

TRAVELLER



Book 5: Agent

A Most Wanted Man

TRAVELLER

AGENT

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INTRODUCTION

The greater universe of *Traveller* is a vast place that contains countless people with an infinite number of schemes, plots and agendas. Some of these agendas are personal things that are undertaken by a single individual but most are larger affairs that affect tens of thousands of employees, constituents or co-workers. When clandestine methods are needed to complete a task, an employer will call on third parties to expedite his needs – *Agents*.

Agents are a lot of different things for their employers but most of all they are problem solvers. They accept contracts that range from the simple policing of a neighbourhood or investigating a rival corporation to the secret assassination of a wayward Imperial duke. They have to be smart, cunning, skilled and ready for the kinds of obstacles the galaxy has to offer. Hired by the likes of corporations, governments and nobles, an agent's job is infinitely easier to define than it is to perform.

An agent does whatever the employer requires of him.

Traveller: Agent is one in a series of career path sourcebooks that expand greatly upon the initial career as presented in the *Traveller Core Rulebook*. Where *Traveller* players only had minimal information to completely describe their Agent characters previously, this book opens the floodgates of ideas, options and new facets to explore.

This book not only holds the key to fleshing out Agent characters but also adds several new elements to the entirety of the *Traveller* gaming system. In most *Traveller* settings you will find powerful corporations, criminals and conspiracy-laden governments to interact with. Putting their own agents in play like the pieces of a chessboard, this book gives Referees a collection of new narrative items, rules and ideas to use in their own games.

With the information found in this book, all *Traveller* fans can discover the real benefits and drawbacks of the game's most mysterious career path, the world they live in and the people they work for. *Traveller: Agent* is the guidebook to everything revolving around the agent career.

USING THIS BOOK

From a game perspective, this book has a variety of new rules, setting information and equipment to expand the boundaries of *Traveller*. Each chapter reveals more about what it means to be an agent in the universe and allows readers to discover the insidious dealings that their employers are caught up in. *Traveller: Agent* is designed to lift the veil of the most secretive of career paths.

The book begins with a chapter dedicated to expanding greatly on the Agent career path. Once only consisting of three sub-paths, this sourcebook offers a staggering twenty-one different paths based on seven Agent Careers. If a character wants to be a governmental handler of VIPs or the assassin that targets them; they can find out how in this chapter.

Despite the notion that an agent will work for anyone, there are a handful of powerful agencies that are always looking for new blood to pump into their veins. The next chapter is dedicated to four types of organisations that regularly use agents to achieve their goals.

There are many times where an agent's role brings him into direct contact with the legal system, officers of the law and criminals. This book has a chapter dedicated to the various degrees of law and legal authority in the *Traveller* settings. Through the many law levels of standard designations and the people to talk to in order to serve or avoid them, this book lays the groundwork of the *Traveller* law system.

Governments are one of the leading employers of freelance agents, often sending them against one another in subtle ways; using information as much as bullets or lasers. The next chapter in the sourcebook covers the various levels of agent espionage. Computer warfare, the servants of lesser governments and counter-spy intelligence gathering are all facets of what an agent may be called upon to do. This chapter shows them how.

The most lucrative employment options for an agent normally come from behind the table of a megacorporation's board of directors. The chapter focussed upon corporate dealings and contracts is an agent's guide to working under the multi-trillion Credit powerhouses without getting swallowed up and digested.

Some agents work within the legal system... but not *for* it. These dedicated folk are called bounty hunters and this book gives them a small chapter of their own. This section looks at how an agent can make a living hunting down bounties and bond jumpers.

The book comes to a close with an armoury of agent-related goods and technologies. Including a new stealth equipment, cybernetic enhancements and some personal long-range craft; this final chapter is where an agent should be able find *something* of use no matter what branch they serve.



AGENT CHARACTER GENERATION

Traveller has always been about the intersection of the vast forces of physics, history and economics and the tiny, personal stories of individuals. Travellers experience the fall of civilisations and the movements of empires in a uniquely personal way. As above, so below; the characters embody the actions of greater powers. The story of one tramp trader can be replicated a billion times larger to show the expansion of civilisation and trade into lawless space. A galactic war that engulfs hundreds of worlds can also be two men in a ruined city, each trying to kill the other. *Traveller* tells galactic history through the adventures of individuals and small groups.

Agents are the clearest example of this capacity for embodiment. They are literally the agents of greater powers – of the Imperium or of other governments, of justice and order, of megacorporations or other unscrupulous institutions. They are the human face of vast organisations or movements.

CHARACTERISTICS

Education and Intelligence are the key attributes for an agent. Agencies recruit the best-educated and most self-sufficient people they can find, especially those with useful or unusual backgrounds. A moderate Social Standing is useful to some agents, although agents may be trained in constructing cover identities from a variety of social standings. Strength, Dexterity and Endurance are important only to field agents.

The Agency

Almost every agent works for a larger organisation of some sort – a government department, a corporation, a world's law enforcement agency, a spy network – and it is this agency that recruits and trains the agent. Successful agents can request more support from the agency; agents who fail the agency will be left out in the cold.

In the game, the agency functions much like a patron, assigning missions to the agent. The agency may also be able to provide help such as money, transport, equipment or support during a mission.

Trust

In game terms, a character's standing with his agency is determined by both his rank and his Trust, which measures how much his superiors trust and rely on him. Trust is acquired like a skill during character creation and through roleplaying thereafter.

For example, Agent Yan has a Rank of 3 in the Ministry of Justice and a Trust score of 3. He can only request Rank 3 or lower assets from the agency but has a +3 DM when rolling to determine if he receives the assets.

Cover Identities

Many agents choose or are ordered to create cover identities. Roll a separate Social Standing for each cover identity.

Cover identities are rated as follows:

Very Weak (+0): The agent has a false name and forged identification but little else.

Weak (+1): The agent adds secondary references like credit accounts and property deeds to his identity.

Average (+2): The agent creates good electronic records that back up all of his physical accounts.

Strong (+3): The cover identity is given a full background, including university or military records from an obscure but researchable planet.

