# TRAVELLER®

# STARTOWN LIBERTY

## by John Marshal



Gamelords, Ltd.

# STARTOWN LIBERTY

*A Supplement for Traveller*®

*by*

**John Marshal**

Gamelords, Ltd.

Dedication:
To Greedo and the whole cantina gang . . .

"You will never find a more wretched
hive of scum and villainy . . ."

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# Introduction

Random encounters are a continuing occurrence in a **Traveller** adventure or campaign. This booklet, **Startown Liberty**, is designed to provide a number of encounter tables geared towards a specific type of locality (the Startown district near most planetary starports), and to present a number of **detailed** encounter situations derived from those tables. When random encounters are to be generated in a Startown setting, this booklet can be used to replace the normal **Traveller** random encounter process, providing a great deal of color, flavor, and detail to the resulting encounter situations.

The use of this booklet can help the **Traveller** referee in a number of ways. First, it adds variety to the list of possible encounters. This is no small matter in and of itself, since (especially in a long campaign) repetitions of the same basic **Traveller** encounters can eventually become troublesome.

More importantly, the encounters here are fairly detailed. This means that the referee need not break stride to work out the situation and nature of a given random encounter; it's already worked out, including several different alternative results to the encounter. One especially useful corollary to this fact is the ability of the referee to use these detailed encounters as a sort of camouflage for other encounters important to the adventure or campaign being run.

In the ordinary course of events, most players can tell when a referee has prepared an encounter in advance, or when he has not done so — much as a circling vulture knows when a potential victim is on its last legs. The depth of detail in any encounter will give it away, unless
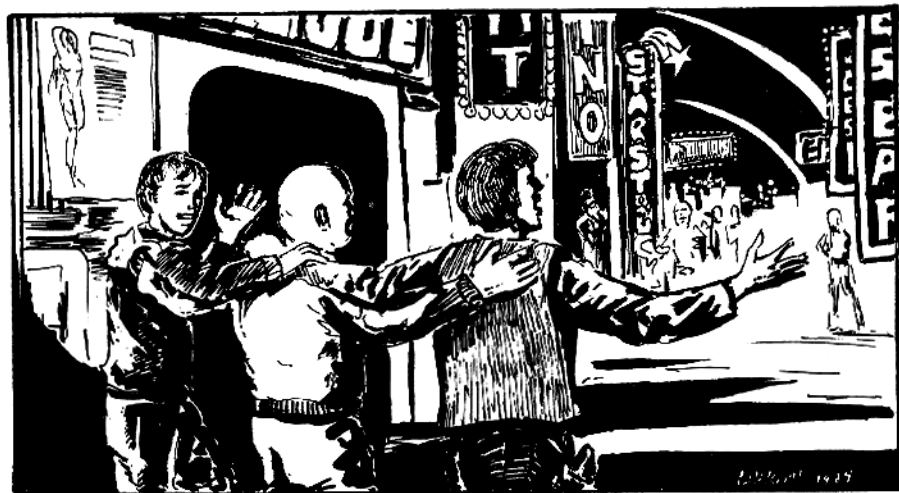
the referee is very glib or very well prepared. But this booklet supplies a number of ready-made encounter situations worked out in sufficient detail to thoroughly confuse the issue . . . now the players must pay more attention to every encounter, and may not realize that something which is happening is crucial to the overall adventure.

A final use for this booklet is as a means of generating new adventure situations. Many of the encounters presented here make good lead-ins to full-fledged adventures, which can be expanded upon as the referee (and the players) desire.

## REQUIRED MATERIALS

Aside from the basic **Traveller** rules (Books 1, 2, and 3, the Starter Edition, or **The Traveller Book**) — which are assumed to be available and familiar to the referee — this supplement does not require any material except for the usual pencils, paper, square-grid graph paper, six-sided dice, and other refereeing essentials. No other books, supplements, adventures, or other published material, by GDW or by any licensee, are necessary to the use of this booklet.

Many materials may, however, be **useful.** The supplement is specifically intended for use with adventures or campaigns, published or referee-created; some adventures where **Startown Liberty** might be particularly useful include, from GDW, Adventure 2, **Research Station Gamma**; Adventure 3, **Twilight's Peak**; Adventure 4, **Leviathan**; Adventure 6, **Expedition to Zhodane**; and **The Traveller Adventure.** Each of these involves situations where a visit to Startown may be likely.

In addition, certain supplements and other published material may be useful. From GDW, these include Supplement 1, **1001 Characters**; Supplement 3, **The Spinward Marches**; Supplement 4, **Citizens of the Imperium**; Supplement 6, **76 Patrons**; Supplement 10, **The Solomani Rim**; and Supplement 13, **Veterans.** Gamelords material of possible use in conjunction with this booklet includes **LEE'S GUIDE, Vol 1**; **Wanted: Adventurers**; and the growing list of other products dealing with alien environments and other special **Traveller** situations. The quarterly GDW magazine, **Journal of the Travellers' Aid Society,** may also be of considerable use, especially issue 7, which contains an article on Startowns and their particular hazards, and issue 12, which includes Special Supplement 1, **Merchant Prince.** Material by other publishers may be equally useful, as needed.

From time to time, this booklet may allude to new skills or concepts introduced in **Traveller** material other than the basic rules. Where possible and necessary, sources will be cited; by and large, however, it is possible to ignore any specific reference of this type, substituting some more familiar concept instead.

## USING THIS SUPPLEMENT

**Startown Liberty** is divided into three major parts, each dealing with encounters which may occur in a specific area of a typical Startown district. The first section is general, giving random street encounters;

the second presents encounters in various entertainment spots, while the third deals with criminal encounters in Startown.

Each of these sections in turn contains some basic information on conditions and circumstances surrounding encounters in this category, and presents encounter tables from which encounter situations may be randomly rolled (or deliberately selected, if the referee prefers). After individual encounter tables, explanations of each encounter on the table are given. Included in these explanations are short descriptions of the situation, and possible complications and ramifications of specific courses of action. In many cases, an additional die roll will be necessary in resolving the encounter to determine which of several possible situations prevails. Thus, a man, found unconcious and lying in an alley, may be the victim of an attack who will show gratitude for help rendered, or he may be shamming to lure the characters into an ambush by muggers.

Campaign/Adventure Use: When using this booklet as part of a specific adventure situation, random encounters should be rolled for periodically as called for in the basic **Traveller** rules. Implement these encounters as described . . . but, occasionally (as the needs of the adventure dictate), events and encounters of importance to the course of the adventure should be introduced instead of the situations described in this booklet (or a described encounter may be adapted to have a bearing on the adventure, if need be). Either type of encounter should be presented in the same way, with no special emphasis to reveal whether or not it is of importance to the course of the adventure proper.

Where no particular adventure is in progress, but characters are engaged in an ongoing campaign, encounters may be sprung as random problems to plague the party at a particular port of call, or they may actually be used as the start of a new adventure. To return to the injured-man-in-the-alley example, the individual in question could become a potential patron; he might also pass on some clue or secret before inconveniently expiring on the pavement, or, as a lure for muggers, he might steal a valuable item or kidnap a member of the party, making further adventuring necessary. This sort of spontaneous adventure could even interrupt a planned one, diverting the characters temporarily from their true goal.

## CREATING ENCOUNTERS

The encounter situations given here should not be taken as the final word on anything. Referees are actively encouraged to develop new possibilities, whether this involves new options tacked on to an existing encounter, or the creation of a whole new encounter situation or even additional encounter **tables**. To create new encounters, simply provide the same sort of information as is given in the ones provided, which thus become examples as well as actual situations to be resolved.

As additional books in the Gamelords **Encounters** series become available, encounters can be substituted from one booklet to another (but only where such substitutions make sense, obviously . . . an encounter with a wealthy nobleman in a park in Startown late at night is irregular — not impossible, but irregular).

## ENCOUNTER DESCRIPTIONS AND LISTINGS

Each encounter in this booklet is presented using the same basic format. The listing on the table describes the general nature of the encounter, the number of people involved, the average Reaction Level of people involved, and whether or not the encounter is one the player characters will immediately be aware of.

The description goes into more detail. The listing is repeated, followed by general information about the encounter, then by player's information (what they know when they first become aware of the situation), and then, referee's information. The latter presents the course of events (or several options for this, which can be selected by die roll), and possible results of each. Some options may involve a cross reference to a different entry, as when the injured man proves to be bait for an attack by muggers.

The Reaction Level: Individuals randomly encountered will be given a basic Reaction Level, representing their general disposition and willingness (or lack thereof) to cooperate. To successfully communicate with an individual in the course of an encounter, the given Reaction Level or less must be rolled. This will permit the player characters to question, reason with, convince, or otherwise successfully interact with, the individual in question. Failure of the roll causes the encountered NPC to continue pursuing his or her own goals, as given in the encounter description. Each time the player characters are perceived as interfering with those goals, the reaction level goes down by one (this is a judgment call by the referee). A Reaction Level is also considered to carry the same potential as a Reaction Roll in **Traveller**; thus, if the Reaction Level is 2, an attack will result; other hostile reactions result in the attack being made on certain die results (7+, 9+, etc.).

One attempt at communication, and one roll to determine the possibility of attack, is made each combat round. Communication attempts can continue to be made once an attack has started; success in stopping the fight occurs on a round in which a 2 is rolled (unless the referee wishes to inject other criteria in addition to, or instead of, this).

Character Awareness: Encounters sometimes start imperceptibly, with the characters involved becoming aware of what's going on only gradually, or as the result of luck or special insight. For instance, characters walking down a dark street might, or might not, notice that they are being followed.

Each encounter listing contains information on how a character or group may first become aware of the encounter. For instance, under the table heading Notice, "Intelligence" might be listed; this indicates that, if a character rolls his Intelligence or less (2D), the Player's Information is revealed. The referee may determine how many chances the player(s) may have before the encounter either becomes impossible (because conditions for the encounter no longer obtain), or is forced (in which case the opposition has the automatic benefit of surprise!).

These rules are intended to supplement (and in some cases, replace) basic **Traveller** methods of determining Reactions, Surprise, and the like.

# The Streets of Startown

Around most starports in and out of the Imperium, Startown districts develop. Analogous to the waterfront areas of many Earth seaport cities, Startowns cater to visiting starship crews in a variety of ways. Warehousing, businesses connected with offworld import/export trade, shops selling everything from expensive souvenirs to useful equipment and weapons, bars, casinos, night clubs, restaurants, and brothels ... all are found in Startown.

Like a waterfront district, Startown is a rough-and-tumble neighborhood, the sort of place policemen visit in pairs when they visit at all, at least at night. Popular with visiting spacefarers, these unsavory areas are usually the focus of civic concern and disgust, but, like most such human institutions, they don't go away just because of disapproval.

Here the traveller can discover worthwhile cargos, hear news and rumors of potential interest (and occasional profit), meet patrons in the ever-popular Startown bar, or just search for excitement, adventure, or entertainment after the boredom of weeks in a cramped starship cabin.

Random encounters in the streets of Startown can occur almost any time characters visit the district. Two tables in this section present possible Startown street encounters — one for use in the daytime, another for encounters at night.

