

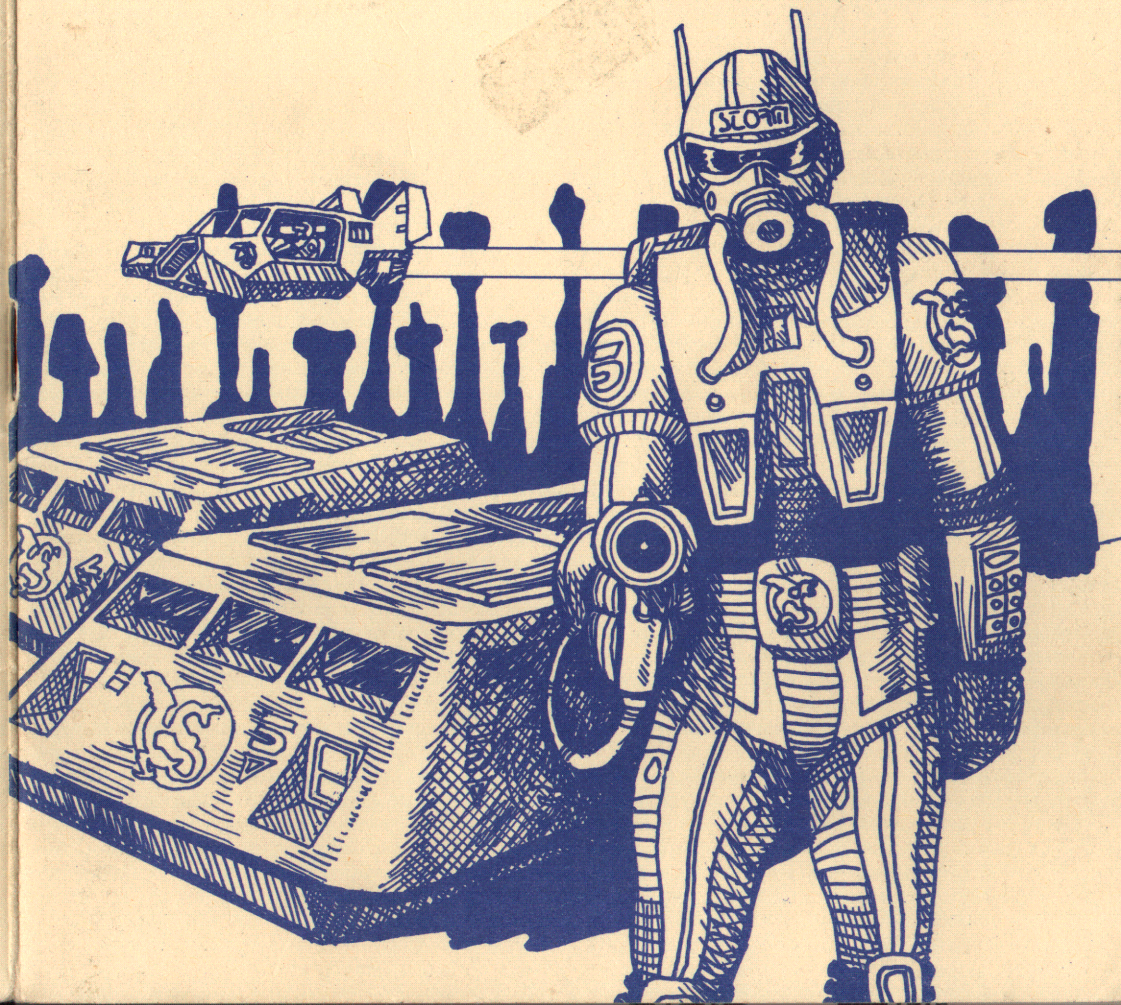


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Approved For Use With  
**TRAVELLER™**  
Science-Fiction Adventure in  
the Far Future

# SCOUTS & ASSASSINS

Nr. 01001





*Approved For Use With*

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# **TRAVELLER™**

*Science-Fiction Adventure in  
the Far Future*

Dear Fellow Traveller,

Don Rapp's **Traveller** adventures have been a continuing delight to many people, including the Workshop staff, almost since the original publication of **Traveller**. His Paranoia Press, and his Narapoia campaign play-by-mail adventures are a continuing source of spare time entertainment for several members of the Workshop's design staff. Don's situations are challenging to the intellect as well as good clean fun.

This booklet by Don Rapp is an approved play aid for **Traveller**.

*Marc W. Miller*

Marc W. Miller

Game Designers' Workshop

# SCOUTS & ASSASSINS

Second Edition

A Traveller Variant

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Illustration on page 7 by Steve Eden

Author's Note: My special thanks to William A. Barton who called my attention to the shortcomings in the 'Unit for Service' section of this book, and to James Steuard who provided the concept of the 'Surveillance Branch' in the Scout Service.

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Dedicated To:  
andrew j. offut

# Scouting For Adventure

While the combat arms are important to the security of any interstellar empire, it must be realized that the expansion of that empire is equally important. And the expansion of the empire, through exploration and initial contact, is the prime mission of the Scout Service.

But the Scout Service has a lesser known, but equally important, secondary mission. To quote from **The Imperial Interstellar Scout Service Fieldbook** by Senior Scout James Steuard:

In addition to many unexplored and virgin planets which may or may not have intelligent life, there are literally hundreds of planets which have intelligent life which has not yet attained advanced technological levels. Initially discovered and mapped by the Exploration Branch and assigned a "protected" status by the Imperium, these worlds are constantly monitored by the Surveillance Branch to protect them from the encroachment and exploitation of unscrupulous traders or cultures. In simplest terms, it may be stated that no technologically superior society has the right to influence the advancement of another society if such influence would adversely accelerate or decelerate the growth rate of the affected society.

Any individual choosing or drafted into the Imperial Interstellar Scout Service will alternate assignments among the four branches: Exploration, Headquarters, Surveillance and Technical Support. At the beginning of each four year term, throw one die to determine the branch in which the term's assignments will be served and consult the Branch Selection Table. In the Exploration Branch, the Scout is considered to be either pilot or crew member of a Type "S" Scout/Courier; in the Surveillance Branch the Scout is considered to be either the pilot or a member of a Surveillance Team assigned to a Type "SX" Scout/Courier; in the Technical Support Branch the Scout is considered to be serving in a technical support role aboard another Scout's ship.

Skills are attained by successfully completing yearly assignments, indicated by a two dice throw, with frequent throws for survival, decoration and promotion. Promotions, as such, do not exist in the IISS but a method of "ranking" Scouts by pay grades has been adopted to alleviate any command problems which might otherwise occur. Thus a Scout enters the service as a "Scout," roughly equivalent to the Naval rank of Ensign, and may receive appointments from First Scout through Master Scout, and eventually to Senior Master Scout.

Much of **Scouts & Assassins** refers to rules, equipment and skills found in basic **Traveller** and in the **Mercenary** and **High Guard** books. The following skills, however, have been created especially for the Imperial Interstellar Scout Service.

**Intelligence:** Expertise in gathering and interpreting data, usually through the assumption of a specific role within the society on a protected world.