Very Strong (+4): The agent has made a complete second life out of the cover identity, including a full roster of Imperial background records that will pass most investigations.

Each cover identity has its own career path; events may permit an agent to roll on the skills or events tables for a different career taken by his cover identity, allowing him to pick up different skills and benefits.

For example, Agent Yan has two cover identities – one is a belter named Wild Bob, the other is a corporate executive and frequent traveller named Heran Wight. Yan has spent one full term maintaining the Wight identity, making it a Strong cover that is likely to stand up to considerable scrutiny. He has only spent a few weeks as Wild Bob (just long enough to purchase a Seeker mining vessel and make a few contacts), so it is a Weak cover.

Networks

Agents may also create networks of informants, contacts and allies. Networks must be cultivated over time but may pass on rumours and useful information to the agent or provide help in times of need. Networks are also rated numerically like skills and are acquired through events, skill tables or through roleplaying. Networks are as follows:

Street
Criminal
Politics
Corporate
Military
Academic

Leaving the Agency

Mustering out of the agent career does not always mean that the character has left the agency. If the Referee approves, the character may actually be on a deep cover assignment, which can allow him to draw on agency resources while adventuring.

CAREERS

Career	Specialisation	Qualification	Survival	Advancement
Law Enforcement		Int 5+		
	Patroller		Int 7+	Edu 7+
	Special Operations		End 8+	Int 6+
	Customs		Dex 6+	Edu 8+
Investigator		Int 6+		
	Private Detective		Int 6+	Soc 8+
	Inspector		Edu 7+	Int 7+
	Undercover Agent		Int 8+	Edu 6+
Spy		Int 7+		
	Field Agent		Edu 6+	Soc 8+
	Operative		Edu 7+	Int 7+
	Infiltrator		Edu 8+	Int 6+
Analyst		Soc 8+		
	Political Officer		Soc 6+	Soc 7+
	Technical Expert		Int 7+	Int 6+
	Handler		Int 7+	Soc 7+
Corporate		Int 6+		
	Security		Int 5+	Int 7+
	Espionage		Dex 7+	Int 6+
	Bodyguard		End 7+	Soc 6+
Bounty Hunter		Int 7+		
	Ship Tracer		End 6+	Soc 7+
	Bondsman		End 7+	Int 7+
	Thieftaker		Dex 7+	Int 6+

LAW ENFORCEMENT

You were a uniformed police officer or security guard in a planet's law enforcement branch.

Qualification: Int 5+

- **Patrol:** You had a beat on the streets of a city or colony.
- **Special Operations:** You were part of a special weapons and training unit, using more advanced weapons and equipment than other officers.
- **Customs:** You worked on a system defence boat or other vessel, inspecting incoming traffic and looking for smugglers.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Trust	Investigate	Advocate
2	+1 Dex	Streetwise	Comms
3	+1 End	Admin	Computers
4	+1 Edu	Gun Combat (any)	Drive (any)
5	+1 Str	Athletics (any)	Investigate
6	Carouse	Drive (any)	Diplomat

Roll	Specialist: Patrol	Specialist: Special Operations	Specialist: Customs
1	Drive (any)	Gun Combat (any)	Pilot (any) or Seafarer (any)
2	Melee (any)	Stealth	Sensors
3	Athletics (any)	Tactics (military)	Comms
4	Recon	Recon	Recon
5	Streetwise	Heavy Weapons (any)	Gunnery (turret)
6	Network (street)	Battle Dress	Vacc Suit



	Patrol	Special Operations	Customs
Survival	Int 7+	End 8+	Dex 6+
Advancement	Edu 7+	Int 6+	Edu 8+

RANKS AND BENEFITS

Rank	Title	Skill or Benefit
0	Officer	
1	Sergeant	+1 Trust
2	Corporal	Streetwise
3	Lieutenant	+1 Trust
4	Captain	Admin
5	Chief	+1 Trust
6	Commissioner	+1 Soc

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Other Benefits
1	1,000	+1 Trust, Contact
2	2,000	+1 Int
3	5,000	+1 Trust, Network (any)
4	7,500	Law Enforcement Gear
5	10,000	Law Enforcement Gear, +1 Trust
6	25,000	+1 Social
7	70,000	TAS Membership

MISHAPS

2d6	Mishap
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	Someone tries to kill you and your family or friends. Roll on the Injury table and lose one family member, Ally or Contact. Gain an Enemy.
4	A criminal tries to bribe you and the accusations of attempting to pervert the course of justice stick. If you accept the bribe, gain 1 extra benefit roll. If you refuse the bribe, roll Advocate 8+ to avoid being ejected from this career.
5	A civilian is endangered during a mission. You have a chance to act; if you do so, roll Athletics 8+. If you fail, roll on the Injury table and the civilian is killed. If you succeed, gain a Contact as you save the civilian.
6	One of your superiors suspects you are taking bribes. Lose 1 Trust. If your Trust score is above 0, you are not ejected from this career.
7	You suffer psychological stress. Lose 1 Social Standing.
8	One of your Allies begs you to leave the force. If you refuse, lose that Ally.
9	A political shift forces you out of your job. Gain a representative of the new regime as a Rival.
10	A criminal goes free because of one of your mistakes. Lose 1 Trust. If your Trust score is above 0, you are not ejected from this career.
11	You develop a dangerous addiction to some narcotic. Either leave the career to clean up or spend 1,000 credits per term paying for your addiction.
12	You are shot in the line of duty. Reduce your Endurance by 1.