### STREET ENCOUNTERS — DAY
### (9+ once per day)

| Dice | Encounter Description | People | Reaction | Notice |
|------|----------------------|--------|----------|--------|
| 2 | Prostitute | 1 | 9 | Automatic |
| 3 | Rumor | — | — | Intelligence |
| 4 | Store selling imported equipment | 2D | 8 | 7+ |
| 5 | Con artist | 1 | 8 | Automatic |
| 6 | Police | 1D–3 (min 1) | 7 | Law Level |
| 7 | Tourist(s) | 1D | 7 | Automatic |
| 8 | Beggar | 1 | 6 | Automatic |
| 9 | Pickpocket | 1 or 2 | 5 | Intelligence |
| 10 | Wreck | 2D* | 6 | Automatic |
| 11 | Criminal encounter† | — | — | — |
| 12 | Robbery in progress | 1D+1D§ | 3+6 | Automatic |

\* Wreck — those directly involved; spectators may also be present.
† Criminal encounter — refer to Criminal Encounters table to resolve.
§ Robbery in progress — first number robbers, second police.

| Dice | Encounter Description | People | Reaction | Notice |
|------|----------------------|--------|----------|--------|
| 2 | Police | 1D-3 (min 1) | 7 | Law Level |
| 3 | Rumor | — | — | Intelligence |
| 4 | Thugs | Party+1D | 5 | Intelligence |
| 5 | Marines on leave | 2D | Varies | Automatic |
| 6 | Merchant crew on leave | 2D | Varies | Automatic |
| 7 | Prostitute | 1 | 9 | Automatic |
| 8 | Navy crew on leave | 2D | Varies | Automatic |
| 9 | Rowdy drunks | 2D | 5 | Automatic |
| 10 | Wreck | 2D* | 6 | Automatic |
| 11 | Victim of attack | 1 | 6 | 8+ |
| 12 | Party ambushed by assailants | 1D | 2 | Intelligence |

\* **Wreck** — those directly involved; spectators may also be present.

## STREET ENCOUNTER DESCRIPTIONS

| Prostitute | | 1 | 9 | Automatic |
|------------|--|---|---|-----------|

General Information:   This encounter involves the typical streetwalker, male or female, who may approach a member of the adventuring party of the same race and opposite sex with an offer of "a good time". The "oldest profession" will prosper under law levels of 3-9; lower law levels will not legislate against it, making encounters less significant if no less common, while higher law levels will drive the trade off the streets and underground (without fully eliminating it). Within these general parameters, both ladies and gentlemen of the evening may be encountered.

As a family game, these rules will not concern themselves with specifics; these are left to the individual players and referees to work out or ignore, according to their own desires. However, in addition to their basic trade, prostitutes may be willing to part with information for the right price, and may also be a source of danger by serving as a decoy for muggers, pickpockets, and the like. Referees can, however, feel free to ignore the whole thing and substitute some other encounter if they or their players would be more comfortable that way.

Players' Information: This encounter occurs automatically; the individual encountered will proposition a player character (of the referee's choice). Events which follow are up to referee and player responses.

Referee's Information: Several possible events can follow from this basic encounter. Roll 1D:

1    The prostitute is uncooperative on any matter save his/her trade; If information is sought, roll Reaction with a DM+4.   A DM-1

can be applied for every 1D x 10 credits offered. Aside from these considerations, the individual is no more or less than he/she appears.

2    The prostitute is cooperative if information is sought; as above, with no automatic reaction value. A negative modifier can still be gained through offering money. Otherwise, the individual is exactly what he/she appears to be.

3    As 2, but the prostitute is a thief. Characters who deal with him/her must roll Intelligence or less to avoid having money stolen.

4 - 5    The prostitute works as a lure for thugs. He/she will lure a character into a back alley or darkened corridor, whereupon the thugs will attack. This ploy will also be used against characters seeking information. Use the information given for the entry on "Thugs" (see below) for the assailants.

6    The prostitute is in fact a decoy for a law enforcement agency on the planet (ignore on Law Level 2-). Characters who offer money for anything (even information) are prone to spend a night in jail and pay a fine of Cr10 x Law Level for their efforts.

When encountered, prostitutes can be created at random from the Other category if they are important enough to the adventure to warrant it. The individual may carry a blade or dagger on a roll of 7+; on worlds of appropriate tech and law levels, a body pistol or revolver might be carried on a roll of 10+. No other unusual items will be carried.

| Rumor | — | — | Intelligence |
|---|---|---|---|

General Information: When a rumor is rolled up, the burden falls upon the referee to determine what it is. In an established adventure or campaign, the rumor may be directly connected to the flow of events, in which case the ordinary Rumor Matrix from the basic Traveller rules should be used.

If the referee doesn't have a rumor of specific usefulness to plant, it may be developed essentially at random, as outlined below. Roll 1D:

1    The rumor concerns itself with an item or thing the characters are interested in. For example: "There is a Psionics Institute on this planet.", "High-tech weapons are availble from a shady dealer in Startown.", "A cargo of radioactives is available at 30% of basic value.", etc. Characters may act on this rumor as they see fit.

2    The rumor concerns possible employment. For example: "A young man is willing to pay Cr2,000 apiece for assistance in freeing his wife from a religious cult.", "A local zoological society is looking for transportation for animals to another planet.", "A merchant named Tristan Shabie will pay Cr10,000 apiece for bodyguards for a 4-month tour of the subsector." Each of these rumors, incidentally, was drawn from Supplement 6, 76 Patrons. Patron rumors could lead characters to seek out the patron in question in search of a job.

**3-4**    The rumor is news of events which may have a positive or negative effect on the party. Some possibilities include: "All ships at the starport have been grounded indefinitely by order of the Governor.", "Cargos of liquor to a specific neighboring world are being confiscated as contraband.", etc. These rumors may, in fact, be the first inklings of an unforeseen adventure situation, as the referee desires.

**5-6**    The rumor is an inconsequential or false story. A rumor of this type is designed to keep the players off balance; for instance, word that a terrorist leader is at large and attempting to flee off-world might cause suspicion to be directed against the nervous passengers they encountered a short time before . . . but, in fact, the two are unrelated!

| Store selling imported equipment | 2D | 8 | 7+ |
|---|---|---|---|

General Information: Most Startown districts have shops and stores which deal in imported gear, usually of higher tech level than the planetary norm.    When such a store is discovered, most adventurers find it worthwhile to check it out if they are in need of equipment the local tech level cannot supply.

Players' Information: If the Notice throw is made, the character(s) notice a rather small storefront featuring signs which proclaim **OFFWORLD GEAR** . . .    **HIGH-TECH VALUES** . . . **UNBEATABLE PRICES ON UNUSUAL EQUIPMENT**, and so forth. Inside the shop are 2D people, mostly customers (1 or 2 sales people will be present, of course).

Referee's Information: A store of this kind presents various possibilities to be explored. Roll 1D:

**1-3**    The store is legitimate, offering equipment permissible at the local law level from up to 1D tech level higher than the local tech level. Prices on these items average 1.5 times the standard price (if the referee has **Striker**, a more precise system for converting prices of higher-tech gear can be found there).

**4**    The equipment the store sells proves to be very poor merchandise. Characters can see this, up front, by rolling Intelligence or less while browsing in the store (an applicable skill may be a DM — i.e., a character with Electronics skill is more likely to see that the commo gear is poorly made or maintained, and so forth).    If the gear is purchased, it has a basic reliability of 7; that is, it fails on a roll of 8+ on each use (or as the referee deems appropriate for constant use).

**5**    In addition to the normal high-tech equipment available, the store sells illegal gear on the side. Weaponry prohibited by the local law level may be offered by the sales clerk, in a whispered voice. Overall quality of equipment, legal and illegal, is good on a 1-4, poor on a 5-6 (poor as in #4, above). Price of illegal equipment is 3 x normal.

**6**    As #5, but an agent of a local law enforcement organization is among the other customers present, and overhears the conversation (if no other customers are present, or special precautions are taken, the

shop has been bugged). If the characters make a weapons purchase, they will be imprisoned and subject to a fine of Cr50 × Law Level for their transgressions.

It is possible that other alternatives could grow out of this situation. For instance, police might pay the adventurers to help set up a sting to reveal the dealings in illegal weapons. Other possibilities may also present themselves to the fertile imagination of the referee.

| Con artist | 1 | 8 | Automatic |
|---|---|---|---|

General Information: A con artist, when encountered, will generally be a smooth-talking individual with two basic characteristics: first, he or she is going to make the character rich; second, it will cost them money to do so. Working from this basic theme, dozens of variations are possible.

By and large, the con artist will generally be encountered alone, but an elaborate scam may involve a number of people to lend believability to a story. Most con artists rely on wits rather than violence to avoid trouble, but a concealable weapon of appropriate tech level is not out of the question.

While "notice" of a con artist is automatic (for they will draw attention to themselves once the encounter process begins), characters may be taken in by his or her story ... or they might see through it. Roll Intelligence or less to realize that the deal is a scam; DM+ the con artist's Leader skill (if you don't have a set of character stats, roll 1D, and use that), DM− the character's Streetwise skill.

Players' Information: When the encounter occurs, the character(s) are buttonholed by an individual who needs urgently to talk with them about a matter of extreme importance. He will offer to buy drinks, lunch, etc., if the party will listen to what he has to say.

Referee's Information: Several good, basic general scams are outlined here. The referee should flesh out whichever one is chosen with references of local significance, to make the story more complete. Roll 1D:

1    The individual is a real estate developer who has determined that a particular piece of property outside of town possesses an especially rich vein of a valuable ore or other mineral deposit not far underground. The land is going on the auction block next week and is sure to be snapped up by an extremely powerful landowner ... unless the developer can form a syndicate of investors who can outbid him. He needs to raise an amount of money just short of the value of the adventurers' starship (or some other sizable figure the players have available). If the amount could be raised on a loan with the starship as collateral, the developer can assuredly make the high bid. He then knows of a mining company which will take it off his hands for a profit high enough to triple the investment made by the players.

Naturally, the scam works by having the characters raise the money, buy in, and then have the money — and the developer — disappear. He can offer a great deal of evidence supporting his claim

(Forgery level 5), and an excuse for almost any attempt the characters may make to keep him under close observation (the whole auction may itself by a sham, with a fake deed granted). In any event, the characters end up with a huge lien against their ship or a sizable amount of money down the tube.

2    The individual presents himself as a potential patron. He is a merchant with a very valuable cargo, and wants the characters to act as security guards during his negotiations with the local traders.

In this scam, there are two possibilities. The characters may be dupes, window dressing used by the con artist to give credence to some scam he is pulling on a broker; in this case the group will find that they are cheated of the salary promised, and, possibly, set up to take the fall when the broker realizes that the "valuable cargo" is worthless.

The other possibility is that the players are accused by the 'merchant' of having stolen the cargo from him. They will be given the choice between making restitution (Cr5000 x 2D) or being turned in. The setup would be thorough enough to have much evidence planted against them; on a world with a high law level, they can look forward to a long imprisonment for their 'crime'.

3    The individual is an archeologist searching for the lost treasures of an ancient civilization. An expedition into the rugged outback is being prepared, and the adventurers would be ideal to take charge of the security and overall field leadership of the expedition. For Cr25,000 for a 6-month period, the archeologist will hire them to coordinate all the details of outfitting the expedition and leading it to its destination. If they accept, he gives them a letter of credit from the Institute he represents, and a list of needed equipment and supplies.

The scam, in this instance, is a way by which the con man can acquire gear and supplies. The letter of credit is forged, a fact that will only become apparent after several checks have been written against it. By the time this has happened, the "archeologist" has already absconded with several of the most valuable pieces of equipment, leaving the characters holding the bag, and swindled suppliers looking for restitution.

4    The individual is a merchant captain down on his luck who is willing to part with an almost-new, completely unemcumbered starship (probably a Free Trader or Fat Trader) for only half the original standard cost. The merchant recently suffered a terrible accident which cost the lives of his family and severely injured him; now he wants nothing but to have done with space and space travel.

This excellent deal is perfectly legitimate except for one small detail ... The ship was scammed from a neighboring shipyard, the title was forged (level 4), and the 'merchant captain' is making several million credits for nothing. Also, sooner or later, the original owners of the ship will trace it ... to the adventurers.

5    The individual is a broker with a spectacular offer on a cargo of rare gems — 20% of the basic value, regardless of local modifiers, will purchase them. Various certificates of authenticity can be offered, and samples can be analyzed from each case in the shipment.

In this instance, the 'broker' really did invest in a cargo of gems. He has now sold that cargo to 10 different buyers, with a net profit of 100% over cost. Sorting out who actually owns the cargo could be tricky.

6     The individual is heir to a considerable fortune, which an unsympathetic estate manager is holding back pending settlement of the will next month. But a crisis has arisen; he needs the money now, quickly, to pay a ransom on a kidnapped younger sister. Because of the great embarrassment it would cause the family, he cannot let word of any of this get out to the public — hence, he does not want to deal with banks or other local sources of money. If the adventurers will raise the money, he will pay them back several times over when the will is settled, and remain indebted to them, even so . . . all that is needed is Cr1,000,000.