**Linguistics:** Expertise in recognizing alien language and numerical systems.

## SCOUT SERVICE INSIGNIA

Normally, the "official" uniform of the Scouts consists of a dull, black coverall of finely-woven ballistic cloth, black, knee-high boots of soft leather, and a black cap. The only other distinguishing feature of the Scout uniform is the insignia, with its stylized, silver, winged serpent on a circular background—the color of which denotes the pay grade, or "rank," of the Scout. The insignia, worn both by Scouts on active duty and on retired ("reserve—subject to call-up") status, is worn as a shoulder patch on the left shoulder and as a belt buckle.



The use of the word "buckle" is actually a misnomer; the belt insignia serves as an identification disc for the individual to whom it was issued. Coded on sub-miniature, micro circuitry within the device is the individual's retinal patterns, blood chemistry, finger and palm prints, DNA molecular structure, and service history—or the corresponding identification data for non-carbon based lifeforms or non-Humaniti.

Should an individual other than the one to whom this device was originally issued and tuned attempt to make use of it, a shaped charge roughly equivalent to a standard service side-arm fired point-blank will be activated within 90 seconds after it is donned. This shaped charge feature can also be activated, at will, by the individual to whom the device was issued and has gotten many a Scout out of an otherwise "hopeless" situation.

Re-issues of "lost" Identibuckles cost the Scout Cr5,000.

**Small Ship Tactics:** Expertise in strategic and tactical handling of scout-ships under both vacuum and atmospheric conditions.

**Surveillance:** Expertise in conducting scans of a planetary body to determine its technological level.

**Xenology:** Expertise in contact with alien sentient life forms.

Decorations are awarded Scouts as follows: if the Scout throws the indicated number or higher, he is awarded the Citation for Meritorious Conduct (CMC). If the throw is at least three higher than that indicated, the individual is awarded the Silver Comet for Gallantry (SCG) instead. If the throw is at least six higher than the number indicated, the Scout receives instead the Silver Starburst for Exemplary Service (SSES) and a cumulative +1 DM on all future promotion throws. Scouts may also receive the equivalent of the Purple Heart for wounds received during Active Duty assignments. This will occur when a Scout throws the exact number, unmodified, needed for survival. The award is known as the Silver Asteroid (SA) and carries with it a monthly stipend of CR200—the only “pension” a Scout ever receives.

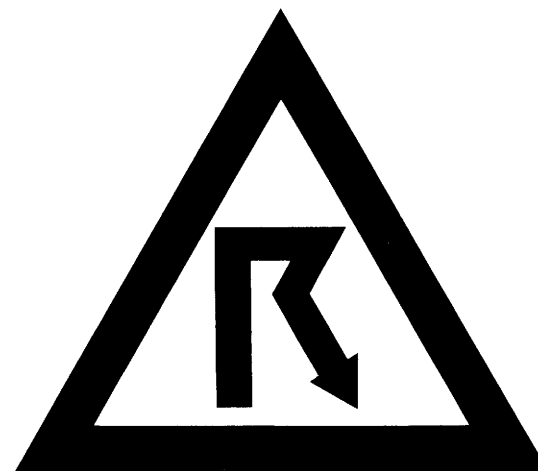
It may be interesting to note that the latter decoration is frequently referred to as a “Tin Hemorrhoid” by those who have earned. Perhaps this is due to the difficulty in collecting the monthly credits. The Scout must check in at the nearest Scout Base, properly identify himself and sign for the credit issuance. Failure to adhere to these procedures will result in the immediate loss of the stipend, truly a pain in the . . .

In spite of this, pride of service seems to run high in the Scouts. As a result, while a player may be posted to Commando School or provide service liaison to another branch/arm, he may not transfer out of the Scouts.

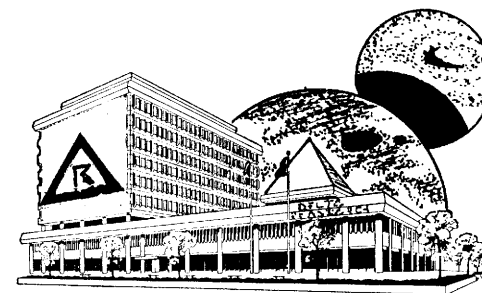
As in the other services, the Scout will serve successive four-year terms; each term will be divided into yearly assignments. The first assignment of the first will be spent in Basic and Advanced Training. Basic Training consists of a die throw (plus applicable DM's) on the Scout Occupational Specialty (SOS) Table. Advanced Training consists of a one die throw on the Skill Table, under the column corresponding to the Scout's branch. Each assignment thereafter will be either Active Duty or Headquarters, determined by a die throw at the beginning of the year. Active Duty assignments call for the Scout to make a two dice throw on the Active Duty Assignment Table to determine the type of assignment. Skills earned while on Active Duty may be rolled from the appropriate column on the Skill Table, or from the Scout Life column. Skills earned while assignment to the Headquarters Branch may be rolled from either the Headquarters column or from the Scout Life column.

Due to the versatility and mobility of Scouts, it is necessary to determine the technological level of the world upon which the Scout is based. This is done at the beginning of each four-year term by a two dice throw, which may be modified by a DM of +1 for each term the Scout has completed.

Reenlistment is possible on a roll of 5+ on two dice. On a roll of 12, the player must reenlist for another term. The reenlistment throw must be made at the end of each four-year term whether the player intends to reenlist or not.



# DELTA RESEARCH



KEYWORD INQUIRY: DELTA RESEARCH\*

↓↓↓START↓↓↓

▲ ESTABLISHED: 335.1086 WHEN STORM PURCHASED DELTA PRODUCTS CORP.  
 ▲ LOCATION: MAJOR OFFICES LOCATED ON MOST WORLDS WITH TECH LEVELS 9+ AND CLASS A OR B STARPORTS. RESEARCH COLONY AT DELTA CENTRE/METCHI' ALAGWA; YARDS 5 AND 11 AT SHA'NOE/DELTA; YARDS 1, 2, 4 AND 7 AT MISKAHMI-QUI/METCHI' ALAGWA; YARDS 3, 8, 9 AND 10 AT BATTELLE/ZYDAR.

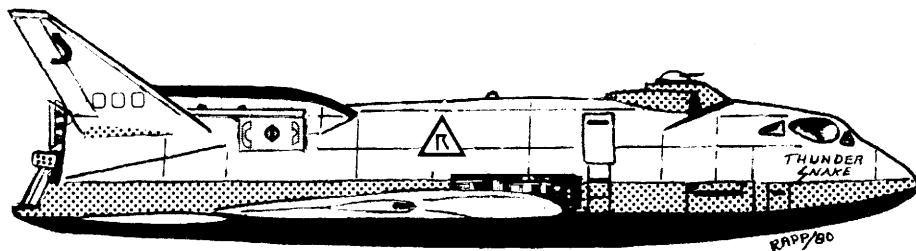
▲ PRODUCTS: TYPE A2 FAR TRADER, AVIAN CLASS, 200 TONS.  
 TYPE MN MERCHANT, ARACHNID CLASS, 800 TONS.  
 TYPE S SCOUT/COURIER, SERPENT CLASS, 100 TONS.  
 TYPE SX SCOUT/COURIER, WIND CLASS, 150 TONS.  
 TYPE XB EXPRESS BOAT, CARNIVORE CLASS, 100 TONS.  
 TYPE YF YACHT, GEM CLASS, 1,000 TONS.  
 LOGICAL HEURISTIC PROCESSOR {ORGANIC} COMPUTERS.  
 SERIES TSMM MANEUVER DRIVES.  
 E-CIRCUIT MODULES.