EVENTS

d66	Events
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	Criminals take hostages and you are the first officer on the scene. You may choose to act or do nothing. If you act, roll either Persuade 8+, Stealth 8+ or Gun Combat (any) 8+ to deal with the situation. If you succeed, gain 1 Trust and increase the skill rolled. If you fail, lose 1 Trust. If you do nothing, roll 1d6. On a 1, the hostages are killed and you suffer a -2 DM to your next Advancement roll. On a 5-6, gain +1 Trust.
13	You are part of a major investigation into a criminal ring that extends off world. Gain any of Investigate 1, Deception 1, Gun Combat (any) 1 or a Network (any) 1. Then, roll 1d6. On a 1-2, the ring attempts to have you killed; roll on the Injury table. On a 3-4, gain the criminal ring as an Enemy. On a 5-6, the ring is rolled up; gain a +2 DM to your next Advancement roll.
14	You confiscate an alien artefact from a smuggler. Gain an unusual piece of equipment worth Cr. 2,000 or less.
15	You are assigned a rookie partner. If you cover for his mistakes, roll Deception 8+. Succeed and gain him as a Contact. If you fail, you are both found out – lose 1 Trust. If you do not, gain him as a Rival.
16	Life Event. Roll on the Life Events table.
21	You are saddled with a desk job. Gain Admin 1, Computers 1, Comms 1 or Gambling 1.
22	A serial killer stalks you and your family. Now and in each term afterwards until the killer is caught or you leave this career, roll Investigate 10+. If you succeed, the killer is caught; gain a +2 DM to your next Advancement roll. If you fail by 6 or more, lose one Contact, Ally or family member.
23	One of your senior officers backs you up when you are in trouble. Gain an Ally and +1 Trust.
24	You have the opportunity to steal valuable items from the evidence locker. If you do so, lose 1 Trust and roll 1d6. On a 1-2, you steal 1d6 x 2,000 worth of drugs; on a 3-4, 1d6 x 2,000 worth of weapons; on a 5-6, you steal industrial secrets or blackmail material. These items are now safely cached and can be retrieved in the course of play.
25	You are given advanced vehicle training. Gain one of Drive (any) 1, Flyer (any) 1, Seafarer (any) 1 or Navigation.
26	Life Event. Roll on the Life Events table.

- 31 You establish a network of contacts on the street. Gain Streetwise 1 and Network (street).
- 32 A crooked lawyer attempts to get a criminal off the hook by alleging you planted evidence. Roll Advocate 8+. If you fail, lose 1 Trust and suffer a -2DM to your next Advancement roll. If you succeed, gain 1 Trust and a +2 DM to your next Advancement roll. Either way, gain the lawyer as a Rival.
- 33 Alien visitors cause trouble. You may attempt to use force or diplomacy to deal with the situation by rolling either Melee (any) 8+ or Persuade 10+. If you succeed using Melee, gain an alien Enemy. If you use succeed using Persuade, gain an alien Contact and a +2 DM to your next Advancement roll.
- 34 A natural disaster strikes. Roll 1d6; on a 1, roll on the Injury table. Otherwise, gain Survival 1 or Medic 1.
- 35 You are seconded to an investigative unit. Gain Investigate 1, Sensors 1, Leadership 1 or an Ally.
- 36 Life Event. Roll on the Life Events table.
- 41 Your new commanding officer is an incompetent idiot; if you follow his bad decisions, you suffer a -1 DM to your next Advancement roll. Alternatively, you can try to work around him by rolling Admin 8+. Succeed and you shine in a bad department; gain a +2 DM to your next Advancement roll. Fail and you lose 1 Trust and suffer a -2 DM to your next Advancement roll.
- 42 You have an ill-considered romantic relationship with a suspect. Gain an Ally, then roll Deception 8+ to avoid losing 1 Trust.
- 43 You learn something you shouldn't have about a senior officer. If you keep quiet, gain 1 Trust. If you report him, gain an Enemy and a +2 DM to your next Advancement roll.
- 44 There is an opening in the investigative branch. You may automatically qualify for the Investigator (Inspector) career next term.
- 45 Your commanding officer thinks you are a loose cannon and demands you turn in your badge and gun, and take a leave of absence. If you accept, you suffer a -2 DM to your next Advancement roll. If you refuse, roll Investigate 8+ or Gun Combat (any) 8+. If you succeed, you break the case wide open; gain a +4 DM to your next Advancement roll and any one skill. If you fail, lose 1 Trust and suffer a -2 DM to your next Advancement roll.
- 46 Life Event. Roll on the Life Events table.
- 51 Internal affairs want you to be their mole in the department. If you accept, gain 1 Trust and roll Deception 8+. If you fail, lose one Contact or Ally within the department.
- 52 You are given specialist weapons and tactics training. Gain either Gun Combat (any) 1, Heavy Weapons (any) 1, Tactics (military) 1 or Recon 1.
- 53 A respected officer dies and you are invited to the funeral. Gain Carouse 1.
- 54 You are transferred to a rural posting. Gain Animals (any) 1, Drive (any) 1 or any Science (any) 1.
- 55 You save the life of a fellow officer. Gain an Ally.
- 56 Life Event. Roll on the Life Events table.
- 61 You are a witness in a major criminal trial. Gain any one of Advocate 1, Persuade 1, Deception 1 or a Contact in the media, then roll 1d6. On a 4+, it was your testimony that decided the case; gain an Enemy.
- 62 Organised crime offers you a bribe. Refuse and gain +1 Trust. If you accept, you gain an extra benefit roll each term while you remain in this career. The risk of being discovered, however, gives you a -1 DM to all Survival rolls made while in this career.
- 63 You are given advanced emergency training. Gain any one of Leadership 1, Medic 1, Mechanic 1 or Comms 1.
- 64 You are part of a complex sting operation. Roll Deception 8+. If you succeed, the operation goes off without a hitch and you gain a +2 DM to your next Advancement roll. If you fail, roll Gun Combat 8+. If you fail again, roll on the Injury table. If you succeed, you gain a +2 DM to your next Advancement roll as you shoot your way out.
- 65 The commissioner has his eye on you. Either gain Leadership or gain a +4 DM to your next Advancement roll thanks to his aid.
- 66 You are decorated for heroism in the line of duty. You are automatically promoted.

INVESTIGATOR

You solved crimes and investigated cases.