Of course, despite a great show of lavish lifestyle (temporary), a magnificent estate (borrowed), fancy trappings (rented), and the like, the character is no heir, has no sister, and will disappear with the money at the very first opportunity.

| Police | 1D-3 (min 1) | 7 | Law Level |
|---|---|---|---|

General Information: A police encounter rolled here will be in addition to the usual police harrassment normally required on a daily basis. The encounter can take place on any world; on a low law level planet, the police would be private security specialists in the employ of an important individual or company.

Police will generally be equipped to the planetary tech level-1. They will probably carry weapons at planetary law level-1. Armor is fairly rare, and never better than cloth; a vehicle is possible but not always necessary. In groups of 2 or more, one of the police characters present will be a Leader.

Players' Information: If the Notice roll is made, one or more policemen will stop the characters.

Referee's Information: Contrary to the beliefs of most Traveller players (who just may have guilty consciences), a police encounter isn't necessarily bad . . . though it can be. Roll 1D:

1-2     The police are not interested in the adventurers at all. They are looking for a criminal, and merely want the adventurers to identify a photograph (if the referee so desires, a later encounter could be with the individual in the photograph, setting up a possible adventure situation). Further events should be based on the way the players react.

3     The police are not interested in the adventurers. They are routinely checking papers, weapons, or some other appropriate area of compliance. Of course, if the characters prove to be in violation of whatever ordinance the police are currently concerned with, the police will become interested in them.

4     The police are interested in the adventurers, because one of them has broken some minor law (jaywalking, littering, etc.). A citation

will be written which requires payment of a fine (Cr50 x 1D) within 30 days, or a court appearance to fight it at the end of that time. It should also be noted that a routine computer check (on worlds of tech 7+) will turn up other crimes which may be charged against the character in question on the same world, through fingerprints or retinal scans; this could put the character into a tight spot.

5    The police are interested in the adventurers, because they correspond to the descriptions issued for a band of wanted criminals. The party will be arrested and hauled off to jail, spending 1D days before the matter is cleared up and the party is released.

6    As #5, above, except that, if the characters have ever actually broken the law in the course of their travels, on this planet or any other within the surrounding 5 parsecs, the local police have been alerted to their presence and asked to pick them up. After 1D days, the extradition process (taking another 1D days) will begin, after which they will be turned over to the law enforcement personnel of the planet where the original crime took place. The referee is responsible for regulating the subsequent flow of events.



| Tourist(s) | 1D | 7 | Automatic |
|---|---|---|---|

General Information: Offworld tourists in Startown don't usually represent any great threat ... but there are sometimes interesting facets to such an encounter.

Tourists will be equipped to the local tech level+1D, armed to the local law level+1, might have a vehicle, but probably won't have a leader of any kind (roll 10+ for a leader to be present).

Players' Information: When the encounter takes place, the characters notice a group of rather loudly dressed individuals, definitely not locals by their bearing, manner, and actions, approaching them.

Referee's Information: A tourist encounter is rarely something of any consequence. However, roll 1D:

1-4    The encounter is trivial. The tourists need directions back to the starport, want one of the adventurers to take a photograph of the tourist party, recognize them from an encounter aboard the liner that brought them to the planet or in the starport, etc.

5    One of the tourists, an attractive young lady, drops a small parcel, just as she is boarding a vehicle, entering an elevator, etc. (as appropriate to the encounter). The parcel is a list of computer access codes used aboard the liner on which she came to the planet; these are of a highly sensitive nature, since they would permit someone with computer skill to override security and anti-hijack programs at will.

The woman could have deliberately stolen them, have been forced to carry them to some contact, or may have had the codes planted on her for a later pickup, without her knowing about them. The referee should decide the exact situation; certainly someone will want those codes, and may cause considerable trouble for the adventurers.

6    The tourists mistakenly believe that the adventurers are a band of muggers who accosted one of them the night before. They will create a great disturbance; police will arrive, and the encounter will end up much as described for "Police", option #5 (see above). When they eventually discover that the characters are innocent, they may treat them to a expensive lunch by way of making amends, or they could become patrons, hiring the party to help them find the original thugs. Events are as the referee dictates.

| Beggar | 1 | 6 | Automatic |
|---|---|---|---|

General Information: Beggars come in many forms. Generally, they are no threat; often, however, they make quite useful sources of information.

Beggars will normally be encountered by themselves, generally without worthwhile equipment, armaments, or much of anything else.

Players' Information: When the encounter occurs, the players are stopped by a ragged, shabbily dressed individual, obviously very poor, and pitiful in appearance.

Referee's Information: Like the tourist encounter, most beggar encounters are rather trivial . . . but exceptions do exist. Roll 1D:

1-3    The beggar is a bum, plainly in dire need of a drink/drug/ whatever. He will ask the party for a credit or two, but if they refuse, will just shamble off towards an alley hopelessly and disappear from sight.

4-5    The beggar is handicapped in some way, and makes a living selling some kind of merchandise on the street corner. Plainly a familiar part of the scenery here, the beggar may, in fact, boast of having been here from daybreak to late at night every day, without a single break, for several months or years. Whether they spend a credit or two for the beggar's merchandise or not, the characters may remember that this beggar sees a lot of what happens in this part of Startown. This can make the individual particularly useful as a source of information, should later adventure activities require an interest in such information.

6    When encountered, the beggar is not in sight, but a cry for help leads the adventurers to an alley where the individual is being set upon by thugs. The beggar has witnessed some crime, and the thugs have

been hired to silence this single witness (who isn't even entirely aware of what he or she saw). If the adventurers decide to get involved, the referee should work out the details of the crime and the rest of the situation, and let events flow accordingly.

| Pickpocket | 1 or 2 | 5 | Intelligence |
|---|---|---|---|

General Information: Pickpockets are most often found in crowded situations, where they can work in anonymity. These criminals prefer stealth to violence, and will run if their victim notices the attempted theft. When working in a team, one individual is the 'stall' — stopping the victim by bumping into him or her and causing a distraction, while the other is the 'hook', who does the actual stealing.

Players' Information: If the throw for Notice is not made, the character will only know that, after a trip down a busy street, he or she will discover that a wallet, card case, or valuable item of jewelry (a Cr200 watch, for instance) is gone without a trace. Note that starship crewmen may carry a magnetic key for a starship lock with other valuables, which could lead to more trouble. If the player makes the notice throw, roll 1D:

1-2    A solitary pickpocket is discovered attempting to steal a character's wallet, card case, jewelry, etc. Subsequent actions are up to the referee.

3-4    The character is jostled by one individual, and then notices the pickpocket. One will come to the aid of another if attacked. Subsequent events are up to the referee.

5    As #1-2 above, except that the pickpocket is not after money. He or she is specifically trying to steal some particular item — a starship access key, documents, ID cards, etc. (determined by the referee, in accordance to the sort of things the character is carrying). Someone hired the thief to steal this item or items; this, of course, sets up an adventure situation which can be fleshed out by the referee, as desired.

6    As #3-4 above, but the stall was not deliberate, and has nothing to do with the pickpocket. If the adventurers try to detain this individual, they will discover to their considerable discomfiture that the individual is, in fact, an important person — a local noble's son, a relative of the patron they are about to meet, etc. This encounter helps keep adventurers from jumping too rapidly to conclusions.

| Wreck | 2D* | 6 | Automatic |
|---|---|---|---|

General Information: When the encounter is rolled, an accident has occurred in the street, with injuries. The options open to the players are several, each with a range of consequences. The wreck itself will involve one or two vehicles appropriate to the local tech level, with up to 2D people injured and in need of assistance. Others — 1D x 1D people, perhaps — will be gathered around gaping at the accident, and local police (1D-3, 1 min) or emergency services will arrive in 2D + 5 minutes.

Players' Information: When they see the wreck (Notice is automatic), the players must decide whether or not to go to the aid of the injured. If they do not, nothing much happens. Eventually, help arrives from police or other emergency services, the crowd of onlookers (presumably including the adventurers) is dispersed, and things get back to normal. Characters with any degree of humanitarian feelings will, however, try to help (and, most especially, characters with medical skill should be strongly impelled to render what first aid they can).

Referee's Information: If the players do decide to help, the process can be as detailed or as abstracted as the referee desires. Victims can be pulled from the wreck (perhaps someone notices a dangerous fuel leak which could cause a major explosion at any time), treated by characters with medical skill, and so forth — or, if the referee prefers, shortcuts can be taken and the exact descriptions avoided.

When official help arrives, players again have a decision to make — whether to remain anonymous or not. If characters hang around long enough for police to get their names and current addresses, roll 1D:

1-2    Nothing results from the encounter. It proves to have been an inconsequential distraction.

3    The victims are extremely grateful to the characters for helping them, and seek them out to pay a reward of Cr25 × 1D each.

4    The victims are extremely grateful. One of them proves to be an important person; roll up a patron encounter, and offer the characters suitable employment in addition to the reward given above.

5    One of the victims is seriously injured, and (rightly or wrongly) the first aid treatment given by the party is singled out as being responsible. A lawsuit seeking Cr500,000 is filed against the characters. To defend against this suit, the characters or a representative will have to be available on the planet to file and answer legal proceedings for 1D × law level months. If a representative (lawyer) is retained, the fees will average Cr250 per month. At the end of this time, the case is settled in the favor of the characters on a roll of 8+, in favor of the plaintiffs otherwise (or automatically if, at any point, the characters or their representative are unavailable to take care of the correct paperwork). If the plaintiffs win, the Cr500,000, plus Cr10,000 in court fees, plus legal fees (if any) must all be paid. If they cannot, future character income is halved, with half going to pay the remaining debt.

6    As #5, above, except that the victim dies; the survivors accuse the good samaritans of negligent homocide. Procedures are the same, but damages are Cr1,000,000, and the legal fees are doubled; if the characters are unable to pay the fine, a prison term (1D years) is imposed.

At the referee's option the wreck encounter could also lead more directly into an adventure situation. It might turn out that the wreck was caused by a sniper attack, bomb, etc.; the adventurers might in this way actually stumble into a mystery and find themselves coming between the victims and their unknown assailants. The referee can, if desired, work out the details of such a situation.

| Criminal Encounter | — | — | — |
| --- | --- | --- | --- |

The **Criminal Encounters** table later in this booklet should be consulted. No die modifiers should be allowed on this roll (contrary to normal Criminal Encounter procedures). All "Rumors" are general, and the "Desired Contact" result should also be treated as a "Rumor".

| Robbery in progress | 1D+1D | 3+6 | Automatic |
| --- | --- | --- | --- |

General Information: The stats above give information on criminals first, then on police who are facing them. The criminals will be armed at tech level-2, no special equipment, weapons at law level-1, and with a character with both Leader and Tactics skill (roll 1D-2 for each). A vehicle may be available.

Information on the police is given under the "Police", encounter, previously described in this section.

Players' Information: The characters are caught in the middle of a confrontation between criminals and police. The party and the criminals should each roll for Surprise; if the characters gain surprise, they may act as they see fit. If the criminals gain surprise, see below.

Referee's Information: Roll 1D:

1-2     Just as the encounter takes place, police open fire, mistaking the adventurers for part of the criminal group. Subsequent events depend upon player reactions and the judgment of the referee.

3     The criminals panic, thinking the characters are more police, and surrender. The characters receive a reward of Cr10 x 20 each.

4-6     The criminals attempt to take the characters hostage. Subsequent events are in the hands of the referee.

| Thugs | Party+1D | 5 | Intelligence |
| --- | --- | --- | --- |

General Information: A band of thugs will number 1D more than the adventuring group, will be armed with blade and brawling weapons, and will include a leader. Other equipment, etc., is highly unlikely, but on 10+, 1D thugs have body pistols or revolvers, if the tech level permits.

Players' Information: If the Notice throw is not achieved, the thugs will attack the party at a time and place of their (the referee's) choosing. If notice does occur, the adventurers will become aware of the fact that they are being followed by several individuals, and the thugs will not be able to gain surprise.

