to Book 2, although the Ships Boat, Slow Boat, and Shuttle are just about the same.

Here are some additional small craft designed by myself to test this design system.

ADDITIONAL SMALL CRAFT

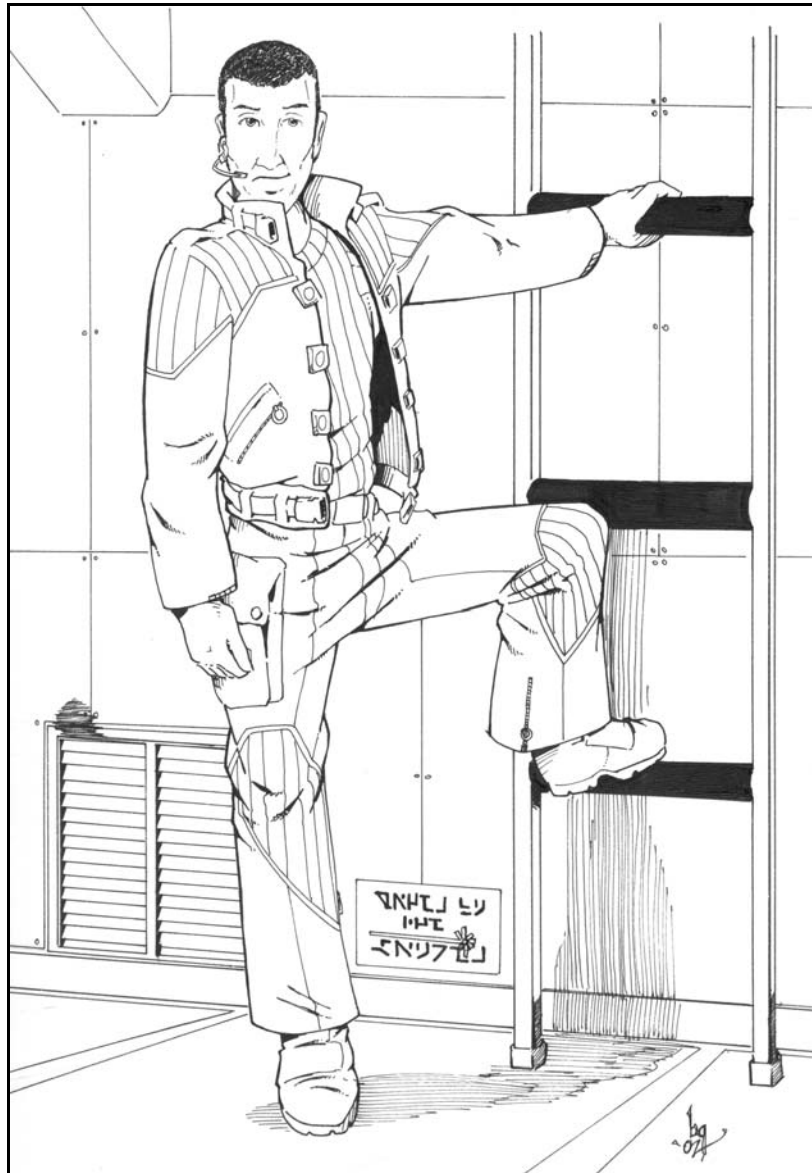
Name	Size (dtons)	Bridge	Fuel	Drive	Wpns	Comp	Cargo	Cost (MCr)	Notes
Jolly Boat	20	4	1	3	0	0	12	7.45	3 Gs
Work Pod	5	1	1	1	0	1	1	6.775	3 Gs, two crew, Mod/1
Lifepod	10	.5	1.5	1	0	1	0	7.95	1 G, one crew, Mod/1

Jolly Boat: Using a 20-dton hull, the jolly boat is capable of 3-Gs acceleration, carries one ton of fuel (giving 1.67 weeks endurance for the power plant) and has a small bridge allowing a crew of two and providing life support for

10 people for one week. A jolly boat may mount missile racks and sandcasters, it may not mount lasers. The maximum computer for the jolly boat is the Mod/2bis. The jolly boat has twelve tons excess space available and costs MCr 10.8.