Qualification: Int 6+

- **Private Investigator:** Either part of a professional private firm or a hardboiled gumshoe in the wrong century.
- **Inspector:** You were a plainclothes police detective.
- **Undercover Agent:** You spent time undercover pretending to be a criminal.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Trust	Investigate	Advocate
2	+1 Int	Streetwise	Comms
3	+1 Edu	Admin	Computers
4	+1 End	Gun Combat (any)	Sensors
5	Network (any)	Persuade	Investigate
6	Gambler	Stealth	Social Science (any)
Roll	Specialist: Private Detective	Specialist: Inspector	Specialist: Undercover Agent
1	Investigate	Admin	Deception
2	Streetwise	Investigate	Investigate
3	Stealth	Sensors	Stealth
4	Persuade	Comms	Cover Identity (criminal)*
5	Melee (unarmed combat)	Computers	Cover Identity (criminal)*
6	Network (street)	Advocate	Cover Identity (criminal)*

* If you roll this as the *first* skill you roll in a term, then:

- Increase your Cover Strength by one step or start a new Cover
- Roll on one of the Skills & Training tables for that Cover career
- You may choose to roll on the Events table for that Cover career instead this term

If you roll this as the *second* skill you roll in a term, because of a successful Advancement or other event, you simply increase your Cover Strength by one step.



	Private Detective	Inspector	Undercover Agent
Survival	Intelligence 6+	Education 7+	Int 8+
Advancement	Social 8+	Intelligence 7+	Edu 6+

MISHAPS

2d6	Mishap
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	Someone tries to kill you and your family or friends. Roll on the Injury table and lose one family member, Ally or Contact. Gain an Enemy.
4	You blunder during an investigation, letting a dangerous criminal walk free. Lose 1 Trust – if your Trust is above 0, you are not ejected from this career. Gain the criminal as an Enemy.
5	A megacorp official uses political pressure to have you fired. Gain him as Rival.
6	A seemingly routine investigation leads into the upper echelons of power. If you drop this investigation immediately, you are not ejected from this career. If you continue, you learn that a senior official or noble is corrupt in some fashion. He has you fired before you can bring him to justice – gain him as an Enemy.
7	It's a trap! Gunmen were waiting for you at a supposedly secure crime scene. Roll Gun Combat (any) 8+. If you succeed, roll on the Injury table. If you fail, roll <i>twice</i> on the Injury table and take the lowest result. Either way, you are ejected from this career as several other officers are shot dead in the ambush.
8	A criminal walks free, causing you to lose faith in the system. Lose 1 Trust as you exit the career.
9	A crusading reporter stalks you, convinced that you are corrupt. He publishes an exposé on you. If you were accepting bribes, gain 5,000 Cr. and the reporter as an Enemy. If you were not accepting bribes, he later sees that he was misled; gain him as an Ally.
10	A criminal offers you a deal. If you accept, you must leave this career but gain 1 extra benefit roll. If you refuse, roll twice on the Injury table and take the lower result but you do not have to leave the career.
11	Your partner is killed and you want revenge. Lose an Ally, if you have any, and gain his killer as an Enemy.
12	You are wounded in the line of duty. Roll on the Injury table.

EVENTS

d66	Events
11	Disaster! Roll on the Mishaps table but you are not ejected from this career.
12	You investigate a ring of smugglers. Gain one of Broker 1, Pilot (any) 1, Zero-G 1 or Vacc Suit 1. One of the smugglers is willing to turn informant for you. If you accept, gain him as a Contact. If you refuse, gain one Trust.
13	You are assigned to help provide security for the visit of an alien diplomat. Roll either Steward 8+, Diplomat 8+ or Recon 8+. If you succeed, you gain a +2 DM to your next Advancement roll.
14	An investigation threatens to consume your whole life. If you follow your obsession, lose one Contact, Ally or family member. If you choose your personal life over your career, you suffer a –2 DM to your next Advancement roll.
15	You are given advanced training in investigative techniques. Gain any one of Investigate 1, Sensors 1, Science (any) 1 or Computers 1.
16	Life Event. Roll on the Life Events table.
21	You establish a network of contacts. Gain Network (any).
22	You are transferred to another planet to learn their policing methods. Roll Education 10+ to gain any one skill.
23	You become good friends with your partner. Gain him or her as an Ally.
24	A case involving illegal experimentation leads to a megacorporation's planetary office. If you follow this investigation to its end, it will drive the corporation off world and severely embarrass the local authorities (gain a Rival in both the corporation and the government and +1 Trust). If you give up your investigation, gain an extra Benefit roll and a Contact in the corporation.
25	Your supervisor questions your judgement in a case and orders you to back off. If you do so, nothing happens. If you continue, roll Investigate 8+. Succeed and your hunch was correct – gain a +2 DM to your next Advancement roll. Fail and you end up getting another officer hurt and suffer a –2 DM to your next Advancement roll.
26	Life Event. Roll on the Life Events table.