Referee's Information: There are no real alternatives here; the encounter is resolved according to usual procedures. Thugs will usually be looking for money, but the referee may substitute other motives,

perhaps directly connected with an adventure in progress or designed to start a new adventure situation, at will.

| Marines on leave | 2D | Varies | Automatic |
|---|---|---|---|

General Information: Marines, when encountered, may be from the planetary armed forces (if the planet has a space navy — tech level 8+), or from the Imperial Marines. The referee may decide this.

Marines on leave will be in Marine dress uniform, carrying cutlasses; if officers are present (on a 10+, all in the party are officers, otherwise all are enlisted), they will carry a pistol appropriate to the tech level. Imperial Marine officers carry auto pistols or (if **Striker** is in use in the campaign) gauss pistols. A leader is always in the party. No armor or vehicle will be present, but some equipment (such as lightweight commo gear) may be carried. Imperial Marine tech level is 15; local troops have planetary tech level.

Players' Information: The party notices several characters in Marine uniform. They are plainly off-duty, laughing, rubbernecking, obviously having a good time. When the encounter occurs, they are not yet in direct contact with the players, but this may change.

Referee's Information: Marine pride in themselves — and contempt for other forms of life — is well known. Reactions to the party are partially random, and partially dictated by these opinions. Roll 1D:

1-2    The Marines take no notice of the adventurers unless the adventurers choose to initiate contact. If so, follow the most suitable reactions below.

3-4    The Marines notice one of the party — preferably another Marine, possibly a Navy veteran — by a uniform, identity patch, tattoo, etc. (whichever seems most in character for the individual). That individual and the rest of the party are greeted with great friendship ("Hey, you were with the 291st Regiment! I had a buddy in that outfit . . ." and so forth). The Marine party will insist on buying several rounds of drinks at the nearest bar for their new-found buddies, will fight side by side if a brawl should break out in that establishment, and may become useful contacts for future information, protection, or other help.

5    The Marines notice that some of the party are Army, Merchant, or Civilian characters. Being slightly drunk, the Marines begin insulting these characters, loudly. If these insults hit home and provoke some response, the Marines are perfectly willing to get into a brawl. Resolve subsequent actions as events dictate.

6    As #5, above, except that popular feeling locally is running high in favor of the Marines, as they are the heroes of the hour after suppressing a dangerous coup. If a brawl starts, it will be broken up by police after 2D x 10 rounds. The characters will be accused of disturbing the peace, will spend the night in jail, and will pay a Cr10 x law level fine (each) the next morning. The Marines, of course, go free.

Reaction levels for the Marines should be set according to circumstances, as the referee desires.

| Merchant crew on leave | 2D | Varies | Automatic |
|---|---|---|---|

General Information: Merchant crews are a little less biased and willing to roughhouse than Marines; encounters will reflect this trend.

Merchant crewmen will be equipped to planetary tech level+1D; they will be armed to local law level (on 10+, one of them may carry a concealed weapon not ordinarily allowed locally). Cloth or jack armor may (10+) be worn by each member of the party; other equipment (communicators, hand computers, etc.) may also be carried as the referee desires. A vehicle is unlikely. A leader is present on a roll of 9+.

Players' Information: A party of crewmen in the uniform of a merchant shipping line are seen. When the encounter occurs, they are not yet in contact with the characters, but this may change.

Referee's Information: When the encounter takes place, roll 1D for the probable actions taken by the merchant crewmen. If, however, the result is inappropriate, discard and roll again.

1-2     The merchant crew does not notice the adventuring party, and will not, unless approached by the characters. If this happens, choose the most applicable result below.

3     A merchant character in the adventurers' party is hailed as a friend; one of the crewmen served with this character aboard a tramp freighter many years ago. The crewmen will take the adventurers to a bar for some drinks and storytelling.

4     As above, but the crewmen will also be of further help later. The referee must determine the nature of this help, as best befits the adventurers' situation. Some possibilities include steering the characters to a worthwhile speculative cargo, telling them about some job openings with their line, passing on a rumor of possible interest, or bailing the group out of trouble at some later date.

5     A merchant player character is singled out as working for (or having worked for) a rival and particularly disliked shipping company; insults and/or fisticuffs will follow, unless the player characters disarm the situation quickly.

6     The encounter proceeds according to any of the previous descriptions, but, later on, one of the merchant crewmen approaches the party, offering Cr50,000 if they can get him off-planet. He has been accused of stealing company secrets, and needs to get away before they capture him and turn him over to the civil authorities — who will learn that he is wanted for an art theft which took place five years ago. The situation's exact nature and subsequent events are up to the referee.

Reaction levels for merchant crewmen can be set as seems appropriate for the situation, at the referee's discretion.

| Navy crewmen | 2D | Varies | Automatic |
|---|---|---|---|

**General Information:** The nature of Navy crewmen, when encountered, is determined as per the Marines previously presented; so, too, is the composition and equipment of the group. Navy characters, however, do not carry cutlasses.

**Players' Information:** The party notices a number of off-duty spacehands, a little the worse for drink, strolling towards them, having a very good time. Direct contact is not yet established as the encounter occurs, but could be, depending on further actions.

**Referee's Information:** When the encounter takes place, roll below for an appropriate outcome (reroll those which don't apply to the party).

1-3   The Navy characters ignore the party, unless the adventurers approach them. If this happens, choose an appropriate response from the remaining options, below.

4   The Navy characters expansively offer to buy drinks for the adventurers (regardless of services, etc.). They will end up buying 1D rounds, and part on very amicable terms.

5   As above, but the Navy crewmen get belligerent during the drinking, and start insulting Marines (or Merchants or Army or Scouts — whatever is appropriate for one or more player character backgrounds). If the player character in question gets angry, a brawl will break out.

6   As #4, except that the Navy crew starts insulting some other group in the bar where the drinking takes place. This involves the adventurers in a brawl (over and above the other encounters of the evening) with Marines, Army, Scouts, Civilians, or whatever seems appropriate at the time.

| Rowdy drunks | 2D | 5 | Automatic |
|---|---|---|---|

**General Information:** This encounter involves a party very much under the influence of an evening's refreshments. They could be a group of servicemen, like the previous entries, or could be miners, belters, or just plain local citizens out to have a good time. Equipment will be minimal, armament limited to tech level+3, and no leader will be present. When these characters are assigned stats, subtract 1D from Dexterity — with a Ø or less meaning the character in question has just passed out.

**Players' Information:** A group of people comes reeling out of a nearby bar, singing, laughing, and talking much louder than necessary, and all of them are plainly three sheets to the wind. When the encounter takes place, they are not yet in direct contact with the player characters.

**Referee's Information:** A group of this kind usually — but not always — spells trouble. Roll 1D:

1   The drunks take no notice of the adventurers, but pass by making a great deal of noise, interrupting any conversations they may be

having, etc. Should a player make some negative comment at this time, it is assumed that the character has said it as well (if the player wants to argue, the comment can have been muttered inaudibly on a roll of Intelligence or less). Roll the reaction level or less to avoid having the drunks take offense; subsequent actions are up to the referee, but could lead to a fight in the street.

2    The drunks go to pass the party, but one of them staggers into one of the adventurers and them belligerently demands that the character apologize. Use reaction levels and character responses to see where the encounter may lead from there.

3    The drunks notice the party, and want to buy drinks for everyone back in the bar. If accepted, their reaction level goes up by 3 and they act like old, if inebriated, friends. However, they don't want to stop partying, and will continue to ply the characters with drinks (until all of them have passed out, or the characters refuse to continue). If at any time drinks are refused, a roll higher than the drunks' current reaction level triggers accusations that the characters "think you're too good to drink with ush!" A second failed reaction throw (with modifiers applied by the referee according to the adventurers' responses) leads to a brawl.

4    Some of the drunks single out one or two characters of the opposite sex in the adventurering party, and begin making various attempts to pick them up. If refused, proceed as in #3, above.

5    As in #4, above, except that the drunks coming on to the adventuring characters are accompanied by jealous mates. No matter what the characters do, these jealous drunks will start a major brawl.

6    Choose any situation above. However, one of the drunks is the son of a local magistrate. If a brawl should occur, the adventurers will be blamed for starting it, regardless of true facts, and will have to pay a fine of Cr25 x 1D each, or serve 1D days in jail. If the drunks part friends, the magistrate's son will invite the group to call on him for help any time, and will actually remember the offer later on a roll of 8+.

| Victim of attack | 1 | 6 | 8+ |
|---|---|---|---|

General Information: The discovery of a mugging victim, and attempts to render aid, makes a good start to many Traveller situations. Not all, however, will turn out favorable to the adventurers.

A mugging victim will usually be unarmed, alone, without equipment, and possibly injured. Victims rarely offer a direct threat (except as noted), but can turn out to be full of surprises.

Players' Information: If the Notice throw is made, the adventurers hear a sound of moaning coming from a dark alley. If they go to investigate, they will discover an individual stretched out on the pavement, only partially conscious, and showing signs of having been attacked.

Referee's Information: Responses by the victim to the arrival of the characters vary. Roll 1D:

1    The victim is grateful for the assistance, thanks the characters warmly, and vanishes out of their lives forever.

2    The victim is grateful for the assistance, and invites them to call at a specific address the next day. Roll up a patron encounter; the victim offers the adventurers some type of employment as a reward.

3    The victim is very grateful, paying an immediate reward of Cr50 x 2D each; if a player character of the opposite sex is available, the victim may single him or her out as an object of romance on a 10+.

4    The victim is confused, and thinks the adventurers are thugs who did the mugging. Struggles and cries for help will attract police. Events should flow from there as the referee sees fit.

5    The victim dies. Another character entering the alley just about then thinks the adventurers did the killing. Subsequent events can move on from there, at the referee's discretion.

6    The victim is, in fact, a lure. As the party comes to render aid, the real mugging takes place ... with the adventurers as the muggees. Use the "Thugs" encounter (see above) to determine the outcome.

Many other variations on these themes can be developed, some wth a bearing on adventures in progress, some starting new adventures, and some being diversions from true course of events.

| Party ambushed by assailants | 1D | 2 | Intelligence |
| --- | --- | --- | --- |

General Information: This encounter could actually be one of several specific situations, differing in several factors. Roll 1D:

1-2    The characters, as they are walking down the side of the street, are suddenly the victims of a hit-and-run driver. If Notice is rolled, the characters become aware of the approaching vehicle in time to dodge it. If Notice is failed, characters must throw Dexterity to avoid taking 4D damage from the speeding driver (note that only one character need make the Notice throw to alert everyone). The attack seems rather sinister, but is in fact a brush with a drunk driver, no more.

3    As above, except that the driver was not drunk. The driver has mistaken the characters for enemies, and tried to kill them. Later, the mistake is realized, and no further attacks on the party take place. Subsequent events are up to the referee.

4    As #3, except that the driver really is an old enemy of the characters, or is otherwise out to kill or frighten them off. The referee may administer this situation as desired.

5    As #3, except that the attack is an ambush, using firearms of appropriate tech level to blast away from a speeding car. Each character must roll Dexterity or less to avoid 1D hits from the weapon fire.

6    As #4, except firearms are used as in #5.

This event is best used as the beginning of an adventure situation.

# Entertainment Tonight

The heart of Startowns everywhere is the nightlife each district offers to visiting spacefarers. Although each world will differ in local culture, customs, and laws, distinctions blur in Startown, and most are surprisingly similar in nature if not in detail. Of course, some worlds — those with high law levels or very strict religious or philosophical morality, for instance — do not tolerate the relaxed standards of the typical Startown described here. On such worlds, the Startown district is either more staid, at least on the surface — though an underworld catering to most needs and tastes will exist even under such conditions — or is found within the starport extraterritoriality fence, where local laws cannot be enforced.

For the purposes of this booklet, entertainment spots in a typical Startown are grouped into one of four basic categories, distinguished primarily by the class of clientele found in each. A 'nightclub', for example, is a fairly sophisticated place; the encounter table for nightclubs reflects the fact that there is a higher degree of respectability to be found here. Barroom brawls do not break out spontaneously in such establishments, except under unusual circumstances (as when the adventurers start one).