Work Pod: Using a 5-dton hull the work pod is capable of 3-Gs acceleration, carries one ton of fuel (giving 6.67 weeks endurance for the power plant) and has a crew of two (in small craft couches) with life support for two people for 24 hours. The work pod does not have an airlock; crew and passengers must wear vacc suits or embark from/disembark into a pressurized area. A work pod may mount missile racks or sandcasters, it may not mount lasers. Usually the work pod's hardpoint is used to mount various work arms and remote-operated tools. The work pod comes with a Computer Mod/1 and may have up to a Mod/2bis computer. The work pod has one ton excess space available and costs MCr 6.775.

Lifepod: Using a 10-dton hull the lifepod is capable of 1-G acceleration, carries 1.5 tons of fuel (giving 10 weeks endurance for the power plant) and has a crew of one (in a small craft couch). Six emergency low berths are installed, acting as seats for up to 6 passengers in regular service with life support for all crew and passengers for 24 hours, or acting as low berths for up to 24 passengers for as long as the power plant endurance. The lifepod has no airlock; crew and passengers must wear vac suits or embark from/disembark into a pressurized area. The lifepod has no hardpoint and may not mount any weapons. It has a computer Mod/1 to control the craft while the crew and passengers are in suspended animation; the craft may not mount any other computer. The lifepod has no excess space and costs MCr 7.95.



THE EMPTY QUARTER ECHO

SAFFRON (EMPTY QUARTER 0128 A440402-9)

By Jeff M. Hopper

Imperial Date 334-992

You never know a world until you step outside of the extrality fence.

Without much effort, you could spend a lifetime as a spacer inside the fenced in area around a starport. Not that any Startown is truly safe, but it is a great barrier to preventing you from experiencing the world outside of the starport. The Imperium holds tens of thousands of worlds, it seems a shame to just sample the little bit that filters through the extrality fence.

On the screen coming inbound from jump, Saffron looks like just another desert world. The original settlers named it Saffron due to the orange-yellow color of their world, the lighter streaks being wind-borne dust in the atmosphere. Of course, I wouldn't have known that if I hadn't sat down and talked to a few of the locals.

I wouldn't have known what the air tasted like either. Saffron's atmosphere is listed as thin, tainted because of the fine particulates in the atmosphere and how it dries out your mouth and sinuses. Saffron's air acts like a desiccant, so the filter masks that are in use both humidify the air as well as filter it before you inhale. Otherwise your nose, throat, and lungs would dry out rapidly and become vulnerable to infections. Thing is, if you do inhale a lungful of the local air, then you learn that it tastes kind of spicy. Not bad to breathe, if it didn't endanger your life that is.

This is actually Saffron's fourth attempt at being settled by humans. Bwaps won't touch Saffron, or nearby Lukaau for that matter, even though the Bwap homeworld is only three parsecs away. Bwaps consider both worlds to be hellish since they have such low atmospheric humidity. The first two attempts were by the First Imperium and the Ramshackle Empire, both failed because the colonies were not economically viable. The third colony attempt was by the Third Imperium; it ended up on the receiving end of an orbital bombardment during the Julian War. This fourth attempt looks like it will last, though – supported by one of the most bizarre shipbuilding industries I've ever seen.

Saffron has a low population and a type A starport. Both Ababat and Lukaau have moderate populations supporting type B starports and bases. Ababat has a Navy base and is settled by Bwaps while Lukaau has a Scout base and is settled by humans. Ababat and Lukaau both build spaceships in the one-kiloton range and then send them to Saffron sublight, taking about five years to get to Saffron this way. Once the spaceships reach Saffron, they are refitted with jump-1 drives and become starships. Besides the travel time, the refit takes about

thirty weeks and the new system costs a hundred and fifty percent of normal.

Like I said, bizarre, but it seems to be economically viable for all three worlds involved.

It makes for some weird moments on world when talking with the crews, though.