- 31 Criminals have taken hostages and are threatening to execute them. You are the officer on the scene – do you try negotiation or go in guns blazing? If you negotiate, roll Persuade 8+. If you attack, roll Gun Combat (any) 8+. Fail either roll and the hostages are killed and you suffer a –4 DM to your next Advancement roll. Succeed and you resolve the situation and gain a +4 DM to your next Advancement roll.
- 32 Everyone knows you in the back alleys and slums. Gain Streetwise and either increase all existing Networks by 1 or gain Network (street) 1.
- 33 You are sent undercover to infiltrate a criminal syndicate. Roll Deception 8+ (if you have a criminal Cover Identity, you succeed automatically). Fail and roll on the Injury table as you are unmasked and attacked. Succeed and you may either arrest the syndicate and gain a +2 DM to your next Advancement roll or you may continue to spy on them and increase your Cover Identity by one step.
- 34 You are called in to solve the murder of a wealthy noble, who was killed inside his sealed personal shuttle during re-entry. You discover that the killer managed to remotely subvert the noble's personal robot and use it as murder weapon. Gain any one of Comms 1, Computers 1, Remote Operations 1 or Investigate 1.
- 35 You have the opportunity to play department politics or you can ignore it all and just focus on the case at hand. If you choose to play politics, roll Deception 8+. Succeed and you gain 1 Trust. Fail and you lose 1 Trust.
- 36 Life Event. Roll on the Life Events table.
- 41 A serial killer stalks you and your family. Now and in each term afterwards until the killer is caught or you leave this career, roll Investigate 10+. If you succeed, the killer is caught; gain a +2 DM to your next Advancement roll. If you fail by 6 or more, lose one Contact, Ally or family member.
- 42 You are injured – roll on the Injury table. While recuperating, you have the chance to sharpen your skills. Gain any one of Computers 1, Sensors 1, any Science (any) 1 or Remote Operations 1.
- 43 Injured. Roll on the Injury table.
- 44 You establish a new romantic relationship during an investigation but discover your new lover is involved in the crime. If you protect your lover, roll Deception 8+. Succeed and your lover avoids being identified as an accomplice. Fail and your lover is arrested and blames you for your failure – gain an Enemy. If you choose not to protect your lover, gain +1 Trust and gain an Enemy.
- 45 A wealthy noble wishes to hire you as his personal agent. If you are already a private detective, gain 1 extra benefit roll. If you are not already a private detective, you may switch speciality next term and gain 1 extra benefit roll for doing so.
- 46 Life Event. Roll on the Life Events table.
- 51 A spate of terrorist bombings threatens to bring the city to its knees. Keep rolling Investigate 8+ until you succeed. Keep track of the number of times you roll. Each time you fail, roll 1d6.
 1-2: A bomb kills dozens of people. Roll Sensors 8+ to discover any useful evidence. If you succeed, gain a +2 DM to your next Investigate roll.
 3: A failed bombing terrifies the population. You suffer a –1 DM to your next Advancement roll.
 4: One of your Allies or Contacts is killed in the bombing.
 5: You discover an unexploded bomb. Roll Explosives 6+ to disarm it or Athletics 8+ to get out of the blast range before it goes off. Fail either and roll on the Injury table twice and take the lowest roll.
 6: You spot the bomber and can get one shot off at him. Roll Gun Combat (any) 10+ to bring him down. If you succeed, you automatically succeed your next Investigate check.

If you rolled Investigate 1-2 times, gain +2 Trust.

If you rolled Investigate 3-5 times, nothing happens.

If you rolled Investigate 6+ times, lose 2 Trust.

52	You uncover evidence of corruption within law enforcement. If you keep your mouth shut, gain +1 Trust and an extra Benefit roll as a bribe. If you attempt to uncover the corruption, roll Investigate 8+. Succeed and you gain +2 Trust and a +2 DM to your next Advancement roll. Fail and you lose -2 Trust and suffer a -2 DM to your next Advancement roll. Whichever way you choose, gain the corrupt commissioner as an Enemy.
53	A criminal syndicate offers you a bribe. You may gain one extra Benefit roll each term you remain in this career if you accept. If you refuse, gain +1 Trust.
54	You are partnered with an alien. Roll Streetwise 8+ or Persuade 8+ to keep the alien out of trouble. If you succeed, gain the alien as an Ally.
55	A seized shipment of drugs vanishes from the evidence locker. You discover that a police officer was responsible. Turn him in and gain 1 Trust or you can be given a cut of the deal and gain 1 benefit roll.
56	Life Event. Roll on the Life Events table.
61	You spend time investigating a case related to local politics. Gain Advocate 1, Carouse 1, Diplomat 1 or Network (politics).
62	You are part of a high-profile investigative unit. Gain Investigate 1, +1 Social Standing, +1 Trust or Network (media).
63	You discover the murderer in a mysterious case has psionic powers. You confront the killer and his psychic assault on you triggers something in your mind. You may immediately test your Psionic strength (see page 152 of the <i>Traveller Core Rulebook</i>) and may attempt to qualify for a Psion career next term, if successful.
64	Your partner is shot dead in front of you. Gain his killer as an Enemy.
65	The commissioner has his eye on you. Either gain Leadership or gain a +4 DM to your next Advancement roll thanks to his aid.
66	You are decorated for heroism. You are automatically promoted.

RANKS AND BENEFITS

Rank	Private Detective	Skill or Benefit	Inspector/Undercover Agent	Skill or Benefit
0	Gumshoe	Streetwise	Officer	
1			Sergeant	+1 Trust
2			Corporal	Streetwise
3	Hardened Gumshoe	Broker	Lieutenant	+1 Trust
4			Captain	Admin
5			Chief	+1 Trust
6	Great Detective	Investigate	Commissioner	+1 Soc

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	2,000	+1 Trust, Contact
2	4,000	+1 Int
3	10,000	+1 Trust, Network (any)
4	15,000	Law Enforcement Gear
5	20,000	Law Enforcement Gear, +1 Trust
6	50,000	+1 Social
7	100,000	TAS Membership

SPY

You worked for a national or planetary government or for the Imperium, as a secret agent or spy.

Qualification: Int 7+

- **Field Agent:** You were stationed at a bureau or outpost on the edge of enemy territory.
- **Operative:** You specialised in dangerous operations and black-bag jobs.
- **Infiltrator:** You were an undercover agent.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Trust	Deception	Comms
2	+1 Int	Investigate	Computers
3	+1 Edu	Gun Combat (any)	Sensors
4	+1 Soc	Stealth	Any Science (any)
5	Jack of all Trades	Athletics (any)	Language (any)
6	+1 Trust	Streetwise	Any Science (any)
Roll	Specialist: Field Agent	Specialist: Operative	Specialist: Infiltrator
1	Streetwise	Stealth	Cover Identity (any)*
2	Steward	Tactics (military)	Jack of all Trades
3	Diplomat	Gun Combat (any)	Deception
4	Investigate	Melee (any)	Gun Combat (any)
5	Network (any)	Heavy Weapons (any)	Stealth
6	Network (any)	Explosives	Cover Identity (any)*

*If you roll this as the *first* skill you roll in a term, then:

- Increase your Cover Strength by one step or start a new Cover
- Roll on one of the Skills & Training tables for that Cover career
- You may choose to roll on the Events table for that Cover career instead this term

If you roll this as the *second* skill you roll in a term, because of a successful Advancement or other event, you simply increase your Cover Strength by one step.