The next lower rung of respectability is classed as a 'bar'. In actual fact, the category can easily include many fairly nice restaurants, clubs, and the like; 'bar', here, is a term of convenience. The bar is less polished than the nightclub, with less care taken to exclude undesirables, but it is still far removed from some of the rough-and-tumble dives that give Startown its reputation.

## NIGHTCLUB ENCOUNTERS
### (9+ once per hour)

| Dice | Encounter Description | People | Reaction | Notice |
|------|----------------------|--------|----------|--------|
| 2 | Friendly employee | 1 | 10 | Automatic |
| 3 | Rumor | — | — | Intelligence |
| 4 | Tourist(s) | 1D | 2D | 8+ |
| 5 | Patron | 1 | 9 | Automatic |
| 6 | Merchant officer | 1 | 8 | 8+ |
| 7 | Single | 1* | 9 | Automatic |
| 8 | Servicemen (or officers) on leave | 2D | Varies | Automatic |
| 9 | Patron | 1 | 9 | Automatic |
| 10 | Con artist | 1 | 8 | Intelligence |
| 11 | Game (private) | 1D | 8 | 9+ |
| 12 | Prostitute | 1 | 10 | 9+ |

**\*  Single — may be more than 1 at referee's discretion.**

## BAR ENCOUNTERS
### (8+ once per hour)

| Dice | Encounter Description | People | Reaction | Notice |
|------|----------------------|--------|----------|--------|
| 2 | Pickpocket | 1 or 2 | 5 | Intelligence |
| 3 | Rumor | — | — | Intelligence |
| 4 | Single | 1* | 9 | Automatic |
| 5 | Patron | 1 | 9 | Automatic |
| 6 | Merchant crew on leave | 2D | Varies | Automatic |
| 7 | Prostitute | 1 | 9 | Automatic |
| 8 | Servicemen on leave | 2D | Varies | Automatic |
| 9 | Merchant officer | 1 | 8 | 9+ |
| 10 | Single | 1* | 9 | Automatic |
| 11 | Rumor | — | — | Intelligence |
| 12 | Friendly employee | 1 | 10 | Automatic |

**\*  Single — may be more than 1 at referee's discretion.**

A 'tavern' is one step down from the bar. Here things are a little rougher. Less effort is made to curb obnoxious behavior; people are louder, less restrained, more obviously out to enjoy themselves. Some taverns are staked out by specific services as a place for their people to have a good time . . . the merchant crewman who decides to have a few drinks in a tavern thus freqented by off-duty Marines is asking for trouble, indeed.

The lowest, least reputable class of establishment is referred to as a 'dive'. Joints of this kind specialize in flashing neon signs, dark, smoke-filled interiors, and very little in the way of class. Whether it's a seedy bar, a flashy strip-joint, or a dingy casino, the principles are the same . . . dives are rough places where there is a lot of action, very

## TAVERN ENCOUNTERS
(7+ once per hour)

| Dice | Encounter Description | People | Reaction | Notice |
|------|----------------------|--------|----------|--------|
| 2 | Tourist(s) | 1D | 2D | 8+ |
| 3 | Rumor | — | — | Intelligence |
| 4 | Pickpocket | 1 or 2 | 5 | Intelligence |
| 5 | Prostitute | 1 | 9 | 5+ |
| 6 | Brawl | 1D × 1D | 4 | Automatic |
| 7 | Servicemen on leave | 2D | Varies | Automatic |
| 8 | Rowdy drunks | 2D | 6 | Automatic |
| 9 | Host or hostess | 1 per | 9 | Automatic |
| 10 | Game (private) | 1D | 8 | 6+ |
| 11 | Patron | 1 | 9 | Automatic |
| 12 | Friendly employee | 1 | 10 | Intelligence |

little class, and a long-standing devotion to the principle that "a fool and his money are soon parted."

In addition to these differences in content and character, there are certain other important distinctions between these four categories of nightspots — the prices one pays for an evening's entertainment. Prices for various types of intoxicants available at each of these establishments are given below. Note that these are identified only by relative strength (mild, average, strong, powerful), rather than by specific type; while beer would be an example of a mild intoxicant (for humans, at least), other forms would also be available. If it satisfies your players to order beer, wine, mixed drinks, etc., let them; if they prefer to consider these intoxicants some unknown substance, this is fine, too.

### NIGHT CLUBS
Cover charge (for admittance):    Cr5
   3-drink minimum is frequently charged.
Mild intoxicants:    Cr3 per person per round.
Average intoxicants:    Cr5 per person per round.
Strong intoxicants:    Cr7 per person per round.
Powerful intoxicants:    Cr10 per person per round.
Tips totalling 20% of the total spent are expected.
High quality meals (see basic Traveller) are also available in most
   establishments.

### BARS
Cover charge is not usually required;
   a drink minimum is seldom charged.
Mild intoxicants:    Cr2 per person per round.
Average intoxicants:    Cr4 per person per round.
Strong intoxicants:    Cr6 per person per round.
Powerful intoxicants:    Cr10 per person per round.
Tips totalling 15% of the total spent are expected.
Meals are generally not available, unless the establishment is a
   restaurant as well.

## DIVE ENCOUNTERS
### (6+ once per hour)

| Dice | Encounter Description | People | Reaction | Notice |
|------|----------------------|--------|----------|--------|
| 2 | Police raid | 2D | 6 | Automatic |
| 3 | Rumor | — | — | Intelligence |
| 4 | Crimp | 1 | 7 | 10+ |
| 5 | Game (private) | 1D | 8 | 6+ |
| 6 | Host or hostess | 1 per | 10 | Automatic |
| 7 | Brawl | 1D×1D | 4 | Automatic |
| 8 | Prostitute | 1 | 8 | 4+ |
| 9 | Rowdy drunks | 2D | 6 | Automatic |
| 10 | Criminal encounter* | — | — | — |
| 11 | Friendly employee | 1 | 10 | Intelligence |
| 12 | Patron | 1 | 8 | Automatic |

\* Criminal encounter — refer to Criminal Encounters table to resolve.

## TAVERNS

Cover charge is usually not required;
   a drink minimum is seldom charged.
Mild intoxicants:   Cr1 per person per round.
Average intoxicants:   Cr2 per person per round.
Strong intoxicants:   Cr4 per person per round.
Powerful intoxicants:   Cr8 per person per round.
Tips are not expected, but 15% of the total spent gets better
   service on later visits.
Average quality meals are available in most establishments.

## DIVES

Cover charge (for admittance):   Cr5
   2-drink minimum is frequently charged.
Mild intoxicants:   Cr1+1D per person per round.
Average intoxicants:   Cr3+1D per person per round.
Strong intoxicants:   Cr5+1D per person per round.
Powerful intoxicants:   Cr5+2D per person per round.
   (The figures above are constant in any one establishment —
   don't roll every time drinks are ordered! — but vary from one
   place to another.)
Tips are not expected.
Low quality meals are sometimes available at such establishments,
   but at twice the usual cost.

In all locales, non-intoxicants can also be purchased, usually for
the same price as "mild". Doing this in a typical Startown dive is a fast
way to attract attention, insults, and snickers from other customers.

## DRINKING

Those characters who chose to make the rounds of Startown's
nightspots, whether it be in pursuit of information, a patron, or an
evening's entertainment, are quite likely to suffer the ill effects of the

intoxicants they buy along the way. Drinking (or chewing, smoking, sniffing, etc., in the case of various otherworldly intoxicants) causes loss of coordination, and may cause lingering hangovers that can impair a character's efficiency.

A character's basic **Capacity** for intoxicants is derived by adding Strength and Endurance. If Carousing skill (see Book 5 and Supplement 4) is in use, half of Carousing skill is added to this amount. Navy and Scout veterans should receive an extra +2 as well. The total Capacity is a basic figure which determines how much a character can drink before beginning to suffer ill effects.

Drinks are served in rounds. A round is usually 15 minutes in length (4 to an hour), but a character who chooses to 'nurse' a drink can extend this to 30 minutes, if desired. Each time a round is consumed, each character rolls 1D, applies a modifier according to the strength of the drink, and subtracts the resulting number from drinking Capacity.

The modifiers are:

| | |
|---|---|
| **Mild intoxicant (beer, ale, etc.)** | DM-3 |
| **Average intoxicant (wine)** | DM-2 |
| **Strong intoxicant (most mixed drinks)** | DM-1 |
| **Powerful intoxicant (very strong mixed drinks)** | DM+1 |

When, by this process, the character's capacity is reduced to Ø, further losses are applied against Dexterity. If Dexterity reaches Ø, the character passes out for 1D x 10 minutes. Upon recovery, Dexterity is set at 1/4 the original level (never less than 1). The referee may want to apply other effects as well, such as temporary reduction of Intelligence, reaction rolls when dealing with other people, and so forth.

Capacity and Dexterity reductions last for 6 hours. At the end of this time, the character may develop a hangover (roll Endurance or less to avoid, DM+5 if the character exceeded Capacity in drinking). Hangovers reduce Dexterity and Endurance by 2 each.

**Referee's Notes::** To a certain extent, these drinking rules are presented with tongue firmly in cheek. It isn't expected that every drink be subjected to this kind of scrutiny, or that players be encouraged to make a big deal out of drinking. On the other hand, the rules can be a mildly diverting way to enliven a game or campaign, and make a great addition to personality development in characters (the fellow who invariably gets roaring drunk every time the ship hits the dock can be a source of amusement, frustration, consternation, etc., for all his comrades, for instance). Also, the rules have certain practical applications. A group which hangs out in bars a lot to gather information, seek out patrons, or tail suspicious-looking NPCs will have to pay — both in money and in the cumulative effects of their drinking.

Thus, the referee is advised to balance carefully between reasonable applications of the rules (which can enhance the fun or the realism — sometimes both — in an adventure or campaign), and overuse or unneccessary concern with trivial matters. The referee should also feel free to expand on these rules, perhaps adding other forms of intoxicants

(a milder but more expensive 'strong intoxicant', for instance, or the famed "Pan-Galactic Gargle Blaster," which has been variously described as having the same effect as "having your brains knocked out by a slice of lemon wrapped around a large gold brick", or being "the alcoholic equivalent of a mugging — expensive and bad for your head."). Any and all additions that make the basic system more interesting and more enjoyable in your campaign should certainly be considered, as long as drinking doesn't become the be-all/end-all of your **Traveller** campaign.

## CASINOS

Characters who prefer to try their luck with gambling should feel free to visit the casinos of Startown. Most worlds of law level 0-6 allow gambling establishments to flourish legally; where gambling is illegal, it exists underground (in such a case, see the section on **Criminal Encounters**). An illegal gambling operation could be considered a "Desired Contact" under those rules.

Casinos offer both Private and House gambling. Private games are discussed under the encounter entry on "Games" in this section; house gambling operates under the basic **Traveller** gambling procedures. When engaged in house gambling, 'rounds' of 15 minutes are used, as with drinking, with one roll being allowed every round to resolve gambling. These rounds may represent the net outcome of several consecutive individual bets or games, of course.

Casinos are considered to come in the same four categories as ordinary nightspots; the referee should choose which type is currently being visited (the players may specify this, the referee may select it, or a random throw on the **Entertainment Location** table, below, may establish it). This gives the prices of the drinks there, cover charges, etc., and has a bearing on some of the encounters which may occur.

### CASINO ENCOUNTERS
(as for appropriate setting)

| Dice | Encounter Description | People | Reaction | Notice |
|------|------------------------|--------|----------|--------------|
| 2 | Friendly employee | 1 | 10 | Intelligence |
| 3 | Host or hostess | 1 per | 10 | Automatic |
| 4 | Entertainment encounter* | — | — | — |
| 5 | Single | 1† | 9 | Automatic |
| 6 | Entertainment encounter* | — | — | — |
| 7 | Game (private) | 1D | 8 | 6+ |
| 8 | Entertainment encounter* | — | — | — |
| 9 | Rumor | — | — | Intelligence |
| 10 | Entertainment encounter* | — | — | — |
| 11 | Patron | 1 | 8 | Automatic |
| 12 | Jackpot | — | — | — |

\* Entertainment encounter — refer to Entertainment Encounters table for level of establishment to resolve.
† Single — may be more than 1 at referee's discretion.