▲ CREDIT RATING: A1 - IMPERIAL STOCK EXCHANGE.  
 AA+ - VANREX {VANGUARD REACHES SECURITIES EXCHANGE}  
 AAA - CASH {COMSENTIENT ALLIANCE SECURITIES HOUSE}

▲ NARRATIVE: ESTABLISHED 437 AS DELTA PRODUCTS CORPORATION. WELL KNOWN AS RELIABLE SOURCE OF INTERSTELLAR CRAFT, FROM 100 TO 1,000 TONS. PRODUCT RELIABILITY IS EXCELLENT. PRODUCT DEPENDABILITY IS SUPERIOR. CONTRACT PERFORMANCE AND DELIVERY IS AVERAGE, WITH LESS THAN 10% IN TIME AND MATERIALS OVERRUNS. OWNERSHIP IS LISTED AS FOLLOWS: HAULT-STORM - 70%; INVESTMENT TRUSTS - 15%; CORPORATE EMPLOYEES - 10%; IMPERIAL FAMILY - 2.5%; AND PUBLIC {INDIVIDUALS} - 2.5%. MAINTAINS THE CONTROLLING INTEREST IN A COMPUTER SOFTWARE FIRM AT INTERCOURSE/DELTA, INTERWORLD BUSINESS MACHINES, INC. OUTSTANDING CONTRACTS INCLUDE THE REMAINDER OF 1,000 TYPE S SCOUT/COURIERS {640 ISS; 360 CA SEXS}; 500 TYPE SX SCOUT/COURIERS; 500 TYPE MN MERCHANTS; 500 TYPE A2 FAR TRADERS; 250 TYPE XB EXPRESS BOATS; AND 1 TYPE YF YACHT. OUTSTANDING OTHER CONTRACTS ARE MANEUVER DRIVES FOR ALL THE VESSELS, ABOVE; LHPE{OR} COMPUTERS OF VARIOUS MODELS, OVER 1500 UNITS; AND 10 E-CIRCUIT MODULES.

▲ ADDITIONAL DATA: SEE LIBRARY SECTION, BEYOND.

↑↑↑END↑↑↑ LHPE{OR} II/BIS TIMESTAMP 006.1107.221937 \*\*\*\*\*



KEYWORD INQUIRY: TYPE S SCOUT/COURIER, SERPENT CLASS, SPECIFICATION#

↓↓↓START↓↓↓

S-000 THUNDER SNAKE S-11222S1-010000-00001-0 MCR 34.28 100 TONS  
BATTERIES BEARING = 100% CREW = 1 TO 4 TL 11  
PASSENGERS = 3. LOW = 0. CARGO = 3. FUEL = 40. EP = 2. AGILITY = 2.

Δ MANUFACTURER: DELTA RESEARCH, YARDS 5 & 11, SHA'NOE/DELTA.  
Δ TECH LEVEL: 11.  
Δ TONNAGE: 100 TONS {STANDARD}; 1,430 CUBIC METERS.  
Δ ACCELERATION: 2G CONSTANT.  
Δ LENGTH: 32.3 METERS.  
Δ WIDTH: 8.2 METERS.  
Δ HEIGHT: 5.4 METERS {FIN ADDS 3.6 METERS}.  
Δ CREW, MINIMUM: 1 - PILOT/NAVIGATOR.  
MAXIMUM: 4 - PILOT, NAVIGATOR, GUNNER/ENGINEER, XENOLOGIST.  
Δ PASSENGERS: UP TO 3 {USUALLY SPECIALISTS}.  
Δ CARGO SPACE: 3 TONS.  
Δ FUEL CAPACITY: 40 TONS.  
Δ JUMP CAPABILITY: 2.  
Δ POWER PLANT: 2.  
Δ ENGINEERING: 1 QUADRI-DYNAMICS J-4700/MK III FUSION POWER PLANT  
COUPLED TO A MANNSCHENN TYPE R2-53 JUMP DRIVE. AT-  
MOSPHERIC MANEUVERING CAPABILITY PROVIDED BY TWIN  
DELTA RESEARCH TS 1410/V UNITS; CAPABILITIES ENHAN-  
CED BY VEE-TAIL AND VARIABLE-SWEEP WINGS, ALLOWING  
HIGH-SPEED GLIDER APPROACHES ON WORLDS WITH ATMOS-  
PHERES OF 5 THROUGH 9. JUMP DRIVE GOVERNOR AVAIL-  
ABLE/OPTIONAL {REQUEST PRICE QUOTE}.  
Δ GRAVITICS: STANDARD INERTIAL COMPENSATORS; 0-2G VARIABLE DECK  
FIELD.  
Δ RANGE: UNLIMITED MANEUVER. ONE JUMP-2 {TWO, WITH OPTIONAL  
LSP JUMP GOVERNOR}. 30 DAYS.  
Δ ELECTRONICS: LHEP{OR} SERIES 12/136 TYPE II/BIS ON BRIDGE; INPUT/  
OUTPUT TERMINALS LOCATED AT NAVIGATOR'S AND GUNNER'S  
STATIONS AND IN PILOT'S STATEROOM. VOICE I/O OPTION.  
Δ SHIP'S VEHICLES: EITHER TRONDHEIM AERONAUTICS GF-729-B CIVILIAN FLYER  
OR LLEWELLYN-NORRIS CLOSE SUPPORT FLYER CSF-12A SE-  
RIES, WITH OR WITHOUT WEAPONS PACKAGE OPTIONS.  
Δ PRICE: CR34,280,000.  
Δ AVAILABILITY: DELTA RESEARCH YARDS 5 & 11, CIVILIAN VERSION WITH-  
OUT WEAPONS. AWARDED TO MASTER AND SENIOR MASTER  
SCOUTS, AS AVAILABLE SURPLUS, UPON MUSTERING OUT.  
Δ ARMAMENT: 1 MISSILE LAUNCHER, 1 SAND CASTER; DOUBLE DORSAL  
TURRET ... SERVICE MODELS ONLY.

↑↑↑END↑↑↑

LHEP{OR} II/BIS TIMESTAMP 364.1106.073725 \*\*\*\*\*

KEYWORD INQUIRY: TYPE S SCOUT/COURIER, SERPENT CLASS, DISPOSITIONS#

↓↓↓START↓↓↓

Δ OVER SEVEN HUNDRED DELTA RESEARCH SCOUT/COURIERS ARE IN ACTIVE SERVICE  
WITH BOTH THE IMPERIAL INTERSTELLAR SCOUT SERVICE AND THE COMSENTIENT  
ALLIANCE SCOUT/EXPLORATION SERVICE. THE FOLLOWING DISPOSITIONS REPRE-  
SENT ONLY THOSE TYPES S LAID DOWN SINCE 335.1100...

