WORLD DISPLAYS

Approved For Use With

TRAVELLER™

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A Playing Aid for 'Traveller' Game Referees and Players

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TRAVELLER™

Science-Fiction Adventure in the Far Future

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INTRODUCTION

This booklet is designed to assist *Traveller®* players and game referees by providing a quantity of playing aids which will help make the game more realistic and attractive to players. These playing aids should be sufficient to permit detailing the worlds of at least one subsector of space (in the *Traveller®* system) generated by the game master or referee. This booklet contains two blank, hex-gridded, subsector starmaps with adjacent spaces for listing star systems (and worlds) contained in the subsectors (following normal *Traveller®* conventions); a small sheet of zone color labels; forty blank, hex-gridded world map sheets; and this page of written instructions.

INSTRUCTIONS

The blank subsector "maps" to be found on pages 5 and 6 of this booklet may be used by referees and gamers in creation of sub sectors of space in which a *Traveller®* game or campaign may be conducted. For new referees, instructions for the generation of star systems and worlds to be placed within new subsectors are contained in *Book 3, Worlds and Adventures* of the *Traveller®* game system, on pages 1 through 3, and 8 through 12, and users of this book are referred to this publication for one basic method of generating the populated worlds within a subsector. There are, of course, many other possible methods used by experienced referees in creating subsectors, but generally these are outside of the scope of this publication.

The blank list positioned adjacent to the starmaps may be used to list the occupied star systems (and worlds) taken from the subsector starmap. Note that in normal *Traveller®* useage, such a list is normally made in numerical sequence by hexgrid number, however, an experienced referee may wish instead to list worlds in alphabetical order, or by their starport classification, or by any one of several other alternate methods. The *Statistics* column of the blank list is provided for use of the *Traveller®* Universal Planetary Profile (UPP) code; this profile code is explained in detail in *Book 3, Worlds and Adventures* of the three-volume *Traveller®* game system (on pages 4 through 8), and is summarized below for user convenience. The UPP consists of a string of eight alpha/numeric digits, each of which identifies one particular characteristic of a world. The UPP follows the sequence of Starport Type, Planetary Size, Planetary Atmosphere, Hydrographics, Population, Government, Law Level, and Technology Level. Each of these characteristics is further defined below in chart form for easy reference during play. (See Charts on Page 4)

The majority of the pages in this booklet consist of blank world maps which may be used in the generation of settings for adventures within the *Traveller®* system. Sufficient maps are provided to detail the occupied planets of all but the most crowded subsectors, and one map should be devoted to each world covered in the subsector starmaps or lists. Each of these blank world maps consists of a hex grid arranged in a manner similar to that used in geographic global projections. The global projection hex grid arrangement is designed to portray the surface features of a planet in a proportional manner so that features near the planet's equator (or poles) are not distorted when compared to other distant planetary features. Admittedly, this mapping system is not highly accurate but it does provide a simple mapping arrangement based on gaming hexagons which is adequate for all but the most detailed presentations. Such a completed map may be used within a *Traveller®* game or adventure as a playing aid, to acquaint players with the surface of the planet on which such an adventure takes place, or to present the features of a planet as viewed from space.

Prior to the construction of planetary features on the blank map sheet by a game referee, the informational areas at the bottom of the map sheet should be completed (so as to be used as references during construction). Basically, the informational areas consist of twelve horizonal lines, on which data may be written with pencil, pen or typewriter. A numbered list area above these lines provides a short key to the contents of each line (which for reference purposes has a key number beneath it). From left to right, these horizonal lines contain the following items of information:

1. Subsector Name
2. World Name
3. Four-digit Hex Grid Location of World within Subsector Starmap
4. Starport Type (from UPP) (See Chart A)
5. Diameter or Size of World (from UPP) (See Chart B)
6. Atmosphere Type of World (from UPP) (See Chart C)
7. Percentage of Water on World (from UPP) (See Chart D)
8. Population Rating or "Exponent" of World (from UPP) (See Chart E)
9. Government Type present on World (from UPP) (See Chart F)
10. Law Level of World (from UPP) (See Chart G)
11. Technology Level of World (from UPP) (See Chart H)
12. Code for any Bases present on World (See Chart J)

NOTE: Charts appear on Page 4 of this booklet.