In Casinos, drinks are available but not required; food is not usually available. There are no minimums, but tips on all drinks consumed should be paid as indicated.

## ENCOUNTER OCCURRENCE

While out for any form of entertainment, there is a basic possibility of having an encounter once each hour. Roll the number indicated at the top of the appropriate table to determine if an encounter takes place in that particular hour. This makes it possible to have more than one encounter in an evening, but means that several hours (and drinks and other encounters) may pass before some specific, sought-for encounter takes place.

For a finer indication of when an encounter takes place within a given hour (was it before or after the character passed out from the drinks?), roll 1D-1. A zero means that the encounter took place just as the hour got started. The numbers 1-4 correspond to the individual quarters of an hour; on a 3, for instance, the encounter would occur at some point during the third drinking/gambling round in that particular hour. Finally, a 5 indicates that the encounter takes place at the very end of the hour, after all action has taken place. This procedure is optional, but gives the characters a better feel for the flow of events, and is usually a good thing.

### ENTERTAINMENT LOCATIONS

| Die | Law Level | | | |
|-----|-----------|------|------|------|
|     | 0-3       | 4-6  | 7-9  | A+   |
| 1 | Dive | Dive | Dive* | Dive* |
| 2 | Dive | Dive | Dive | Dive* |
| 3 | Dive | Tavern | Tavern | Dive* |
| 4 | Tavern | Tavern | Tavern | Nightclub* |
| 5 | Bar | Bar | Bar | Nightclub* |
| 6 | Nightclub | Nightclub | Nightclub | Nightclub |
| * indicates a 'criminal' establishment. | | | | |

The **Entertainment Location** table is used when seeking to determine randomly the type of nightspot visited. An entry with the notation "Criminal" is an illegally operated establishment; characters can only find such locations in company with an NPC who has an in there (referee's determination), or as the result of a search as outlined under **Criminal Encounters** (with the nightspot as the "Desired Contact").

## ENTERTAINMENT ENCOUNTER DESCRIPTIONS

| Friendly employee | 1 | 10 | Intelligence |
|-------------------|---|----|--------------| 

General Information: This encounter could seem fairly trivial at the time, but might prove surprisingly valuable under the right circumstances. By

cultivating a friendly employee properly, characters might end up with a source of information, a potential patron, or even a character witness to clear the adventurers after a particularly unfortunate brawl. Little attention need be paid to the employee's potential in equipment or weaponry; this is not important.

Players' Information: If the Notice roll is made, one of the characters will realize that one of the employees in the establishment seems particularly interested in the group, and especially in one character (select randomly). Failure of the Notice roll means that this interest is not noted. Repeat the Notice roll each time the party visits the place.

Referee's Information: The exact nature of the encounter varies, as noted below. Roll 1D:

1    The employee is an attractive member of the opposite sex from the selected character, and is romantically interested. Cultivation of this interest will keep the employee friendly; a failure to return the interest will turn the employee against the character on a roll of 9+ (otherwise, the employee remains friendly despite the rejection). An employee scorned can cause problems, ranging from a refusal to cooperate to false accusations of wrongdoing or even some kind of setup. The referee should regulate the flow of subsequent events.

2    As #1, but the employee is not particularly attractive.

3    The employee is a young boy employed to clean up tables. He is in awe of the intrepid travellers, and displays a puppyish eagerness to be around them. He makes a useful source of news, spy, messenger, etc.

4    As #3, except the boy is not reliable. If used for any of the previous purposes outlined, the task fails on a roll of 5+.

5    The employee is a potential patron who will offer to hire the party out of his/her meager savings to find a missing relative, fiance, friend, etc. Subsequent events are up to the referee.

6    The employee is an attractive member of the opposite sex from the selected character, but is actually in the pay of some enemy or rival. The friendliness is an attempt to spy out secrets or gain the group's confidence for some later scam or setup. The referee should suit events to circumstances, as seems best.

| Rumor | — | — | Intelligence |
|---|---|---|---|

See the notes under the entry in the **Street Encounters** section.

| Patron | 1 | 9 | Automatic |
|---|---|---|---|

A Patron encounter occurs. Roll up an appropriate type of patron, and create a suitable adventure situation (GDW Supplement 7, 76 **Patrons**, **Wanted: Adventurers** from Gamelords, and many published adventures provide good possible patron encounters, as do many **Journal** features).

| Merchant officer | 1 | 8 | 9+ |
| --- | --- | --- | --- |

General Information: A merchant captain or first officer can be a source of interesting possibilities for an adventuring group. Most merchant officers will be equipped to tech level+1D, armed suitably to law level, and may be alone or with a small party of other individuals.

Players' Information: An officer of a small independent merchant line is seen at a table, drinking quietly. He or she will not notice the adventurers unless the party makes the first move.

Referee's Information: Various possibilities result here. Roll 1D:

1     The merchant officer will offer to sell a cargo (referee determines size and composition) for 30% of basic value, if the characters are interested.

2     As in #1, but the merchant is keeping secret the fact that the cargo was damaged in transit and isn't even worth the 30% value anymore. The officer will insist on a cash downpayment, half the agreed-upon price up front, and will abscond with this before the group can inspect the cargo.

3     The officer will pay top dollar — up to 250% value — for a cargo of liquor (the merchant has a contact on a planet where local laws prohibit the manufacture or sale of liquor, and can sell cargos there clandestinely for 500% value; this is not, however, revealed unless the officer becomes drunk — losing all Capacity — during the course of the encounter). Subsequent events are up to the players and the referee.

4     The officer is in need of crewmen, and will hire up to 1D individuals with starship-related skills for one or more voyages.

5     The officer is himself in need of a job. If characters need a hireling with some merchant service skills (especially Pilot, Navigation, Engineering, Medical, etc.), he would be very interested in hiring on.

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6      The merchant presents himself as being in need of a job, as above, but actually intends to hijack the ship which takes him on to flee from local authorities, who want him on piracy and murder charges.

| Single | 1* | 9 | Automatic |
|---|---|---|---|

General Information: This encounter is used to set up any situation where characters encounter friendly members of the opposite sex interested in improving interplanetary relations. The encounters may have a few surprises, however. The numbers of individuals encountered may be anything up to the number of the adventuring party.

Players' Information: The group becomes aware of a number of attractive strangers at a nearby table. If the adventurers don't make the first move, one of these individuals will approach the group on a roll of 9+. The approach will take the form of an invitation to join the strangers in a drink. If no approach is made by either side, there is no further result.

Referee's Information: If an encounter does indeed take place, it develops along the lines presented below. Roll 1D:

1-3      There is nothing unusual about the encounter. Whether or not it results in any lasting relationship is up to the referee and players.

4      One of the singles met has a jealous spouse or lover, who will seek out the individual (picked at random) who has been trespassing and take appropriate revenge. The referee should oversee the flow of events and flesh out the situation.

5      One of the characters develops a deep love for his or her partner (this would require a certain degree of cooperation from one of the players, to agree to play the character that way). Subsequent events are up to the referee; some suggested situations would include unrequited love, or a disappearance of the loved one, or a romantic triangle (possibly with someone of importance in an ongoing adventure or campaign, or even involving **another** member of the adventuring group).

6      The singles are actually part of a plot to gain access to the characters' secrets, keep them occupied, or otherwise set them up. The referee must work out the exact nature of the situation, either fitting it into an ongoing adventure/campaign plot line, or using it as the roots of a new scenario.

| Servicemen on leave | 2D | Varies | Automatic |
|---|---|---|---|

General Information: Roll 1D:

1-2      Servicemen are Marines. See "Marines on Leave" in the Street Encounters section for encounter description.

3-4      Servicemen are Merchants. See "Merchant Crewmen on Leave" in the Street Encounters section for encounter description.

**5-6** Servicemen are Navy crewmen. See "Navy Crewmen on Leave" in the **Street Encounters** section for encounter description.

If the listing indicates Officers, the encountered servicemen are automatically junior officers, rather than enlisted personnel, but the nature of the encounter does not change.

On a roll of 9+, the establishment in which the encounter takes place caters heavily to this branch of service, and characters who visit this establishment run a higher risk (DM+2 on all checks against Reaction Levels) of provoking a brawl.

| Con artist | 1 | 8 | Intelligence |
|---|---|---|---|

See the "Con Artist" entry in the **Street Encounters** section to resolve this encounter.

| Game | 1D | 8 | 6+ |
|---|---|---|---|

General Information: This encounter indicates that a private party is engaged in a gambling game. The individuals involved will vary somewhat in background and appearance.

Each individual has Gambling skill 1D-3. Each is armed with a concealed weapon (referee's choice) on a roll of 9+; this may be in violation of law level. Money available to each should be Cr1,000 × 2D.

Players' Information: Some of the characters (1D of them) are invited to join in a game of chance. If they decline, there is no further effect. If they accept, the encounter proceeds.

Referee's Information: Roll 1D:

**1-3** The game proceeds without incident, unless one of the adventurers attempts to cheat and is caught.

**4** One of the individuals in the game is a cardsharp, Gambling-7, who will cheat. Throw as usual to detect cheating.

**5** One of the individuals in the game is a very poor loser, and after a very poor hand, pulls a weapon on the winner (one of the adventurers, probably) and accuses him of cheating. This character's reaction level drops to 4. Subsequent events are up to the referee.

**6** One of the individuals is the owner of an air/raft; when cash runs low, this air/raft is offered instead of money.

In resolving this gambling, a slight deviation from normal procedures is called for. Instead of a single throw to win, each individual in the game (NPCs included) throws for each hand dealt; add Gambling skill — the high total wins the hand. Stakes begin at Cr50 per hand, but every 1D hands, someone will propose to raise the stakes. When this happens, roll 1D: 1-2, no increase; 3-4, increase by Cr50; 5-6, double the stakes.

Characters may declare their intention to cheat, make a second roll and take the higher of the two throws. Cheating is detected on a once per hand throw of 7+, DM-the cheater's Gambling skill. NPCs cheat only as directed by the situation roll, above. A hand takes 15 minutes to play.

| Prostitute | 1 | 9 | Automatic |
|---|---|---|---|

See the information given under the "Prostitute" entry in the **Street Encounters** section. Note that certain elements of the listing may differ from one encounter to another, depending on where the encounter is taking place.

| Pickpocket | 1 or 2 | 5 | Intelligence |
|---|---|---|---|

See the information given under the "Pickpocket" entry in the **Street Encounters** section.

| Tourist(s) | 1D | 2D | 8+ |
|---|---|---|---|

See the "Tourist(s)" entry in the **Street Encounters** section for more information. Note that certain elements of the listing may differ from one encounter to another, depending largely on the amount of intoxicants consumed by the tourists prior to the encounter's occurrence.

| Brawl | 1D×1D | 4 | Automatic |
|---|---|---|---|

General Information: This is the classic barroom brawl, which no self-respecting Startown dive could do without.

When a brawl breaks out, characters may get involved or attempt to stay out of things. If they choose not to join in, there is still a chance (6+ per combat round) that events will choose otherwise. On that same roll, made every round, a result of 2 indicates that the brawl dies down (or is forcibly ended by the arrival of authorities).

Until this occurs, each character will randomly face a new opponent each combat round (although the referee may allow some fights to last a bit longer). Physical stats should be determined as each fight takes place (Supplement 1, **1001 Characters**, is useful for quick reference). Roll 1D, as well, for a weapon: 1-3, hands; 4, club; 5, blade; 6, revolver or body pistol. This may be modified as the referee desires.