	Field Agent	Operative	Infiltrator
Survival	Education 6+	Endurance 7+	Endurance 8+
Advancement	Social 8+	Intelligence 7+	Intelligence 6+

MISHAPS

2d6	Mishap
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	You learn something you shouldn't have and now you are on the run from your own agency. Lose all Trust and gain the organisation as an Enemy.
4	You are identified as a spy. Lose any one Cover Identity. If you have no Cover Identity to lose, you are ejected from this career.
5	An assassin targets you. Roll Gun Combat (any) 8+; if you fail, roll on the Injury table. Either way, you must leave this career.
6	A shift in politics and a thaw in interstellar relations means your services are no longer required. You are dismissed from the service but gain an extra benefit roll this term.
7	You quarrel with a superior. Lose 1 Trust. If your Trust is above 0, you are not ejected from this career.
8	A mission goes wrong and you are held responsible for it. You may accept your fate and leave this career with an extra benefit roll as compensation or you may argue. If you argue, roll Advocate 8+. If you succeed, you may stay in this career. If you fail, lose one Trust and leave this career.
9	You are betrayed by a friend. Lose one Ally or Contact or lose one Trust. If you have no Allies or Contacts gain an Enemy instead.
10	The other side attempts to turn you. If you accept, gain 1 extra benefit roll as you leave this career. Gain +1 Trust if you do not.
11	You discover everything you thought about your organisation is a lie.
12	You are wounded in the line of duty. Roll on the Injury table.

EVENTS

d66	Events
11	Disaster! Roll on the Mishaps table but you are not ejected from this career.
12	Ship J-Drive malfunction leaves you stranded in foreign space, but but you make the most of it. Gain Carouse 1, Gambler 1 or gain a new Cover Identity.
13	Information you have obtained could be very profitable to an outside buyer. If you choose to sell the data package you must leave this career but roll two additional Cash-only Benefit rolls when you do so. If you stay loyal to your employer you gain a +2 DM to your next Advancement roll in this career.
14	You catch an opposing spy in the act of working against your employer. Fight him with any combat skill 8+, rolling on the Injury table if unsuccessful. Success adds your current employer as a Network. Alternatively you may help him escape, gaining him as an Ally.
15	You spend some time at an illegal casino. Gain Deception 1 or Gambler 1.
16	Life Event. Roll on the Life Events table.
21	You discover a flaw in your contract. You can exploit it, gaining Deception 1 and a your employer as a Rival, or you can honestly bring it to their attention, gaining Admin 1 and turn them into a Contact.
22	The assignment goes smoothly and easily, giving you time to practice some of your own training. Increase any skill you have at 0 to a 1.
23	You are asked to look in on a personal matter for an Imperial noble, investigating his unfaithful aide. Gain either Cr.10,000 in blackmail money to stay quiet or gain +1 Social Standing for revealing a traitor.
24	Your ship is hijacked by pirates. Roll Gun Combat (any) or Melee (any) 9+ to fight them successfully or Stealth 9+ to hide until they have gone. Success in either grants you +1 End, failure means you roll on the Injury table.
25	You are assigned to an alien contract, investigating their local government officers. Gain Diplomat 1, Investigate 1 or Language (any Alien) 1.
26	Life Event. Roll on the Life Events table.

- 31 Your employer saddles you with a mercenary bodyguard that gets you into several conflicts you did not need to be in. Roll End 7+ to avoid Injury but gain Gun Combat (any) 1.
- 32 You are arrested for a minor crime, spending a few months in a prison. You make a Contact in the criminal community before being freed.
- 33 You learn a secret that helps your employer gain a major advantage in their area of expertise. Gain +1 Trust.
- 34 A corporate sponsor asked you to smuggle a priceless piece of jewellery for them. Do the job and gain +4 DM to your next Advancement roll; steal the jewellery and leave this career path but earn 50,000 Credits. If you do not, lose 1 Trust.
- 35 You have learned a tragic scandal about your own local government. Help with the cover-up and gain +1 Trust or expose them publicly and gain +1 Social Standing.
- 36 Life Event. Roll on the Life Events table.
- 41 You have the opportunity to work with a criminal organisation. Join them and gain them as a Network, deny them and gain their leader as a Rival.
- 42 You are caught by the enemy and have to quickly bury your stolen data in the computer system; roll Computers 8+. Success hides the information so you may deliver it properly, gaining +2 DM on your next Advancement roll. Failure means the enemy finds the data, reducing your next Advancement roll by -2 DM instead.
- 43 An Imperial employer sends you for specialist training before a big contract. Gain Astrogation 1, Explosives 1, Mechanic 1 or Remote Operations 1.
- 44 You are caught on camera footage performing your duties, forcing you to create a new persona to finish the job. Gain another Cover Identity.
- 45 The information you acquired was integral to a greater goal that your employer shared with you afterwards, gaining you an additional corporate or governmental Ally and Network.
- 46 Life Event. Roll on the Life Events table.
- 51 You are sent to investigate a barbaric culture that has yet to be integrated fully. Gain Melee (any) 1, Recon 1 or Survival 1.
- 52 The target of your next mission is someone you know. Go through with the mission and gain +2 DM on your next Advancement roll but lose one Ally or Contact. If you have no Allies or Contacts to lose, gain an Enemy instead.
- 53 Your mission requires some additional combat training due to its proximity to an active battle zone. Add Comms 1, Gunner 1, Gun Combat (any) 1, Melee (any) 1 or Tactics 1.
- 54 Augment surgery is a standard for one of your missions, subsidised by the employer. Gain the Combat Implant benefit for free.
- 55 You are injured in the line of duty and your employer takes very good care of you with the highest quality of body prosthetics. Gain +1 End.

56	Life Event. Roll on the Life Events table.
61	The last employer to hire you was so impressed with your work that he sent you a bonus. Gain one additional Benefit roll immediately, which must be made with a –1 penalty (minimum of 1) and used for Cash.
62	Your employer requires you to infiltrate a unit of Star Marines to seek out a traitor. Gain Battle Dress 1.
63	You perform a hundred different odd jobs for several employers, increase Jack of all Trades by 1.
64	One of your Cover Identities wins a local lottery. If you have at least one Cover Identity, gain a +2 bonus to a single Benefits roll used to generate Cash. If you do not have a Cover Identity, you are investigated thoroughly and gain Advocate 1.
65	The boss has his eye on you. Either gain Leadership or gain a +4 DM to your next Advancement roll thanks to his aid.
66	You are decorated for heroism beyond the call of duty. You are automatically promoted.