I was born on Jewell in the Spinward Marches; I left for the furthest sector away from there after having the ship I was on shot out from under me during the Third Frontier War. It is the end of 992 now and that means that six years have passed since then for me, most of it spent on ships and working passage to get from the Spinward Marches to the Empty Quarter. Now the ships that have been traveling sublight can't get good comms while at near lightspeed, so each is in its own little bubble of reality until it reaches Saffron for the most part. The wavefront of the news that the Third Frontier War was over reached the Empty Quarter about a year-and-a-half after it happened. The sublighters who just came in-system only know of current events from five years ago.

So when I met some sublighters in a bar, I spent most of the time talking about myself and where I've been. The locals didn't know that the Third Frontier War was over, or that Emperor Styryx abdicated the throne over his handling of it. It was news to them that the Second Survey had started and that we were at war with the Solomani now. It really felt like I was talking to people who were just a step out of time with the rest of us.

Of course, the natives aren't much better. I had read in the library data file that this present group of Saffron settlers had descended from an aboriginal cultural group of the North American continent of Terra. I tried to ask a bartender and waitress about that, the bartender told me that everyone on Saffron was from the lost Fuukawee Tribe of Earth. The only thing that makes me doubt the veracity of this was the way the waitress rolled her eyes when she heard his response. I didn't press the issue.

So I sit here tonight in a bar called Tonto's looking out through a wall-sized picture window made of real glass at a damn pretty sunset. The colors are magnificent; must be all that atmospheric dust. It goes well with the whiskey, very smooth and only a touch strong. The whiskey is distilled by the bar itself, just ask for Tonto's Whiskey if you'd like to try a bottle. They make a beer here as well, not my style. Try the beer if you like your alcohol thin and watery. I'd rather just have a soft drink myself.

Keep watching this space for more of the same. I promise I'll keep in touch.

PATRONS

SOPHONT RIGHTS

By P-O "BeRKA" Bergstedt

Patron Type: Activist, Scientist

Required Equipment: None

Locale: System's starport on a backwater world

Player's Information:

While the group is visiting a bar near the starport on a backwater world, they are approached by a thin middle aged man in green clothes that doesn't look like an army type. He present himself as Dr. Karl-Eneri Ristoff, and say that he is a member of a local environmentalist group called "Balance in Nature" that is going to protest against the annual *spluka* hunt. He says that the *spluka* hunt is both cruel and stupid, since the *splukas* are close to extinction. Nobles from all over the subsector come here once a year to hunt the *splukas*, only to cut off their heads off to mount as trophies.

Dr. Ristoff explains to the group that a demonstration is going to be held in two days. The demonstration is legal, but some locals and some hunters will not like the demonstration. Dr. Ristoff says that "Balance in Nature" are unarmed pacifists, but he suspects that some locals and maybe someone else might use violence to stop the demonstration and that the local police will look the other way. Therefore he wants the group to document the demonstration and then give the videotape to offworld news stations. If some nobles actually would embarrass themselves, that would really help the cause. Dr. Ristoff will lend the group video cameras from the university where he works. The only thing the group has to do is to videotape the demonstration, no matter what will happen. The group can then make copies at the university, and distribute these to subsector news stations. The compensation for this simple task will be Cr5000 and any money that the video tape could be sold for.

Referee's Information:

The *spluka* can be substituted for any beast that would fit the current campaign. The local farmers would not like the beast since it kills their livestock. There is an annual hunting season, where only invited nobles are allowed to hunt. This gives the rulers of the planet some extra income, and that is why the local police doesn't protect the demonstration very well.

When the videotape hits the subsector news, the group may potentially acquire some new powerful enemies...

1. All is as represented. There will be some rotten vegetables thrown at the demonstration, but that is all.
2. As 1, but after some rock throwing, the police will step in before things get out of hand.
3. As 2, but the police will do nothing about it. Some of the demonstrators will get seriously injured. When the group with the video camera is spotted, they will also get attacked. Later a local court will order the group to hand over all copies of the video.
4. As 2, but Dr. Ristoff has hired some of his students from the university to pose as local farmers and attack with knives and hay-forks. The demonstrators will use fake blood to simulate injury. The important thing is that it looks good on video.
5. As 3, but the demonstration has been infiltrated. Dr. Ristoff did try to hire someone else first, but they told the nobles, and now some of the demonstrators are actually shooting at the locals.
6. As 1, but some *splukas* will later attack the demonstration, killing some of the demonstrators. Dr. Ristoff wants to have that part of the video erased.