The brawl continues until the characters can escape the bar (this takes 2D combat rounds after an announcement of "Let's get out of here!" — or something to that effect — by the players) or until a 2 is rolled to end the fight. On a 7+, the fight is ended by the arrival of police (see "Police Raid", later in this section). Anyone caught in the aftermath of the brawl will spend a night in prison and pay a Cr10 × 1D fine.

| Rowdy drunks | 2D | 5 | Automatic |
|---|---|---|---|

See the information given under the "Rowdy Drunks" entry in the Street Encounters section.

| Host or hostess | 1 per | 10 | Automatic |
|---|---|---|---|

General Information: Despite the innocent sounding label, this is not a particularly innocent sort of encounter. A host or hostess is a man or woman who keeps lonely customers company, in the process of which they also persuade those customers to part with large sums of money. They are frequently prostitutes as well, but are more discreet than the average streetwalker and perfectly willing to earn their keep without ever leaving the confines of the establishment or doing anything more than laugh and talk.

Players' Information: When the encounter is rolled, the characters are accosted by a number of reasonably attractive individuals (equal to the size of the party) who ask if they can join the characters at their table. If the answer is no, the encounter ends there; if their company is accepted, they join the party immediately.

Referee's Information: No real options are attached to this encounter. Certain specific procedures are, however, followed.

First of all, for as long as the hosts/hostesses remain present, they will order drinks at a steady rate, 1 round every 15 minutes. These will be priced as strong intoxicants, but are frequently flavored soda water or the equivalent. The cost is charged to the player characters.

On a roll of 8+, the host/hostess may also be considered a prostitute, with the encounter handled as per that entry in the **Street Encounters** section. Like a prostitute, a host or hostess may be persuaded to hand out information . . . but it costs money.

Should the adventurers realize that they are paying for their companions as well as themselves, and protest, the hosts or hostesses will leave, very indignant at having run across such cheapskates. If the group waits and protests **after** the fact, when the bill is presented, there will be large, meaty bouncers available to persuade deadbeats to pay up. Many taverns and dives employ host/hostess types to sucker hicks out of large sums of money, making substantial profits both from the drinks and meals consumed by the host/hostess, and from the tendency of the characters themselves to consume more at the same time.

A character who passes out while in the company of one off these individuals may, if not protected by a sober companion, awaken in an alley, having been rolled for every bit of money and piece of valuable merchandise on him.

| Crimp | 1 | 7 | 10+ |
| --- | --- | --- | --- |

General Information: A crimp is an individual who does very informal recruiting for unscrupulous companies (and sometimes local planetary governments). The typical crimp, if seen, will be alone, unarmed, and harmless looking; this individual's power comes from underhanded tactics rather than from force. Still, for emergencies, some thugs may be available to back up the crimp; see "Thugs" in the **Street Encounters** section.

Players' Information: If the Notice throw is achieved, the characters will realize that the person they see talking earnestly to the bartender is, indeed, a crimp, and will probably take precautions (or leave). If the roll is failed, they'll never know . . . unless they fall victim to the crimp's recruitment tactics.

Referee's Information: The crimp procures workers by a variety of means; he may actually come on as a patron wishing to hire the adventurers for a job. Occasionally, his technique is less straightforward. Roll 1D:

1-2 The crimp offers the characters a job. Many inducements, bonuses, and high-sounding salary figures are discussed. The crimp will ply the adventurers with drinks and press them to sign a contract immediately, no delays allowed. If they fail to do so, one of the approaches below may be attempted.

3-4 On a roll of 9+, only, the crimp decides to acquire t e characters' services through illegal means. The bartender is bribed to administer knockout drops in the party's drinks; these cause 4D damage against Capacity and Dexterity. If all the characters pass out, they will awake to find themselves employees, bound to ironclad contracts which have been fingerprinted and retina-printed in apparently legal fashion.

5 As #3-4, above, but the characters are merely rendered senseless by the ministrations of a group of hosts and/or hostesses, who

ply them with undrugged drinks until they pass out. This is riskier, but used when the help can't be bribed.

6      The crimp isn't recruiting the characters for someone else; instead, the individual wants to hire the group as 'muscle' to assist in the crimp's business. If the adventurers refuse, they'll be set upon by some thugs who are in the crimp's business as a reminder not to try and cause the crimp any difficulties with authorities.

The jobs that characters end up in as a result of a crimp's tactics range from mining to plantation agriculture to slave labor. Some governments recruit their military forces through impressment, though this is not true of most technological societies. Basically, any job that is completely unattractive but requires a steady turnover of workers will be a market for the crimp's system of indentured servitude (as workers under contract, it is very difficult to get help even on worlds where slavery is illegal . . . for the crimp's victims are not slaves in law, just in fact).

See GDW Adventure 6, **Expedition to Zhodane,** for an adventure situation arising out of this sort of recruiting policy.

| Police raid | 2D | 6 | Automatic |
|-------------|----|----|-----------|

General Information: A police raid is similar in many ways to an ordinary police encounter (see the "Police" entry in the **Street Encounters** section for details on weapons, equipment, and so forth). However, the raid is somewhat more dangerous to the adventurers than an ordinary encounter.

Players' Information: The evening is suddenly ruined by the sound of a police bullhorn ordering all patrons of the establishment to offer no resistance, as they are under arrest.

Referee's Information: Players may have their characters react as desired, being cooperative or not as they wish. Events should be resolved as seems most reasonable to all concerned. However, there are various possible reasons for the raid, and characters may be embarrassed to find that they have resisted where resistance was unnecessary. Roll 1D:

1-3      The raid was directed against the establishment, not the customers therein, for some crime (rigged gambling, watered-down drinks, service to minors, health hazards, prostitution, etc.) as designated by the referee. Customers are processed and released in 1D hours.

4      The raid is aimed at capturing some group of criminals present. A fight ensues, which may, or may not, involve the adventurers. The criminals are set up from the "Thug" entry in the **Street Encounters** section, except that all are armed to law level-1.

5      The raid is aimed at capturing the adventurers (see "Police", Option #6, in the **Street Encounters** section).

6      The raid is not, in fact, a police raid, but is being mounted by thugs disguised as police. They are in the employ of a local boss who

wants to put pressure on the owner of the establishment to pay protection money. The 'police' will wait for the slightest provocation, then begin shooting up the bar and generally vandalizing the premises. Characters caught in this action may find themselves involved in a growing adventure situation, if the referee so desires.

| Criminal encounter | — | — | — |
|---|---|---|---|

The **Criminal Encounters** table later in this booklet should be consulted. No die modifiers should be allowed on this roll (contrary to normal Criminal Encounter procedures). All "Rumors" are general, and the "Desired Contact" result should also be treated as a "Rumor".

| Entertainment encounter | — | — | — |
|---|---|---|---|

When this result is rolled, roll again on the appropriate **Entertainment Encounters** table (for Nightclub, Bar, Tavern, or Dive — whichever corresponds to the quality of the casino). Resolve the resulting encounter normally.

| Jackpot | — | — | — |
|---|---|---|---|

General Information: When this encounter occurs, one of the characters in the adventuring group has just had a stroke of very good luck.

Players' Information: One character betting and winning against the house (the referee may choose randomly from among those so doing, and may delay the encounter until an appropriate result occurs) wins on an extremely lucky result — a payoff of 1D x 2D x the amount bet in that round (up to 72 times the amount bet!).

Referee's Information: A lucky streak like this is usually considered a stroke of good fortune — it isn't always, however. Roll 1D:

1-2    The management pays off with no questions or problems (this is the usual result, incidentally, if the amount is less than Cr10,000).

3    The management pays off, but will begin cheating in future games until caught or until the money is won back.

4    The management pays off, but politely (or not so politely, in less classy joints) bars the winner from further gambling.

5    The management pays off, but orders some bouncers to relieve the winner of his money when he or she leaves (treat as an automatic encounter with "Thugs" in the street, as per the entry in the **Street Encounters** section).

6    The management attempts to pay off by check (payment will be stopped, and a great snarl will result). If the characters insist on cash (and they have every right to do so), treat as Option #5. Other results and subsequent events may be directed by the referee, as desired.

# Criminal Encounters

Either accidentally (as directed on other tables), or by design — when in search of information, services, or material of an illegal nature — characters may end up encountering the criminal element which flourishes in the relaxed atmosphere of Startown.

When directed to the **Criminal Encounter** table from another table, roll 2D, unmodified. Results of "Desired Rumor" and "Desired Contact" are each treated as "General Rumor" instead.

When seeking some particular person or item, characters use various die modifiers when rolling on the table. Up to three rolls may be made on the table each day, one for morning, afternoon, and evening. Time spent combing Startown for illicit contacts cannot be spent in any other activities. Occurrence of any encounter is subject to the basic throw at the top of the table; the Streetwise skill of any **one** character involved may be used as a positive DM. A character without skill, or with skill level-∅ gets no modifier.

If an encounter is mandated by this first throw, a second throw is made on the table itself. Streetwise skill is again a favorable modifier; if the character is completely lacking in skill, a DM-1D is applied to each encounter roll made. Skill-∅ means no modifier, good or bad, is applied.

An additional DM+1 on either or both rolls can be permitted for each period of time the character has spent on the search, at the referee's discretion.

Notice: The Notice roll for these encounters is not quite the same as for previous ones. Where in others, the roll determined whether

### CRIMINAL ENCOUNTERS
(9+ as directed)

| Dice | Encounter Description | People | Reaction | Notice |
|------|----------------------|--------|----------|--------|
| 2 | Undercover law enforcement | 1 | 6 | Intelligence |
| 3 | Undercover law enforcement | 1 | 6 | Intelligence |
| 4 | Snitch | 1 | 7 | Intelligence |
| 5 | Cop on the take | 1 | 8 | Intelligence |
| 6 | Source | 1 | 7 | Intelligence |
| 7 | General rumor | — | — | Intelligence |
| 8 | Fence | 1 | 8 | Intelligence |
| 9 | Desired rumor | — | — | Intelligence |
| 10 | Undercover law enforcement | 1 | 6 | Intelligence |
| 11 | Desired rumor | — | — | Intelligence |
| 12 | Desired contact | 1 | 8 | Intelligence |
| DM+Streetwise skill applied to all rolls | | | | |

the characters' attention was called to a particular potential encounter situation. In this table it represents the ability to recognize an individual for what he or she really is. A character makes a Notice throw on approaching the encountered individual (few criminals will just walk up and reveal themselves; the characters initiate most of the contact here). A successful throw might indicate that it is realized, in time, that the character in question is actually an undercover cop, rather than a dealer in illegal merchandise. Failure of the roll with a true criminal might indicate that the individual is taken to be a police spy, when in fact he or she is perfectly 'legitimate'. Streetwise skill may be used as a favorable DM on the Notice roll, representing superior experience at judging individuals on the streets. Other modifiers may be applied at the discretion of the referee.

## CRIMINAL ENCOUNTER DESCRIPTIONS

| Undercover law enforcement | 1 | 6 | Intelligence |
|---|---|---|---|

General Information: Agents of one or another law enforcement agencies may be encountered undercover on any world with law level 2+. They will usually carry concealed weapons (tech level-1 and law level-1), and may be backed up by other officers hidden out of sight.

Players' Information: If the player achieves the Notice roll, the character realizes that the individual is a police officer in disguise, and can avoid committing any indiscretions. If the roll is failed, the character contacts the undercover agent in the course of searching for a lead to the character's desired contact (information, goods, services, etc.). If the encounter is not initiated by the character, the undercover police officer attempts some form of (legal) entrapment. The referee is responsible for regulating this; the character will be imprisoned if the entrapment proves successful.

Referee's Information: Some special situations may arise, as outlined below. Roll 1D:

1-2    The police officer arrests the character as soon as something illegal is attempted or discussed. The punishment should match the crime (discussing the planned assassination of the Planetary President will be a bigger offense than asking directions to the nearest illegal weapons dealer).

3-4    The officer doesn't arrest the character, but does have a tail assigned to him or her. At some later time of the referee's choosing, a roll of 8+ will snap up the character and various associates — including other adventurers not necessarily present during the original encounter. The characters will be treated according to their degree of guilt in recent criminal activities — remember, they've been under observation.