RANKS AND BENEFITS

Rank	Field Agent	Skill or Benefit	Operative	Skill or Benefit	Infiltrator	Skill or Benefit
0					Shadow	
1	Field Agent	Investigate 1	Contractor	Stealth 1		Deception 1
2					Ghost	
3	Special Agent	Gun Combat (any) 1	Operations Asset			Investigate 1
4			Organiser	+1 Int		
5	Assistant Director	+1 Trust			Spectre	Stealth 1
6	Director	Leadership 1	Ops Manager	Network	The Invisible	Jack of All Trades

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	3,000	+1 Int or Scientific Equipment
2	5,000	Network (any)
3	12,000	Weapon
4	18,000	2 Ship Shares
5	24,000	Cover Identity or +1 Trust
6	55,000	TAS Membership
7	75,000	1d3 Allies

ANALYST

You worked for a governmental office as a prized member of their team.

Qualification: Soc 8+

- **Political Officer:** You served as an attaché to a local politician during his travels and meetings.
- **Technical Expert:** You were an expert with the assorted gear needed to keep the political machine running smoothly.
- **Handler:** A polite term for bodyguard, you were hired to protect a member of your employer's government.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 9)
1	+1 Trust	Admin	Advocate
2	+1 Int	Deception	Comms
3	+1 Edu	Diplomat	Recon
4	+1 Soc	Persuade	Social Science (any)
5	Diplomat	Computers	Language (any)
6	Leadership	Steward	Leadership

Roll	Specialist: Political Officer	Specialist: Technical Expert	Specialist: Handler
1	Admin	Astrogation	Cover Identity (any)*
2	Steward	Computers	Investigate
3	Diplomat	Engineer (any)	Recon
4	Investigate	Mechanic	Gun Combat (any)
5	Steward	Remote Operations	Melee (any)
6	Network (any)	Sensors	Jack of all Trades

*If you roll this as the *first* skill you roll in a term, then:

- Increase your Cover Strength by one step or start a new Cover
- Roll on one of the Skills and Training tables for that Cover career
- You may choose to roll on the Events table for that Cover career instead this term

If you roll this as the *second* skill you roll in a term, because of a successful Advancement or other event, you simply increase your Cover Strength by one step.

	Political Officer	Technical Expert	Handler
Survival	Social 6+	Intelligence 7+	Intelligence 7+
Advancement	Social 7+	Intelligence 6+	Social 7+



MISHAPS

2d6	Mishap
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	Your governmental employer is toppled by a violent coup, roll twice on the Injury table and take the higher result.
4	You accidentally say something you are not supposed to while on camera, making a fool out of your local governmental officers. Lose -1 Soc.
5	An intern in the local offices has had it seriously in for you ever since you were hired. Gain him as an Enemy.
6	You advise your local politician poorly and he is impeached from his office, removing any chance that you will receive a pension – reducing your next cash Benefit roll by half.
7	A terrorist captures you and holds you for ransom but your employers have a standing policy of non-negotiation. You spend the next few years as a hostage and are written off the agent career by the time you are released.
8	While delivering an important governmental document your ship suffers a J-Drive malfunction and you are very late. You are not ejected from the career but you may not make an Advancement roll this term.
9	You are made the scapegoat in a local scandal. Lose 1 Soc.
10	A terrorist sets off a bomb nearby to try and inflict some damage upon you and your fellow staff. Roll Athletics (Endurance) 7+ to survive the resulting explosion, otherwise roll on the Injury table twice.
11	You accidentally have your name added to a governmental draft. You must leave this career (mustering out as normal) but then roll for the Draft for your next career term.
12	You are wounded in the line of duty. Roll on the Injury table.

EVENTS

d66	Events
11	Disaster! Roll on the Mishaps table but you are not ejected from this career.
12	You have a chance to siphon off some slush fund money. If you do, gain 1d6 x 1,000 Credits and your agency's accountant as a Rival. If you do not, gain +1 Trust.
13	Your face has been plastered all over the local media as a respected member of society. Gain +1 Soc.
14	You have a lead on an information leak within the government. If you help conceal it, gain Deception 1. If you help to uncover it, gain +1 Trust or a level of Investigate.
15	The government you are working for makes some good changes to the local economy. Gain Trade (any) 1 and +1 Trust.
16	Life Event. Roll on the Life Events table.
21	Your actions clear the name of a famous criminal that was wrongly incarcerated. Gain Advocate 1 or the ex-convict as a Contact.
22	The agency puts you in charge of dealing with several target groups, gaining one of them as a Network.
23	It is an election year for your employers and you spend many months campaigning at their side, rolling Persuade 8+. If successful, your employer wins and you gain +1 Soc. If the roll fails, your employer is voted out of office and you learn the harshness of politics, gaining Admin 1.
24	One of your more radical ideas is put to the test by your employer. Roll Intelligence 7+. Success means your abstract idea worked and you are rewarded with +4 DM to your next Advancement roll. Failure results in the idea doing poorly and you are blamed; lose 1 Soc.
25	You were all that stood between your employer and a crazed fanatic, rolling Melee (any) 8+ to stop him if you wish. If successful, gain +1 Trust and your employer as an Ally. If you fail, roll on the Injury table.
26	Life Event. Roll on the Life Events table.
31	An unforeseen incident forces you to live as someone else for a few months. Increase an existing Cover Identity by +1 or create a new Cover Identity.