In all cases the Referee should determine the flow of subsequent events.

PATRONS

SETTING UP THE CROW

By Fritz Brown

Patron Type: Noble, Traveller

Required Equipment: None

Required Skills: Investigative skills/Streetwise

Locale: System's starport

Player's Information:

While relaxing in the starport, the players are approached by a well-dressed, middle-aged man of average height and weight with jet-black hair. He introduces himself as Elteg Roke, and says that someone is trying to set him up for a smuggling rap. Starport sources have told him a cache of illegal arms has been found and linked to his starship. His departure clearance has mysteriously been placed on hold for unspecified "bureaucratic" reasons. Due to the situation, the last thing he desires is connection to any illegal activity. He will pay a week's expenses, plus Cr200 per character if they can uncover the source of the frame-up.

Referee's Information:

The patron is Sir Elteg Roke, brother to a minor Baron in an adjacent sector, and a reformed Corsair known as "the Crow". (The players will not be able to discover the last piece of information unless option 6 is used.) He has no desire for his past to catch up with him, and is managing to live on his adequate "retirement" and some speculative trade. If he is thoroughly investigated, his past will out - a result he cannot let happen.

1. The perpetrator is an incompetent customs clerk. Sir Roke was unhappy with his treatment last visit, and reported the clerk, who was disciplined. The clerk's incompetence extends to the frame-up and will be easily seen through by the authorities.
2. The perpetrator is a customs clerk involved in smuggling. After the discovery of his last shipment, he is trying to pin Roke for the crime.
3. The perpetrator is a local crime syndicate. Roke had public, legitimate dealings with a rival recently, and the syndicate sees this as a good opportunity to implicate the rival organization. Roke's involvement is incidental.
4. Same as 3, except the syndicate involved had prior dealings with Roke as a Corsair. They are upset that Roke has left the business.
5. Same as 3-4, except the intended recipients (local terrorists) intend to eliminate the party responsible for the loss of their arms. They will attempt to kill whoever is fingered for the smuggling.
6. The perpetrator is a crooked Ministry of Justice investigator who suspects Roke's past because of information obtained illegally. He is using the frame as a cover to reveal the info, bust Roke as "The Crow", and get a large promotion.

In all cases the Referee should determine the flow of subsequent events.

TOMB RAIDERS

By Robert Eaglestone

Patron Type: Administrator, Scientist

Required Equipment: None

Locale: TAS Lounge

Player's Information:

While hanging out in the Traveller's Aid Society lounge, a character strikes up a conversation with a thin man in his 30s, wearing spectacles (for fashion rather than function) and carrying a leather folio case. He has a relaxed yet intense conversational style, and makes direct eye contact when he speaks or listens. When he is not speaking or listening, his eyes unfocus and he seems to stare off into space.

His name is Rind Miknila, and he is the curator of an entire planet.

Rind was safely ensconced in an archaeological research position on the planet and was looking to spend his life digging at a particular local site, writing up his findings, and drinking the local ale. Last year, in an unexpected turn of events, Rind's two immediate successors resigned without warning, thrusting him to the forefront of oversight for all archaeological sites for the entire world. His dream of hands-on digging and discovery turned into an administrative desk job overnight.

As of last month, his job just got worse. Recent activity from relic hunters and grave diggers to the black market have been costing him political collateral, as well as casting bad publicity on the academic institution which funds his department. Additionally, the media has run with the stories and has published articles ranging from scholarly to sensational, which has in turn affected tourism. As curator of an entire planet, it is up to Rind to find ways to turn the situation around. He needs people who are unconnected to this world, and therefore are less corrupted by the markets and politics of the world. In short, he needs people like those he is sitting with in the TAS lounge.