FIN#	NAME ASSIGNED	LAID DOWN	TEST FLIGHT	CURRENT STATUS {1107}
0000	THUNDER SNAKE	335.1100	335.1103	DELTA RESEARCH TESTBED
3001	THROUGH 3700			IN SERVICE, IISS/SEXS
3701 & 3702				NOT LAID DOWN
3703	ADDER	345.1100	127.1103	LOST 1103/DARKLING REG.
3704	CONSTRUCTOR	350.1100	128.1103	SCRAPPED/YARD #5
3705 & 3706				NOT LAID DOWN
3707	KRAIT	005.1101	231.1103	RESERVE STATUS
3708	URUTU	133.1101	131.1103	RESERVE STATUS
3709	FER-DE-LANCE	261.1101	127.1104	RECALLED BY DELTA YD #11
3710	BUSHMASTER	265.1101	132.1104	IISS SERVICE
3711	DABOIA	300.1101	157.1104	IISS SERVICE
3712	HAMADRYAD	315.1101	234.1101	IISS SERVICE
3713	RUSSELL'S VIPER	015.1102	331.1104	LOST 1106/DARKLING REG.
3714	GOPHER SNAKE	060.1102	361.1104	LOST 1106/DARKLING REG.
3715	ANACONDA	093.1102	001.1105	IISS SERVICE
3716	MAMBA	099.1102	001.1105	SEXS SERVICE
3717	COTTONMOUTH	135.1102	130.1105	IISS SERVICE
3718	TIC-POLONGA	235.1102	130.1105	IISS SERVICE
3719	VIPER	299.1102	171.1105	SEXS SERVICE
3720 & 3721				NOT LAID DOWN
3722	SIDEWINDER	335.1102	331.1105	LOST 1106/PANDEMONIUM
3723	ASP	335.1102	331.1105	SEXS SERVICE
3724	COBRA	013.1103	339.1105	IMPERIAL COURIER SERVICE
3725	KING SNAKE	061.1103	001.1106	STATION KEEPING/DARKLING
3726	QUEEN SNAKE	061.1103	001.1106	STATION KEEPING/DARKLING
3727	PYTHON	095.1103	039.1106	SCRAPPED/YARD #5
3728	COPPERHEAD	101.1103		CONSTRUCTION SUSPENDED
3729	HOG-NOSE	101.1103	050.1106	FLIGHT TEST/SHAKE DOWN
3730	RATTLESNAKE	141.1104		CONSTRUCTION ACCELERATED
3731	PUFF ADDER	173.1104	110.1106	IISS SERVICE
3732	KING COBRA	202.1104	135.1106	SEXS SERVICE
3733	BLUE RACER	222.1104	139.1106	*** CLASSIFIED ***
3734	THROUGH 3736			NUMBERS NOT ASSIGNED
3737	BLACK SNAKE	090.1105	335.1106	SEXS SERVICE
3739	STAR SNAKE	290.1105	001.1107	FLIGHT TEST/SHAKEDOWN
3740	DELTA SNAKE	050.1106		CONSTRUCTION UNDERWAY
3741	SERPENT	061.1106		CONSTRUCTION UNDERWAY
3742	INDIGO SNAKE	072.1106		CONSTRUCTION ACCELERATED
3743	SHADOW SNAKE	083.1106		CONSTRUCTION UNDERWAY
3744	QUETZLCOATL	094.1106		CONSTRUCTION ACCELERATED
3745	ADDER II	105.1106		CONSTRUCTION UNDERWAY
3746	MAPEIRE BALSAYN	335.1106		KEEL LAID DOWN
3747	DECEIVER	001.1107		KEEL LAID DOWN

↑↑↑END↑↑↑

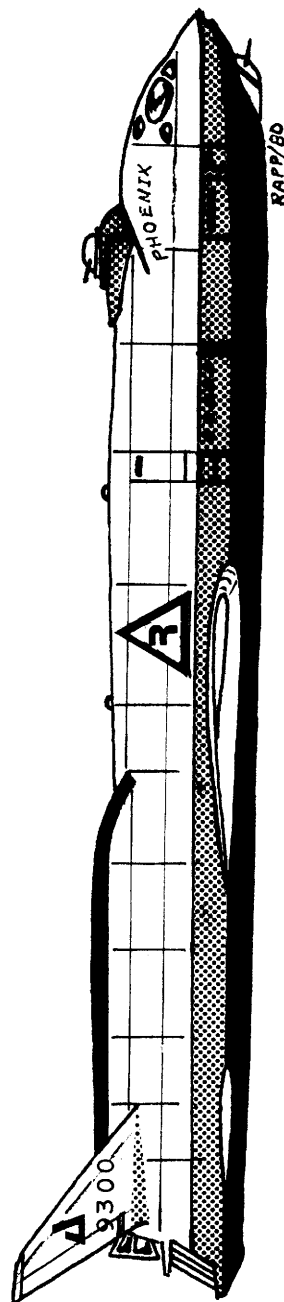
LHEP{OR} TIMESTAMP 004.1107.143315

PERSONAL DATA SHEET										SECTION I - IDENTIFICATION									
HAULT-STORM										HAULT-STORM									
1. Name										2. Age 43									
3. Title BARON										4. Upp									
5. Birthdate 335.1064										5th 6th 7th 8th 9th 10th 11th 12th 13th 14th 15th 16th 17th 18th 19th 20th 21st 22nd 23rd 24th 25th 26th 27th 28th 29th 30th 31st 32nd 33rd 34th 35th 36th 37th 38th 39th 40th 41st 42nd 43rd 44th 45th 46th 47th 48th 49th 50th 51st 52nd 53rd 54th 55th 56th 57th 58th 59th 60th 61st 62nd 63rd 64th 65th 66th 67th 68th 69th 70th 71st 72nd 73rd 74th 75th 76th 77th 78th 79th 80th 81st 82nd 83rd 84th 85th 86th 87th 88th 89th 90th 91st 92nd 93rd 94th 95th 96th 97th 98th 99th 100th 101st 102nd 103rd 104th 105th 106th 107th 108th 109th 110th 111th 112th 113th 114th 115th 116th 117th 118th 119th 120th 121st 122nd 123rd 124th 125th 126th 127th 128th 129th 130th 131st 132nd 133rd 134th 135th 136th 137th 138th 139th 140th 141st 142nd 143rd 144th 145th 146th 147th 148th 149th 150th 151st 152nd 153rd 154th 155th 156th 157th 158th 159th 160th 161st 162nd 163rd 164th 165th 166th 167th 168th 169th 170th 171st 172nd 173rd 174th 175th 176th 177th 178th 179th 180th 181st 182nd 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681st 682nd 683rd 684th 685th 686th 687th 688th 689th 690th 691st 692nd 693rd 694th 695th 696th 697th 698th 699th 700th 701st 702nd 703rd 704th 705th 706th 707th 708th 709th 710th 711st 712nd 713th 714th 715th 716th 717th 718th 719th 720th 721st 722nd 723rd 724th 725th 726th 727th 728th 729th 730th 731st 732nd 733rd 734th 735th 736th 737th 738th 739th 740th 741st 742nd 743rd 744th 745th 746th 747th 748th 749th 750th 751st 752nd 753rd 754th 755th 756th 757th 758th 759th 760th 761st 762nd 763rd 764th 765th 766th 767th 768th 769th 770th 771st 772nd 773rd 774th 775th 776th 777th 778th 779th 780th 781st 782nd 783rd 784th 785th 786th 787th 788th 789th 790th 791st 792nd 793rd 794th 795th 796th 797th 798th 799th 800th 801st 802nd 803rd 804th 805th 806th 807th 808th 809th 810th 811st 812nd 813th 814th 815th 816th 817th 818th 819th 820th 821st 822nd 823rd 824th 825th 826th 827th 828th 829th 830th 831st 832nd 833rd 834th 835th 836th 837th 838th 839th 840th 841st 842nd 843rd 844th 845th 846th 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TYPE S (EXTENDED) SCOUT, WIND CLASS ... 150 TON



TYPE A FREE TRADER, AVIAN CLASS ... 200 TON

## BRANCH SELECTION TABLE

### Die Branch

- 1 Technical Support
- 2 Technical Support
- 3 Technical Support
- 4 Surveillance
- 5 Surveillance
- 6 Exploration
- 7 Choice of Branch
- 8 Choice of Branch and Assignment

DM's apply: +1 if Senior Scout;  
+2 if Senior Master Scout.