The first stages of construction work on a planetary or world map consist of drawing the outlines of all land masses on the blank world map. This should first be done lightly with a soft pencil until such time as all land masses are satisfactorily located and drawn. The percentage of land versus water on the planetary surface should, of course, be in agreement with the data from the planet's UPP. Next, the land mass or continent outlines should be darkened using pen and ink; a good grade of India ink and a technical pen works well for this step. Once the ink is thoroughly dry, a good soft eraser should be used to remove any remaining pencil lines from the map. With all outlines darkened, the next step consists of defining and marking terrain types.

There are two differing schools of thought regarding terrain representation on planetary maps: showing terrain through color or through symbols. Both of these systems have good and bad points, and both techniques will be covered here. The most visual way to display terrain on a map is through the use of color, using transparent water-color, felt-tip pens or colored pencils to make the maps look quite true to the real look of the planet. Using color has the advantage of making a map look very much like the real planet through the use of appropriate colors; blue for bodies of water, tan for desert areas, dark brown for mountains, dark green for forests, light green for grass lands, etc. Snow on mountain peaks may be depicted through the use of white, leaving color from the map in these areas. Users should be cautioned to carefully check on the use of particular felt-tip pens or water colors on paper samples prior to actual use... some felt-tip pens or water colors rapidly bleed through papers and this could very possibly ruin the map on the reverse side of the page of this booklet. Some colored pencils can be used with water or alcohol to create a very dense attractive color with little chance of damage to the paper, and a little experimentation and practice will reveal other good techniques as well. Color has several disadvantages: application is time consuming, and it is virtually impossible to easily correct a mistake once made!

On the other hand, symbols are quite easy to use and have the advantage of being the standard method of mapping used by Game Designers' Workshop in presenting world maps in their published *Traveller®* scenarios or magazine, *The Journal of the Traveller's Aid Society*. When using symbols, a symbol in the center of a particular hex on the map identifies the most prominent type of terrain to be found there. For example, a pair of joined, inverted "V"s designates a hex containing mountains, a set of short horizonal lines designates a wetland hex (with swamps or boggy ground), a hex containing a number of fine dots indicates desert terrain, etc. Quite often a darkened hex is used to represent water such as a sea or ocean, and an open hex is used to depict prairies or plains. Whatever symbology is used, a note of the symbols and their meaning should be made adjacent to the map (in the Remarks area) for easier player understanding and use.

A closing suggestion might be for a referee to consider purchase of two of these booklets, one for the players' use and one as a "classified" referee's publication. The players' copy would be a less informative booklet while the referee's copy would contain all his notes and more detailed information. This would have the added value of permitting players to make notes in their copy of the book as they progress through a campaign.

In closing, we here at **AD ASTRA** would be happy to hear from users and to answer any questions resulting from use of our product. In writing to us, be sure to enclose a self-addressed stamped envelope along with your questions. Our address can be found on the title page of this booklet.

UNIVERSAL PLANETARY PROFILE CHARTS

CHART A: STARPORT TYPES

Type	*Description*
A	Excellent Quality Installation. Refined fuel available, as is annual maintenance overhaul . A shipyard capable of both starship and non-starship construction is present. A Traveller's Aid Society hostel is present at all locations within the Imperium and many locations outside the Imperium.
B	Good Quality Installation. Refined fuel is available, as is annual maintenance overhaul. A shipyard capable of building non-starships is present. A Traveller's Aid Society hostel is present at all locations within the Imperium and at some locations outside the Imperium.
C	Routine Quality Installation. Only unrefined fuel is available. Reasonable repair facilities are present.
D	Poor Quality Installation. Only unrefined fuel is available. No repair or shipyard facilities are present.
E	Frontier Quality Installation. Essentially, a bare spot of bedrock with no fuel, facilities, or bases present.
X	No starport. No provision is made for any starship landings.

CHART J: BASE & REMARK CODES

Digit	*Description*
N	Imperial Naval Base
S	Imperial Scout Base; may include Xboat Base
G	Gas Giant in Star System for refueling

CHART B: SIZE

Digit	*Description*
0	Asteroid/Planetoid Belt.
1	1000 miles (1600 km).
2	2000 miles (3200 km).
3	3000 miles (4800 km).
4	4000 miles (6400 km).
5	5000 miles (8000 km).
6	6000 miles (9600 km).
7	7000 miles (11200 km).
8	8000 miles (12800 km).
9	9000 miles (14400 km).
A	10000 miles (16000 km).
B	11000 miles (17600 km).
C	12000 miles (19200 km).