He is willing to offer compensation in return for the adventurers striking at a relic hunter/black market operations center, one which happens to be near the site Rind was originally working. They are to document the black marketeers' activity, capture them, and bring them alive to the officials for processing.

Referee's Information:

Any superficial investigation into Rind Miknila will confirm his story as told above.

1. All is as shown. The black marketeers are busy boxing up relics of all kinds. They are armed with survival knives, and perhaps a shotgun and old combat rifle.
2. As #1, but there is no one at the center. The workers are busy excavating Rind's site; if the players catch the criminals in the act, Rind will be very grateful, and they will have won a friend for life.
3. As #1, but the artifacts are already in crates and loaded aboard a launch, which is just about to lift off.
4. The operation is actually being run by a team of mercenaries, armed to local subsector tech levels, who are making money off the artifacts in the interstellar market.
5. As #4, except the local government is plotting to get rid of Rind, and is funding the black market operations. They will make the incident look like kidnapping and extortion by Rind and the adventurers.
6. As #2, except the criminals have opened up a way into ancient catacombs that are populated with terrible subterranean creatures as well as fabulous treasure...

In all cases the Referee should determine the flow of subsequent events.

PATRONS

LIMELIGHT

By Randy “Paraquat Johnson” Ray

Patron Type: Professional, Entertainer

Required Equipment: Far Trader or other starship capable of carrying passengers and cargo for Jump 2

Required Skills: General star-faring skills

Locale: System's starport on a backwater world

Player's Information:

The players are contacted by Maurice Joseph (“Just call me Moe Joe”) Rison, tour manager for the rock band Technical Difficulties. The band needs to be in a highly populated world six parsecs away in five weeks to start a tour. He offers to charter the players’ ship at twice the standard rate to get them to the gig on time. The band also is finishing its new album, which will be released to launch the tour, and will need to set up recording equipment in the cargo hold to work on the final tracks. Six cabins are needed for the band and entourage: One for Mr. Rison and his young “niece,” Annie; one for the two recording technicians; four for the band members -- four women (lead vocalist/guitar, keyboards, bass guitar, and percussion) and four men (lead vocalist/guitar, lead guitar, drums, and wind instruments).

No one is to know who is on board the ship, to keep the *paparazzi* away. None of the band members are to leave the ship unescorted, so they don’t cause any trouble or draw unwanted attention.

After each of the first two jumps, the ship will remain in the system’s starport about a week so Mr. Rison can conduct business related to the tour and the album’s release.

Referee's Information:

The band used to be popular throughout the sector, but has fallen on hard times. This album and tour are supposed to be a big comeback. The band used to perform jazz-influenced rock, but now is going hard rock. This has made the wind instrumentalist, Ray Thomas, very unhappy.

1. All is as it seems. During one of the layovers, the ship’s crew escorts the band members to a Startown bar. The band’s lead guitarist, Etienne M’Bhuto, is a notorious womanizer. He starts flirting with a woman. Her fiancé and his friends take exception, and a fight breaks out. The PCs must get the band members out of the bar and back to the ship before they are arrested and/or the *paparazzi* shows up.
2. All is as it seems. During one of the layovers, it is discovered that the band’s drummer, Nick Knox, is missing from the ship. Knox is an infamous alcoholic who likes to destroy furniture and fixtures after he’s had a few. The PCs must find him before he starts trouble and get him back to the ship.
3. As in No. 2, except when the PCs find Knox in a Startown bar, he is already being arrested. They must get the charges dropped any way they can and get Knox back to the ship. On the way back, the *paparazzi* gives chase.
4. All is as it seems. The trip is beset by problems. The near-constant music pounds throughout the ship, getting on everyone’s nerves and making sleep difficult. Everyone tries to keep Knox sober long enough for him to lay down his necessary tracks. M’Bhuto keeps trying to coax any female crew members into his bunk. Annie starts coming on to the male PC with the highest Charisma/Social Standing. And she is very persistent, showing up on more than one occasion in the PC’s bunk – naked.
5. All is as it seems. The ship is besieged at every port by *paparazzi*, trying to get photos of the band members. Agents of a rival record company attempt to sneak onboard the ship in the resulting confusion to steal the album’s master recordings and delay the release of the album, and hopefully the tour. They are getting inside help from Ray Thomas, who also is tipping off the *paparazzi*.