## SCOUT OCCUPATIONAL SPECIALTY

### Die Specialty

- 1 Air/Raft
- 2 Vacc Suit
- 3 Computer
- 4 Communications
- 5 Navigation
- 6 Pilot
- 7 Xenology
- 8 Choice of Specialty

DM's apply: +1 if Tech Level of Base  
World is 11+; +2 if Tech  
Level of Base World is 13+.

## GENERAL ASSIGNMENT

Die	Exploration	Surveillance	Tech Support
1 or 2	Headquarters	Headquarters	Headquarters
3	Headquarters	Active Duty	Active Duty
4	Active Duty	Active Duty	Active Duty
5	Active Duty	Special Assignment	Active Duty
6	Special Assignment	Special Assignment	Special Assignment

## ACTIVE DUTY ASSIGNMENT

Throw	Exploration	Surveillance	Tech Support
2	Alien Contact	Surveillance	Alien Contact
3	Survey	Surveillance	Alien Contact
4	Survey	Intelligence	Survey
5	Survey	Intelligence	Survey
6	Ship Maintenance	Training	Survey
7	Ship Maintenance	Training	Ship Maintenance
8	Ship Maintenance	Training	Training
9	Training	Training	Training
10	Survey	Intelligence	Survey
11	Survey	Surveillance	Alien Contact
12	Alien Contact	Choice of Assignment	Alien Contact

## DEFINITIONS

**Alien Contact:** The individual is a member of a team whose mission is to seek out and contact alien sentient life-forms. Not all missions are successful; throw 2 on two dice to encounter an alien; a subsequent throw of 8+ indicates friendly contact and the player receives +1 skill level in Xenology.

**Intelligence:** The Scout has been assigned the task of gathering information for the Imperium regarding the development potential of a protected planet. Throw 7+ (+1 DM for each level of Pilot skill) to make an undetected landing; throw 6+ (+1 DM for each level of Pilot skill) to make an undetected liftoff. Failure to make either throw results in the assignment being compromised and the Scout receives a -1 DM on all future promotion and decoration throws until exonerated; exoneration is automatic when the Scout throws exactly 12 on either a decoration or a promotion throw. If the assignment is not compromised, the Scout receives an automatic skill level in Intelligence.

**Ship Maintenance:** The ship on which the player crews is undergoing routine maintenance.

**Surveillance:** The Scout either as the Pilot (if a skill has been earned) or as a member of a special team (throw one die and add one for the size of the team), has been assigned to a Type "SX" Scout/Courier to maintain a watch over a protected planet. On a throw of 10+ (+1 for each member of the team), an attempt has been made by an outside force to interfere with the development of the planet's sentients; the attempt has been neutralized and the Scout receives an additional skill level in Surveillance.

**Survey:** The individual is a member of a team whose mission is to discover, chart and/or explore new planetary systems. A throw of 9+ indicates the discovery of a new star system; a further throw of 10+ indicates the presence of a planet with a native, sentient life-form and the player gains a +1 DM to his next roll on the Skill Table and a -1 DM to his next roll for an Alien Encounter.

#### SPECIAL ASSIGNMENT TABLE

##### Die Assignment

1	Recruiting
2	Intelligence School
3	Commando Training
4	Service Liaison
5	Advanced Scout Training
6	Advanced Technical Training

#### SERVICE LIAISON TABLE

##### Die Service Arm

1	Army
2	Army
3	Army
4	Marines
5	Marines
6	Imperial Navy

#### ASSIGNMENT RESOLUTION

	Alien Contact	Survey	Ship Maint.	Training	Hdqrtrs.
<b>Exploration</b>					
Survival	7+	6+	Auto	4+	4+
Decoration	6+	9+	None	None	None
Promotion	9+	10+	None	None	None
Skill	6+	5+	8+	5+	4+
<b>Tech Support</b>					
Survival	6+	5+	Auto	4+	4+
Decoration	7+	5+	None	None	None
Promotion	8+	11+	None	None	None
Skill	6+	5+	6+	5+	4+
<b>Surveillance</b>					
Survival	7+	8+	4+	5+	
Decoration	10+	11+	None	None	
Promotion	8+	9+	None	None	
Skill	9+	10+	5+	5+	

DM's—Survival: DM +1 allowed for any SOS level 2+; Promotion and Decoration: DM -1 if any Intelligence Assignment has been compromised and Scout has not been exonerated.

#### SPECIAL ASSIGNMENT RESOLUTION

**Recruiting:** The Scout has been assigned to a recruiting station and receives an automatic Recruiting skill and an automatic Carousing skill.

**Intelligence School:** The Scout has been sent to Intelligence School and may receive up to five skills. Throw 4+ on one die for each of the following: Disguise, Intelligence, Interrogation, Linguistics, and Xenology.

**Commando Training:** The Scout has been chosen to attend Commando School and receive commando training. The player may receive up to seven skills as a result. Throw 5+ on one die for each of the following: Blade Combat, Bow Combat, Demolitions, Gun Combat, Reconnaissance, Unarmed Combat, and Wilderness Survival.

**Service Liaison:** The Scout has been selected to provide liaison to another service. Throw one die on the Service Liaison Table. The Scout is free to choose the branch of the service in which liaison will occur, and will roll for one skill under the appropriate column of the MOS or NOS Table.

**Advanced Scout Training:** The Scout has been assigned to the Advanced Scout Training School where up to six additional skills may be received. Throw 4+ on one die for each of the following: Reconnaissance, Small Ship Tactics, Surveillance, Zero-G Weapons, Zero-G Combat, and Instruction.

**Advanced Technical Training:** The Scout has been chosen to attend the Advanced Technical Training Center and may receive up to six additional skills. Throw 5+ on one die for each of the following: Air/Raft, Computer, Gravitics, Navigation, Pilot, and Ship Maintenance.

#### SKILL TABLES

##### Die Scout Life Exploration Surveillance Tech Support Hdqrtrs.

1	+1 Stren	Gun Combat	+2 Intel	Gunnery	Forgery
2	+1 Dext	Blade Cmbt	Disguise	Electronics	Bribery
3	+1 Endur	Jack-O-Trades	Intelligence	Mechanical	Streetwise
4	Gun Cmbt	Air/Raft	Interrogation	Computer	Admin
5	Blade Cmbt	Navigation	Leadership	Gravitics	Liaison
6	Gambling	Pilot	Surveillance	Medical	Computer
7	Survival	Vacc Suit	Linguistics	Ship Maint	Instruction
8	—	Choice*	Choice*	Choice*	Choice*

\*Choice of any skill in this column.