CHART C: ATMOSPHERE

Digit	*Description*
0	No atmosphere
1	Trace atmosphere
2	Very thin, tainted atmosphere
3	Very thin atmosphere
4	Thin, tainted atmosphere
5	Thin atmosphere
6	Standard atmosphere
7	Standard, tainted atmosphere
8	Dense atmosphere
9	Dense, tainted atmosphere
A	Exotic atmosphere
B	Corrosive atmosphere
C	Insidious atmosphere

CHART D: HYDROGRAPHICS

Digit	*Description*
0	No free standing water.
1	10% water.
2	20% water.
3	30% water.
4	40% water.
5	50% water.
6	60% water.
7	70% water.
8	80% water.
9	90% water.
A	All water. No land masses.

CHART E: POPULATION

Digit	*Description*
0	No inhabitants.
1	Tens of inhabitants.
2	Hundreds of inhabitants.
3	Thousands of inhabitants.
4	Tens of thousands of inhabitants.
5	Hundreds of thousands of inhabitants.
6	Millions of inhabitants.
7	Tens of millions of inhabitants.
8	Hundreds of millions of inhabitants.
9	Billions of inhabitants.
A	Tens of billions of inhabitants.

CHART H: TECHNOLOGY LEVELS

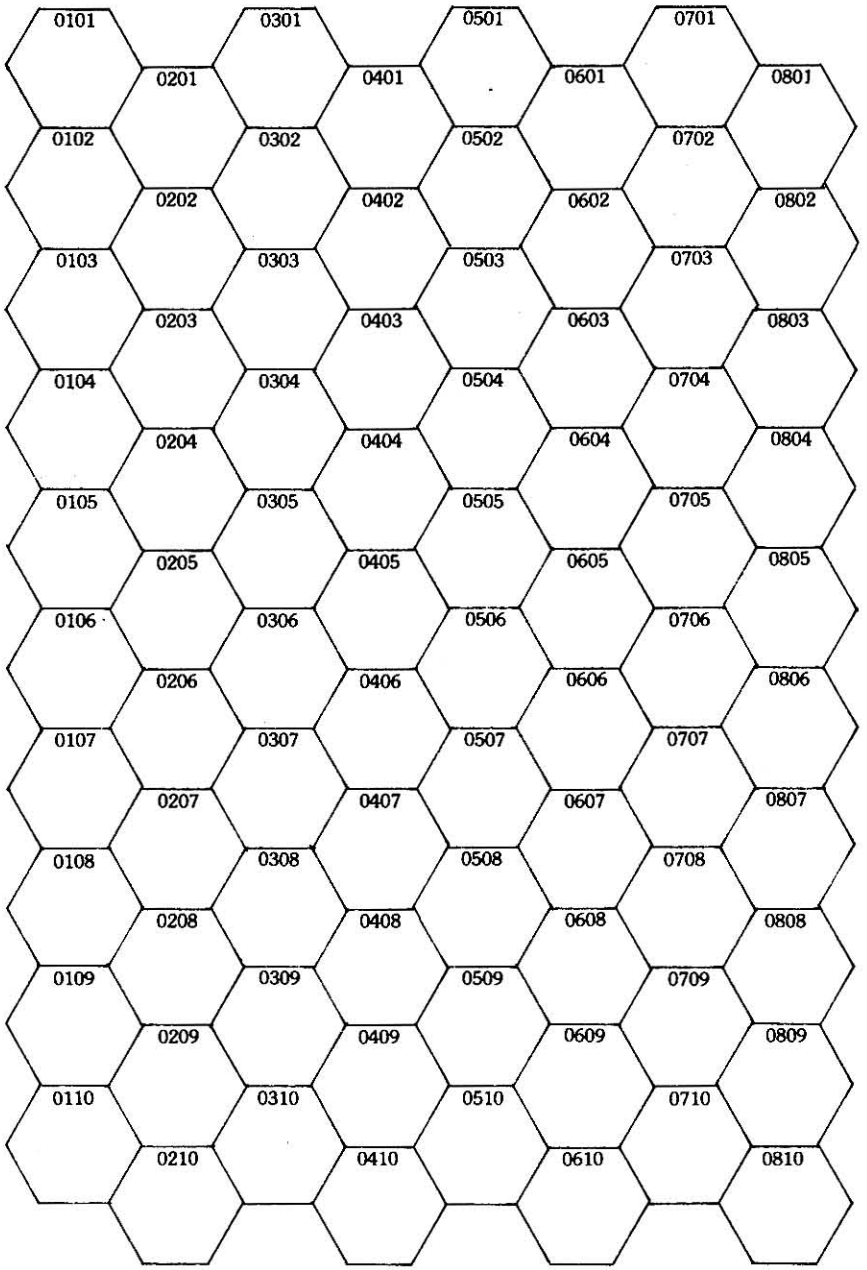
Digit	*Description*	*Digit*	*Description*
0	Stone Age.	9	circa 2001 to 2050
1	Bronze Age	A	Interstellar Com.
2	14th — 17th Cen.	B	Average Imperial
3	circa 1700 to 1860	C	Average Imperial
4	circa 1861 to 1900	D	Above Average
5	circa 1901 to 1939	E	Above Average
6	circa 1940 to 1969	F	Maximum Imperial
7	circa 1970 to 1989	G	Non-Imperial
8	circa 1990 to 2000		