6. All is not as it seems. The band's record company, Nebula Enterprises, has decided that Technical Difficulties will never be widely popular again. During the first layover, a black-ops team tries to sneak aboard the starship to plant a bomb set to detonate while the ship is in jump space. The record company feels that if the band is lost while in transit, it will cause an increase in sales for Technical Difficulties' back catalogue. If the bomb doesn't work, the black-ops team will continue trying to take out the band's members – and anyone else nearby – until it goes on stage for the first concert of the tour.

In all cases the Referee should determine the flow of subsequent events.



PATRONS

THE DUEL OF SIR GUNIRAAKAMA

By Kurt "Parmasson" Willer

Patron Type: Noble

Required Equipment: None

Player's Information:

The characters are approached by Sir Guniraakama Abegun the fourth son of the *kelam* (lord) Iiraraarama Kagee Abegun CVI an ancient but nearly destitute noble family. He beseeches the characters them to help him discharge a matter of honor. He knows no other men on world and must have retainers for the duel. He is to fight Abraham al-Anderson, another young nobleman who insulted him during a dinner party at his rented villa. Dueling is legal on this planet between men of equal rank if both agree according to the local code of the duel.

The local code duello requires the following:

- All weapons carried by seconds must be swords or pole arms.
- Two *Mashkim* (bailiffs) of the court must attend fully armed (Referee's choice of arms)
- It is the duty of the bailiffs to keep the fight fair and the medics safe.
- All issues must be handled on the field by the primaries and their seconds.
- Other rules are left up to the Referee.

Referee's Information:

This encounter is intended to target a character with a high Social Standing. The Referee is encouraged to introduce the patron in some minor social situation so the party becomes aquatinted before the situation described above presents itself.

The parties have already agreed that the duel is to be until one party is so injured that they cannot continue or someone yields.

1. The duel occurs as planed. The two men meet fight with swords and al-Anderson is wounded. His seconds cry foul with suspicious fervor and draw their weapons. The bailiffs will ready their weapons to defend the medics and the situation will become very tense. The characters will have to either have to fight for their lives or talk everybody down.
2. The duel does not occur. Abraham al-Anderson flees and becomes a fugitive from justice. Sir Guniraakama requests the characters attend him as duty requires so he can bring al-Anderson back to face justice. He must be taken alive so he can stand trial.
3. The characters are invited back to Sir Guniraakama's hotel suite to spend the night. That evening an assassin attempts to kill Sir Guniraakama in his room. The characters should be given an opportunity to prevent the assassination. Interrogation of the assassin will reveal that al-Anderson hired the man that afternoon. The police will take custody of the assassin and ask if the characters can take them to al-Anderson's residence. When the characters arrive at the rented residence of al-Anderson it will be discovered he has fled. As Sir Guniraakama's seconds the characters are made temporary *Mashkim* (bailiffs) of the court and are charged with bringing the man back for trial on charges of cowardly behavior in a matter of honor and conspiracy to commit murder.
4. The duel occurs as in #1 but al-Anderson's sword is rigged with a dart gun that one of the characters should spot. When this is brought to light one the enemy's seconds will produce a forbidden weapon and open fire on the bailiffs. A gun battle will ensue with winners determined by standard combat resolution. After the battle there will be an inquisition but no charges against the characters. Lord Iiraraarama will reward the characters for their loyalty and honor regardless of the result of the battle.

5. Sir Guniraakama flees the hotel and must be brought back before the duel or the characters will be held responsible. If Sir Guniraakama does not show up he and the characters will be labeled as cowards and hunted down like dogs.
6. Sir Guniraakama flees the hotel and is not found. One of the characters must now fight in his place. Regardless of the result of the duel the surviving characters will be commissioned by lord Iiraraarama to find his son and bring him back alive to face punishment. All the characters are made officers of the nobleman's house and will be compensated for their service.

In all cases the Referee should determine the flow of subsequent events.

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