DM's apply: Fourth-term Scouts, +1; Fifth-term Scouts, +2; served on an Active Duty assignment which resulted in discovery of an inhabited planet, +1.

#### TABLE OF COMPARATIVE RANKS

Traveller Rank	Pay Grade	Scout Appointment	Insignia Color	Naval Equivalent
1	S0	Scout	White	Ensign
1	S1	First	Red	Sublieutenant
2	S2	Chief	Orange	Lieutenant
3	S3	Senior Chief	Yellow	Lt. Commander
4	S4	Senior	Green	Commander
5	S5	Master	Blue	Captain
5	S6	Senior Master	Indigo	Commodore

## MUSTERING OUT TABLES

Die	Table 1 Material Benefits	Table 2 Cash Allowances
1	Weapon	Cr 10,000
2	+ 2 Education	Cr 20,000
3	Middle Passage	Cr 30,000
4	Blade	Cr 40,000
5	Gun	Cr 50,000
6	High Passage	Cr 60,000
7	Type "S" Scout/Courier	Cr 75,000
8	Type "SX" Scout/Courier	Cr 100,000

DM's apply: Scouts with Gambling-1 may add 1 to their die rolls on Table 2; Scouts with Gambling-3 may add 2 to their die rolls on Table 2. Master Scouts may add 1 to die rolls on Table 1; Senior Master Scouts may add 2 to die rolls on Table 1. Only one Scout/Courier, regardless of type, may be acquired upon mustering out. Additional rolls which would result in Scout/Couriers are lost. One mustering out roll may be made for each four year term completed. Master Scouts receive one extra roll; Senior Master Scouts receive two extra rolls.

### SPECIFIC GAME EFFECTS OF SKILLS

**Disguise:** See the description under "The Assassin in Traveller."

**Intelligence:** Expertise in the accumulation and interpretation of data. Skill levels act as a positive DM where either Streetwise or Interrogation may be called for. If the Scout also has Computer skills, this may act as a cumulative DM when interpreting data received as a result of a computer inquiry.

**Linguistics:** The individual has attained expertise in recognizing and translating alien forms of communication. Each level of expertise adds a DM of + 1; lack of expertise, DM - 4.

**Ship Maintenance:** The individual has attained sufficient skills to enable him to diagnose and repair damage to portions of his ship—other than those covered by specific skills such as Computer, Gravitics, Engineering, etc. Each level of expertise functions as a + 1 DM where a throw may be required.

**Small Ship Tactics:** The individual has gained both strategic and tactical experience in the use of the Type "S" Scoutship in combat. The skill may be applied under both atmospheric and vacuum combat situations, and will allow a + 1 DM for each level of expertise. Tactics may include the use of one to five ships in combat—including ground support and coordinated attack roles.

**Surveillance:** Expertise in conducting orbital or sub-orbital scans of a planetary body in order to ascertain the technological level. If the Scout also has Small Ship Tactics skills, this acts as a cumulative DM to prevent detection by other ships or planetary installations. Each skill level acts as a DM of + 1.

**Unarmed Combat:** See the description under "The Assassin in Traveller."

**Xenology:** Expertise in the contact and understanding of alien sentients. Skill levels act as a positive DM on the Reaction Table when it is determined that an encounter with an alien has occurred. No expertise, DM - 5.

# UNFIT FOR SERVICE

If, during the course of character development, the player fails to make the required survival throw, he will be considered as having been discharged from the service. The reasons may range all the way from death to transfer to another branch and arm. Throw two dice on the Discharge Table to determine the reason. If a transfer is indicated, roll one die on the Transfer Table to determine into which service the player will transfer. It is possible that a player may succeed in being reinstated in his own branch.

### DISCHARGE TABLE

- Death . . . . .
- Desertion/Cowardice . . . . .
- Mutiny . . . . .
- Insubordination . . . . .
- Unfitness/Physical . . . . .
- Striking a Superior . . . . .
- Drunkenness . . . . .
- Other Disciplinary Reason . . . . .
- Unfitness/Psychological . . . . .
- Transfer at Service's Request  
—roll on Transfer Table
- Transfer at Own Request  
—choice from Transfer Table

### EFFECTS ON MUSTERING OUT

- No benefits, naturally!
- Lose 4 Mustering Out rolls
- Lose 3 Mustering Out rolls
- Lose 2 Mustering Out rolls
- Lose 1 Mustering Out roll
- 2 DM on Mustering Out rolls,  
- 2 DM on Patron Encounters
- 1 DM on Mustering Out rolls,  
+ 1 skill in Carousing
- 1 DM on Mustering Out rolls
- No effect on Mustering Out rolls
- All Mustering Out rolls from  
new service's tables
- Mustering Out rolls may be made on  
either or both tables by choice

### TRANSFER TABLE

- Navy
- Marines
- Army
- Scouts
- Merchant Service
- Choice of Service

Results of 3 through 5 will lower the individual's Social Standing by 3; results of 6 or 7 will lower Social Standing by 2; results of 8 through 10 will lower Social Standing by 1; and a result of 12 will raise the individual's Social Standing by 2. Any result less than 10 will force the individual to make all Mustering Out rolls from Traveller Book 1; with a roll of 10+ the individual may roll from any appropriate Mustering Out table.



# The Assassin in Traveller

In the course of any expanding empire, the services of many different professions enjoy renewed interest. This is also true of one of Man's oldest professions, along with prostitution and the priesthood: The Assassin. Here are some ideas on the generation of a new breed of player (and non-player) character for Traveller.



## LEAGUE OF ASSASSINS

### Prior Service Table

**Enlistment** 11 +  
DM of +1 if Dexterity 9 +  
DM of +2 if Intelligence greater than Strength by 2 +

**Draft** None

**Survival** 8 +  
DM of +2 if Intelligence 9 +

**Position** 10 +  
DM of +1 if Dexterity 8 +

**Promotion** 8 +  
DM of +1 if Endurance 8 +

**Reenlist** 5 +

### Rank and Service Skills

Apprentice . . . . . Blade-1  
Assassin . . . Unarmed Combat-1

## TABLE OF RANKS

Rank 0 Apprentice  
Rank 1 Hajji  
Rank 2 Dacoit  
Rank 3 Thuggee  
Rank 4 Assassin  
Rank 5 Master Assassin

## MUSTERING OUT TABLES

Die	Material Benefits	Cash Allowance
1	+1 Dexterity	Cr 1,000
2	+1 Intelligence	Cr 2,000
3	Blade	Cr 3,000
4	Middle Passage	Cr 4,000
5	High Passage	Cr 5,000
6	Assassin's Guild	Cr 6,000

The Assassin's Guild (AG) provides a High Passage each month to its members in good standing, and it provides hostels and facilities on all world having a Population Level of 7+. Such facilities are available without charge to Assassins and Master Assassins, and at nominal rates to Thuggees and below. Finally, it provides legal assistance (treat as skill level 3) for any member apprehended by local authorities who lives to stand trial! DM's apply: Rank 4 and 5, add +1 to rolls for Material Benefits.