CHART F: GOVERNMENTAL TYPE

Digit	*Description*
0	**No Government Structure.** In many cases, family bonds will predominate.
1	**Company/Corporation.** Ruling factions are assumed by a company managerial elite, and most citizenry are company employees or dependents.
2	**Participating Democracy.** Ruling function decisions are reached by the advice and consent of the citzenry directly.
3	**Self-Perpetuating Oligarchy.** Ruling functions are performed by a restricted minority, with little or no input from the mass of citzenry.
4	**Representative Democracy.** Ruling functions are performed by elected representatives.
5	**Feudal Technocracy.** Ruling functions are performed by specific individuals for persons who agree to be ruled by them. Relationships are based on the performance of technical activities which are mutually beneficial.
6	**Captive Government.** Ruling functions are peformed by an imposed leadership answerable to an outside group. A colony or conquered area.
7	**Balkanization.** No central ruling authority exists; rival governments compete for control. Law level refers to government nearest the starport.
8	**Civil Service Bureaucracy.** Ruling functions are performed by governmental agencies employing individuals selected for their expertise.
9	**Impersonal Bureaucracy.** Ruling functions are performed by agencies which have become insulated from the governed citizens.
A	**Charismatic Dictator.** Ruling functions are performed by agencies directed by a single leader who enjoys the overwhelming confidence of the citizens.
B	**Non-Charismatic Leader.** A previous charismatic dictator has been replaced by a leader through normal channels.
C	**Charismatic Oligarchy.** Ruling functions are performed by a select group of members of an organization or class which enjoys the overwhelming confidence of the citizenry.
D	**Religious Dictatorship.** Ruling functions are performed by a religious organization without regard to the specific individual needs of the citizenry.

CHART G: LAW LEVELS

Digit	*Description*
0	No laws affecting weapons possession or ownership.
1	Body pistols, explosive bombs or grenades, and poison gas prohibited.
2	Portable energy weapons, including laser rifles or carbines, are prohibited.
3	Military weapons (automatic-fire guns except SMGs) are prohibited.
4	Light assault weapons (including SMGs) are prohibited.
5	Personal concealable weapons (pistols) are prohibited.
6	All firearms (except shotguns) are prohibited.
7	Shotguns are prohibited.
8	Carrying long-bladed weapons (all but daggers) is prohibited.
9	Possession of any weapon outside one's home is prohibited.



SUBSECTOR:

SUBSECTOR NAME:

Name	Hex	Statistics								Remarks

WORLD DISPLAY

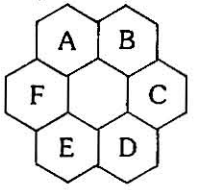
1. **Subsector Name:**
2. **World Name:**
3. **Hex Grid Location of World:**
   See Subsector Map on Page
4. **Starport Type:**
5. **Diameter or Size of World:**
6. **Atmosphere Type:**
7. **Percentage of Water on World:**
8. **Population of World:**
9. **Government Type:**
10. **World Law Level:**
11. **World Technology Level:**
12. **Code for any Bases on World:**

Remarks & Notes:

Directions:

One Hex =

Kilometers



World Code

UNIVERSAL PLANETARY PROFILE:

1	2	3	4	5	6	7	8	9	10	11	12