5-6    The character is given the choice between arrest or helping the police nail a criminal (preferably one in which the character was interested originally). This can be the beginning of an interesting adventure situation.

| Snitch | 1 | 7 | Intelligence |
|--------|---|---|--------------|

General Information: When this encounter occurs, it is not implemented immediately. Rather, the next Criminal Encounter which takes place proves to be with an individual who will supply information to the authorities. Thus, the next Criminal Encounter is resolved normally, but the police also know the actions of the adventurers. Should the next encounter be with a police officer, the police officer is in the pay of some local criminal boss, who thus becomes aware of player character intentions as well (this can be particularly unfortunate if the police encounter ends in characters helping the police nail a criminal . . . since the criminal now knows they are coming).

| Cop on the take | 1 | 8 | Intelligence |
|-----------------|---|---|--------------|

General Information: This encounter is identical to the undercover law enforcement encounter, except that the officer in question will make it plain that he or she is not without a price that would keep a police report from being filed.

The trouble with cops who are bought in this fashion is that they often refuse to stay bought. After money is turned over, roll 7+ to aviod being arrested for the original charge plus an attempted bribery charge. The roll should include a DM+Bribery skill, however; a smooth operator is less likely to have this sort of problem.



| Source | 1 | 7 | Intelligence |
|--------|---|---|--------------|

General Information: This encounter refers to a meeting with an individual who can supply some specific illicit goods or services. The

individual will be armed to local law and tech levels; on a 9+, he or she will be protected by 1D bodyguards (thug types — see the entry in the **Street Encounters** section). Other equipment or possessions should be in accordance with the individual's position and status in the hierarchy of the streets.

Players' Information: When this encounter occurs, the characters discover a source for illicit goods, services, and the like.

Referee's Information: The exact nature of a particular source can be determined. Roll 1D:

1      The source deals in drugs. Any type of drug found in **Traveller** (or used as part of a specific campaign) can be obtained with an Availability DM+1D. The DM die roll should also indicate a multiplier applied to the base price of the drug in question. Any amounts desired can be obtained if the drug is indeed available.

2      The source deals in weaponry. Any weapons of the same tech level, but normally forbidden by local law, can be obtained for 1.5 × normal price. Weapons of up to 1D tech levels above the local tech level, and forbidden locally by law, can be obtained for normal price × the tech level difference. Any quantity of such weapons can be obtained.

3      The source deals in pirated computer software. Any computer program can be purchased for one-quarter normal price, including course tapes to specific destinations. However, pirated software has a major bug, rendering the program unusable, on a roll of 9+ (one roll per program or tape obtained).

4      The source deals in forged documents of all kinds. Documents require 1 day per Forgery level to prepare, and cost Cr500 × 1D per level of Forgery skill employed. Halved time costs double price. Maximum Forgery level is 6.

5      The source deals in stolen property of all kinds. Virtually any kind of equipment may be obtained as 2D-1 × 10% of normal cost, whether the equipment is legal or illegal in nature. Equipment is unreliable on a 10+, and actively 'hot' (being watched for by authorities) on an 8+. Subsequent events are up to the referee.

6      The source deals in information, and can answer questions on almost anything in the criminal underworld — for a price. The referee, however, is responsible for setting this price, in accordance with the value of the information sought.

| General rumor | — | — | Intelligence |
|---|---|---|---|

A "General Rumor" on the **Criminal Encounters** table is handled in exactly the same way as a "Rumor" in the **Street** Encounters or **Entertainment** Encounters sections. See these entries for further information. The "General Rumor" here is not the same as the listing for "Desired Rumor", for which see below.

General Information: A fence is any individual who deals in stolen property. Characters may seek a fence out in order to sell 'hot' merchandise or other ill-gotten gains; in addition, the fence functions as a "Source" (see Option #5 in that listing, above).

The individual will be armed to local law and tech levels, and may (on a 9+) be protected by 1D bodyguards (use thugs from the appropriate entry in the Street Encounters section.

Players' Information: When this encounter occurs, the characters have met an individual interested in purchasing many different items of value . . . no questions asked!

Referee's Information: A fence will always be willing to sell stolen property to the adventurers (unless they are suspected of being police spies — reaction levels should guide this); purchasing merchandise, on the other hand, is subject to various options. Roll 1D:

1-2    The fence will buy any merchandise offered. Roll 1D, unmodified, on the Actual Value table in the Trade and Commerce rules (result of 1 = 30%), and halve the resulting percentage to yield the percentage of basic value offered in payment for such merchandise. Payment will be made on delivery of the goods to the fence.

3-4    The fence will not handle merchandise of the kind offered by the characters; however, different consignments will be considered.

5    The fence will handle the merchandise on commission, only. This means that a buyer for the merchandise will be located (using the fence's various contacts), and the goods sold to that buyer direct . . . with the fence getting a percentage of the money paid.

Determine the fence's Streetwise skill (1D). Each week, a roll of 10+ will locate a buyer, with a DM+half the fence's Streetwise skill (rounded up) allowed on the roll. Once this has happened, roll **1D** on the **Actual Value** table, DM+the fence's Streetwise skill, and divide the resulting percentage in half as for #1-2, above. This is the price gained for the merchandise. However, the fence receives a commission of 10% per level of Streetwise (like a merchant broker), which is deducted from the amount gained from the sale.

6     The fence operates as in #1-2, above, except that a local criminal boss must be cut in for 10% of the profit on all illicit dealings in this part of town. Subtract 10% from the amount that would normally be received, and explain the reasons for this minor surcharge. The player characters may choose to demand all the money due them (and will get it if they are sufficiently threatening) . . . but they will be marked for use as 'examples' by the boss. The referee should create subsequent events to suit the situation; encounters with "Thugs" and "Unknown Assailants" (see the appropriate entries in the **Street Encounters** section) are especially appropriate follow-ups to this particular set of circumstances.

| Desired rumor | — | — | Intelligence |
|---|---|---|---|

A desired rumor is one which helps lead characters to a particular contact. No actual rumor need be created; players should be informed, when the encounter occurs and they achieve the Notice throw, that they have picked up a worthwhile lead to the person, information, or merchandise they seek. On future rolls, apply a DM+1; this is cumulative for each additional "Desired Rumor" result, up to a maximum of DM+4.

If the encounter does not occur as a result of the characters seeking something specific in Startown, treat this result as an ordinary "Rumor" (see the entry in the **Street Encounters** section).

| Desired contact | — | — | Intelligence |
|---|---|---|---|

When this encounter is rolled up, the characters have discovered a person, piece of information, etc., which they have been seeking. Thus, if they set out to locate a source of illegal weapons, they find that source, automatically, with no further die rolling. A desired contact can be almost anything from this table, or can be something not found here that makes sense when sought among the criminals of Startown.

If the characters don't have any clear-cut person or item they are seeking (especially when the encounter occurs at the behest of a random Street or Entertainment roll, rather than by choice), treat this as a "Rumor" result, or, optionally (at the referee's discretion), as a Patron encounter. In the latter case, the patron selected should be someone logical to the situation (a terrorist, arsonist, underworld leader, rogue, etc.), or if the patron is a seemingly upright sort from the military, police, government, etc., the patron is either crooked or on the take.

Startown Liberty and similar collections of encounter situations cannot, of course, create the encounters in as much detail as, say, a Journal Amber Zone or Casual Encounter article. First, space is too limited. If every encounter were as detailed as one of these Journal articles, we would have one table in here . . . which limits the booklet's utility far too much. A second limiting factor is detail. These encounter situations are such that they can be applied in virtually any adventure or campaign, even outside the "official" GDW Traveller universe. More detail would reduce this universal applicability a great deal.

The booklet, then, gives as much detail as possible within the limits noted above. That still will require a certain degree of creativity on the part of the referee; the booklet doesn't obviate the need for fast and imaginative thinking on his or her part; it just provides a starting point, a way of getting a handle on the encounter that might spark more creativity than the bald notation "2D Thugs L" from the basic Traveller encounter tables. This is the real purpose of this booklet, as in so many Gamelords (and GDW) supplements — to give the referee something to make life easier, without actually making a referee completely unnecessary (for that would result in a static, inflexible game, something no one wants!). Some other ways to streamline things are given below.

## CHARACTERS

Encounters will require that the adventurers meet NPCs — that's what it's all about. However, it isn't always easy to conjure up characters out of thin air to present to the party. Here are some useful tips on shortcuts that can be taken.

1. Stats aren't always necessary. Many of the individuals here simply don't matter in terms of stats. Don't bother with stats until and unless they become important (never reveal to the players, however, that you don't have a set of stats available, or they'll know the character isn't really that important). Deal, as often as possible, in vague descriptions. "He's a big, heavy-set fellow . . ." is far superior to "He's got a UPP of A8B684!" Do this for everyone, important NPCs and extras alike, and you'll lessen the need for generating stats all round.

2. "Typical" Characters. One nice shortcut that is useful in conjunction with the material above is the use of a small file of "typical" characters. List them by descriptions that can be commonly used — slight, skinny, big, muscular, fat, etc. If you've set down 3 or 4 sets of appropriate stats, you can use and reuse these as needed to correspond with a vague description any time you need them.

3. Create stats out of the air. Random numbers are wonderful, but you don't need them. If you simply must decide on a number for Intel-

ligence for an NPC, just grab a convenient number between 2 and 15. It's as valid as any other. Also, if you specifically indicated that the fellow was less than brilliant, this gives you some control.

4. <u>Don't worry about skills.</u> Random NPCs don't need to have skills spelled out in detail. If a skill suddenly becomes important, roll 1D-2 (or some other suitable figure) and make that the skill level held. Jot it down as needed. Otherwise, ignore the whole problem.

5. <u>When in doubt, punt!</u> In this case, this means you should break down and consider purchasing a play aid that will provide some ready-made characters. **The Traveller** Book has a list of pre-generated characters included; better, though, is GDW Supplement 1, 1001 **Characters.** Supplement 13, **Veterans,** contains characters of a military nature, not quite as applicable here, but still useful.

## ADVENTURE SITUATIONS

When a patron encounter occurs, it's a good idea to have some notion of what's going on. If you have no adventures of your own in mind, GDW Supplement 6, 76 **Patrons,** is ideal; other good places to look for inspiration are **Wanted: Adventurers,** a Gamelords supplement from the **Wantads** series; various <u>Amber Zones</u> and <u>Casual Encounters</u> in the **Journal;** and most published adventures (which usually start with some kind of patron encounter).

## FINAL NOTES

The most important shortcut of all is the simplest . . . if you don't like an encounter result, **ignore** it. The various encounters have been presented in table form primarily as a matter of convenience (and to introduce a random element where randomness is desired). The **best** encounters are those which are set up with care and deliberation, although the players may think it is random. Thus, choose an encounter you want to explore, and present it to the group, **regardless** of the die roll. This allows those encounters for which no preparation has been made to be conveniently ignored, while those which would be of greatest interest to the group (or to the referee — after all, you should have some fun, too!) can be presented without having to await the vagaries of the die roll to fall the right way.

A sufficient interest in this volume will most certainly generate additional books in the series. Booklets dealing with encounters in Starports, Bases and Outposts, Cities, Rural and Wilderness areas, and other interesting possibilities are all under consideration. We would welcome opinions on this series from **Traveller** players and referees (send to: **Encounters Series,** c/o Marischal Adventures, P.O.Box 672, Elk Grove Village, IL 60007). Suggestions for encounter situations of any kind can be sent to the same address; we don't promise to use or return such ideas, and your only compensation will be a line on the credits page . . . but we'd welcome anything you'd care to send.

**May all your liberties be pleasant ones!!**

Startown . . . the rough and tumble district on any world where travellers can find anything from entertainment to the worst sorts of crime and corruption. Condemned by the majority of honest citizens, exploited by the criminal subculture, and visited by starship crews and other travellers looking for entertainment, information, jobs, or almost anything else, this is "a wretched hive of scum and villainy" . . . this is Startown.

**Startown Liberty** is a collection of detailed encounter tables designed to generate random encounter situations for **Traveller**®. From the streets to the night spots to the back alleys of Startown, tables and encounter descriptions give depth and detail even to innocent encounters that may have no bearing on the adventure or campaign at hand . . . but serve to provide flavor, atmosphere, and a source of distraction or even new adventures that will serve the **Traveller**® referee in good stead.