**Retirement Pay:** None.

**Acquiring Skills and Expertise:** Skills are attained either by surviving a four year term or by attaining a position of higher responsibility. At the end of each term, the Assassin may roll twice on the Acquired Skill Tables and earns one additional roll each time a move upward in rank is achieved.

## ACQUIRED SKILLS TABLES

### Personal Development Table

- 1 +1 Dexterity
- 2 +1 Endurance
- 3 Bow Combat
- 4 Poisons/Antidotes
- 5 Blade Combat
- 6 Gun Combat

### Advanced Education Table

- 1 Interrogation
- 2 Carousing
- 3 Vacc Suit
- 4 Reconnaissance
- 5 Zero-G Combat
- 6 Jack of All Trades

### Service Skills Table

- 1 Unarmed Combat
- 2 Streetwise
- 3 Survival
- 4 Stealth
- 5 Escape & Evasion
- 6 Disguise

### Advanced Education Table

- (Only if Education 8 +)
- 1 Medical
  - 2 Computer
  - 3 Administration
  - 4 Pilot
  - 5 Electronic
  - 6 Instruction

## NEW SKILLS

### Disguise:

Skilled in the use of camouflages and disguises.

### Escape & Evasion:

Skilled in making and evading traps, opening locks and evading search parties.

### Poisons/Antidotes:

Skilled in the manufacture and use of poisons and antidotes.

### Stealth:

Skilled in moving about in dark rooms and shadows.

### Unarmed Combat:

Skilled in the use of the body as a weapon.

## SPECIFIC GAME EFFECTS

This skill imparts the ability to effectively use techniques of camouflage and disguise to escape undue attention by the authorities and others. Skill levels act as positive DM's on the Reaction Table. DM's apply: No expertise, -4; per level of expertise, +1.

This skill imparts the ability to search for hidden traps and to neutralize them once they are located, to make traps, to open most locks and locked doors, and to aid in escaping searches intent upon doing the player irreparable harm. A basic throw of 7+ is required for success. DM's apply: No expertise, -4; per level of expertise, +1.

This skill imparts the ability to recognize poisons and to prepare antidotes to nullify their effects. If the player also has Survival skills, it can be determined whether or not a substance will be harmful to eat. DM's apply: per level of expertise, +1.

This skill imparts the ability to move about in darkened or near-dark areas silently and without detection. A basic throw of 8+ is required to escape notice. DM's apply: No expertise, -4; per level of expertise, +1.

This skill imparts the ability to use the parts of the body as offensive weapons. Treat Hands and Feet as Blade; Elbows and Knees as Dagger; Head as Club. Levels of 2+ may also serve as a defensive DM to be used against attacks with personal weapons of Technological Level 5- or against any weapon used at Close or Short Ranges. Defensive DM's are nullified by the use of any type of armor. DM's apply: No expertise, -4; per level of expertise, +1.



*For the science-fiction fan who finishes a novel only to wonder what happens next. . .*

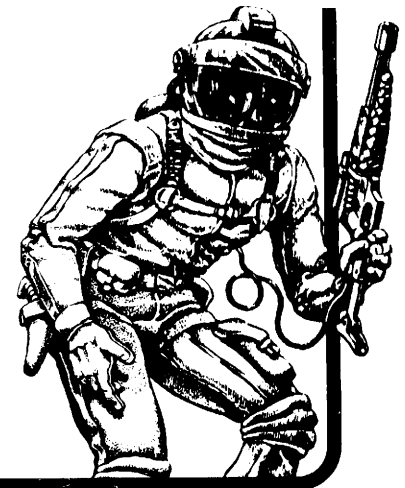
*For the fan who wishes he could be there, if only for a few minutes. . .*

*When just reading isn't enough. . .*

. . . there is **Traveller**

**Traveller** is a role-playing game of science-fiction adventure. Players assume the roles of citizens of the far future, with all their options wide open. Limited only by the amount of effort they wish to put into the game, players may explore new worlds, puzzle out the enigmas of ancient civilizations, conduct complicated confidence scams, smuggle, build empires, lead revolts, conduct interstellar wars. . . the list is as endless as the imaginations of the players.

**Traveller** is a boxed 3 booklet rules set—playable solitaire or with a referee.



# TRAVELLER

Science-Fiction Adventure in  
the Far Future

**Traveller** is more than a game—it's an extensive game system addressing the varied aspects of life in the far future. In addition to its basic three booklet set, a wide variety of supplements and expansions are also available—something for every interest.

**MERCENARY**—For the militarily inclined, **Mercenary** is a dream come true. Specific rules additions cover the concept of the soldier for hire, including how he trains, prepares for, and executes his missions. Fifty-six page booklet.

**HIGH GUARD**—Basic **Traveller** covers only the smaller starships, the small craft of space. **High Guard** introduces the large military vessels, their tactics, and their construction. Rules also address naval training, fleet combat, and advanced weaponry. Forty-eight page booklet.

**KINUNIR**—The first adventure for **Traveller**, containing all the necessary information for an adventuring expedition to locate the Battle Cruiser **Kinunir**. Material is open-ended, and allows repeated use of the same settings. Forty-eight page booklet.

**1001 CHARACTERS**—When a referee running a **Traveller** adventure suddenly needs a gang of ruffians, this supplement puts them at his fingertips. And when the band of adventurers decides to hire on a computer expert, this supplement again fills the need. Forty-eight page booklet.

**ANIMAL ENCOUNTERS**—When an adventuring party wanders off into the unmapped wilderness of an unknown world, this booklet instantly supplies animals of all types, enough to provide a hint of danger, and a promise of excitement for any group. Forty-eight page booklet.

**SNAPSHOT**—*Piracy, Mutiny, Boarding Parties*: Man-to-man combat in the far future. **Snapshot** allows gamers to play separate games, or to resolve **Traveller** combat situations with a wide variety of weapons. No referee required. Contains expanded **Traveller** personal combat rules, ship plans for the scout and free trader type ships, and die-cut counters. Boxed (same size as **Traveller**).

**MAYDAY**—Starship combat using the same types of ships as in **Traveller**. Astromorphic maps and detailed rules convert the **Traveller** miniatures concepts (Book 2) to a boardgame with die-cut counters and hex oriented situations. Complete rules, plastic bag packed. A Series 120 Game.

**THE JOURNAL**—A quarterly magazine devoted to **Traveller**, and to science-fiction games. Each issue has a **Traveller** situation or scenario, plus articles and modules with more **Traveller** rules and equipment. Thirty-two pages per issue. (Issue 1 contains **Starship Annic Nova** ship plans, **Rescue on Ruie** scenario, **Imperium Variant**, **The Bestiary**, plus more.)



The diagram is a hand-drawn floor plan of a spaceship interior, overlaid on a light blue grid. The layout is as follows:

- Electronics and Controls:** A large, irregularly shaped area on the left side of the plan.
- Bridge:** A rectangular room adjacent to the Electronics and Controls section, containing a circular hatch.
- Fire Control:** A small rectangular room located between the Bridge and Stateroom Two.
- Computer:** A rectangular room located below the Bridge.
- Stateroom One:** A rectangular room located below the Fire Control room.
- Stateroom Two:** A rectangular room located above the Fire Control room.
- Stateroom Three:** A rectangular room located below Stateroom One.
- Stateroom Four:** A rectangular room located above Stateroom Two.
- Air Lock:** A rectangular room located to the right of Stateroom Two.
- Fresher:** A rectangular room located to the right of Stateroom One.

The rooms are interconnected by a central corridor system. Doors are represented by thick black lines with small triangles indicating the direction of passage. The entire plan is enclosed within a thick black outer boundary.

# Cargo Deck

Life Support

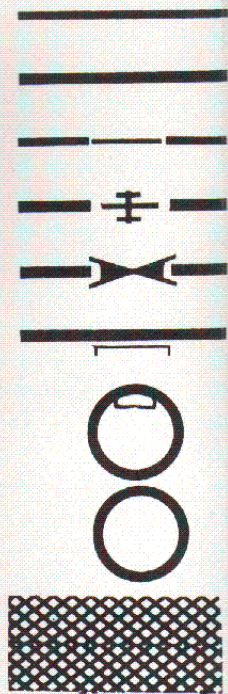
Air Lock

Air/Raft

Auxiliary Power

Computer

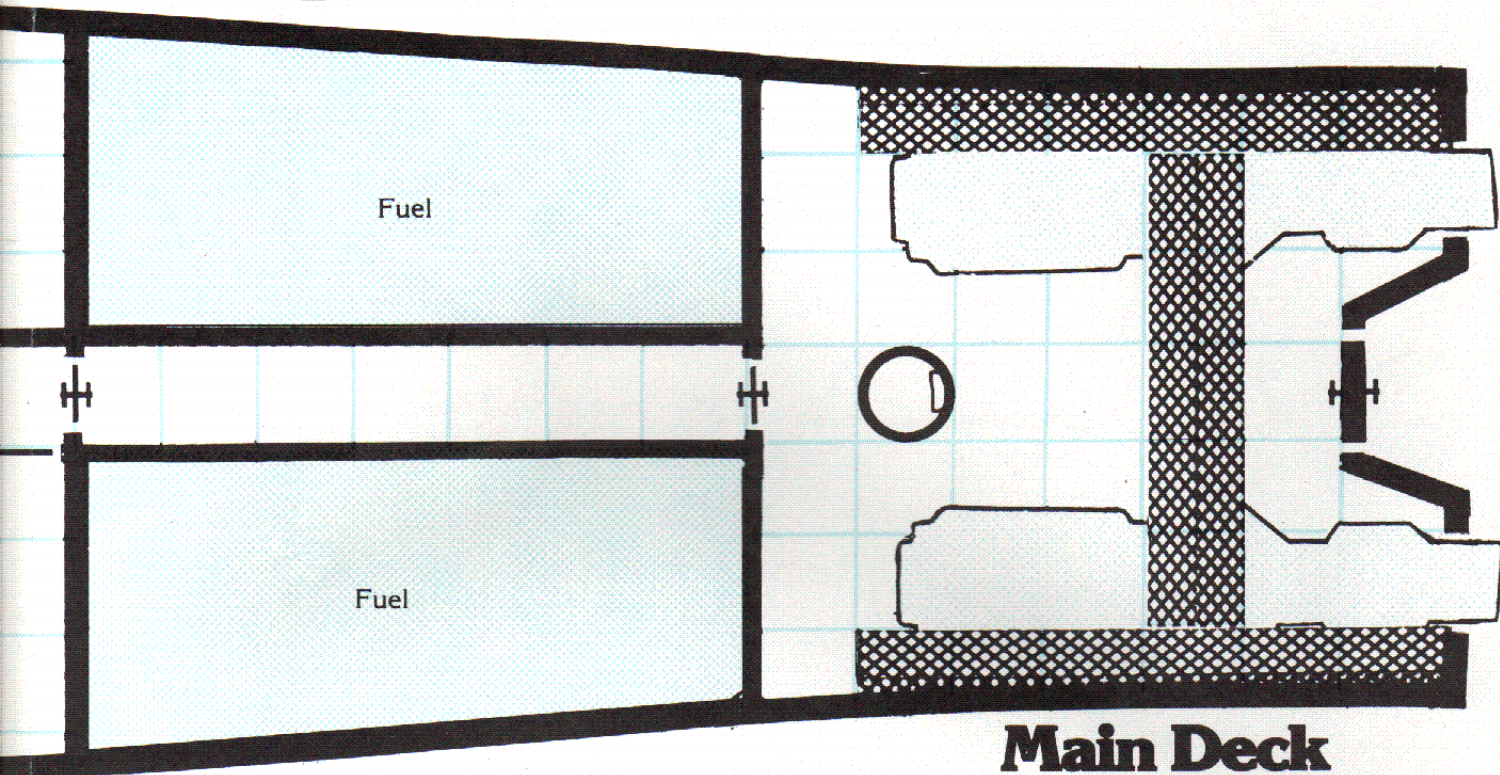
Cargo Hold



Approved For Use With TRAVELLER™



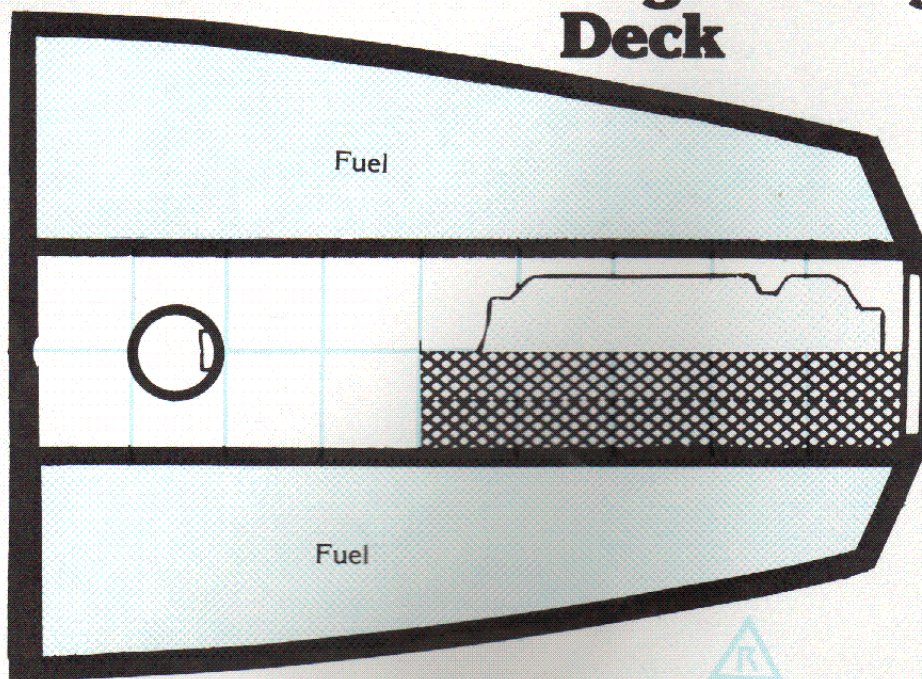
# Serpent Class



**Main Deck**

- Interior Wall
- Bulkhead
- Sliding Door
- Hatch
- Iris Valve
- Access Plate
- Vertical Shaft with Hatch
- Vertical Shaft with Iris Valve
- Catwalk

## Lower Engineering Deck



Plan Symbols