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| 32 | Soldiers occupy your offices of employment and you pick up a few things from them. Gain Gun Combat (any) 1, Melee (any) 1 or Tactics 1. |
| 33 | Your agency sends you as part of a natural disaster relief force to a frontier zone. Gain Animals (farming) 1, Medic 1 or Survival 1. |
| 34 | Scandal tears through your employer's offices but there is no such thing as bad publicity. Gain +1 Soc but lose 1 Trust. |
| 35 | An important visiting dignitary hires your services mid-term, you can either gain them as a Network or add 1 level to any alien Language. |
| 36 | Life Event. Roll on the Life Events table. |
| 41 | You are assigned to an eclectic and strange officer of the government, forcing you to adapt to his quirks in order to stay employed. Gain +1 Int. |
| 42 | Your employer is killed in a starship crash, forcing you to act like him for over a year to get the job done. Increase either Deception or a Cover Identity by 1. |
| 43 | You learn something that could destroy your immediate employer's career instantly, allowing you to take his place. Withhold the information and gain +1 Trust or exploit the information and gain +2 DM on your next Advancement roll but gain the governing officer as an Enemy. |
| 44 | The governmental officer you are employed by asks you to do something vicious and immoral on his behalf. Go through with it and gain him as an Ally, refuse and he becomes a Rival. |
| 45 | An Imperial duke publicly requests your services on the local mass media. Reduce the bonus of one of your Cover Identities by one but add +1 to Social Standing. |
| 46 | Life Event. Roll on the Life Events table. |
| 51 | You are assigned to take care of a very important official's pet for the duration of a contract. Gain Animals (training) 1 or Steward 1. |
| 52 | The government you served was at war the entire term. Gain Gun Combat (any) 1, Medic 1 or Tactics 1. |
| 53 | Your direct competition in the agency has left himself open for a career crippling move on your part. Do it and ruin his life, gaining +4 DM on your next Advancement roll and him as an Enemy. Pass up the opportunity and gain +1 Trust. |
| 54 | You uncover a spy from a rival agency. Gain Investigate 1 or Recon 1. |
| 55 | A new member of the agency has gotten into legal trouble. Help him and gain a level of Advocate. Use his troubles to your best interests and gain a level of Deception. |
| 56 | Life Event. Roll on the Life Events table. |
| 61 | A wedding amongst nobles is a local mega-event. If you attend as a guest, you gain a level of Carouse. Attend as a worker and you can gain Investigate 1 or Steward 1. Attend as a troublemaker and you have to muster out of this career but you gain Deception 1 and Persuade 1. |

62	An economic boon has flooded the government with additional funds. Add +1 to your next Benefit roll made for Cash.
63	You are put into a position where you can take a bullet for an important member of your employing government. If you choose to do so, roll Athletics (co-ordination) 9+. If successful, roll on the Injury table and automatically be promoted. Whether you succeed or fail, gain +1 Trust.
64	Your service to the local governing officers has earned you a special commendation. You may choose to leave the Agent career path and join the Nobility career path without having to pass the Qualification roll.
65	The local governing officer sees great promise in you. Either gain Leadership 1 or gain a +4 DM to your next Advancement roll thanks to his aid.
66	You are decorated for heroism beyond the call of duty. You are automatically promoted.

RANKS AND BENEFITS

Rank	Political Officer	Skill or Benefit	Technical Expert	Skill or Benefit	Handler	Skill or Benefit
0			Grip	Computers 1		
1	Intern	Diplomat 1			Bodyguard	Recon 1
2	Aide	+1 Trust		Comms 1		
3			Specialist		Secure Aide	+1 Trust
4	Organiser	Network (Politics)	Crew Leader	+1 Trust	Security Serviceman	Tactics (any) 1
5	Office Executive	Deception 1	Team Lead	Network (Politics)		
6	Executive Professional	+1 Trust			Security Manager	Ally

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Other Benefits
1	2,000	1 Ship Share
2	4,000	+1 Soc
3	6,000	Network (any)
4	10,000	2 Ship Shares
5	15,000	Yacht
6	25,000	TAS Membership
7	50,000	5 Ship Shares

CORPORATE

You worked for one of the megacorporations, performing an assortment of tasks laid down by their CEO and board of directors.

Qualification: Int 6+

- **Security:** You worked at one of their corporate holdings to make sure it was not endangered.
- **Espionage:** You were an active agent used in high-end commercial sabotage and corporate victimisation.
- **Bodyguard:** You were attached to a high-ranking executive in the corporation, making sure he was safe throughout his business dealings.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Edu	Broker	Admin
2	+1 Soc	Deception	Comms
3	+1 Trust	Computers	Cover Identity*
4	Carouse	Persuade	Language (any)
5	Network (Corporate)	Steward	Sensors
6	Jack of All Trades	Trade (any)	Social Sciences (any)
Roll	Specialist: Security	Specialist: Espionage	Specialist: Bodyguard
1	Advocate	Computers	Athletics (any)
2	Comms	Deception	Comms
3	Investigate	Melee (blade)	Gun Combat (any)
4	Gun Combat (any)	Deception	Medic
5	Remote Operations	Stealth	Melee (any)
6	Sensors	Streetwise	Recon



*If you roll this as the *first* skill you roll in a term, then:

- Increase your Cover Strength by one step or start a new Cover
- Roll on one of the Skills & Training tables for that Cover career
- You may choose to roll on the Events table for that Cover career instead this term

If you roll this as the *second* skill you roll in a term, because of a successful Advancement or other event, you simply increase your Cover Strength by one step.

	Security	Espionage	Bodyguard
Survival	Intelligence 5+	Dexterity 7+	Endurance 7+
Advancement	Intelligence 7+	Intelligence 6+	Social 6+

MISHAPS

2d6	Mishap
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	Bankruptcy! Your corporation goes under midway through your term. You must leave this career. Although you may muster out normally, you may not roll for Cash.
4	A rival agent double-crosses you and gets you fired from the agency.
5	You are injured in an act of sabotage. Roll on the Injury table but gain a Contact in the medical field.
6	A visiting executive ends up being killed while you were on duty. Lose 1 Trust. But you may continue as an Agent.
7	Your face is posted by accident in relation to a terrible mistake made by the employing corporation. Lose 1 Social Standing.
8	A new and villainous CEO of the megacorp moves in and decides he does not need you anymore, arranging for you to be on a malfunctioning ship. Roll on the Injury table and gain him as an Enemy.
9	Your corporation is bought out by an alien firm, you are ejected from the Agent career unless you have Language (any) 1 or Diplomat 2 or higher.
10	You are blamed for a massive loss of funds in the local branch. You are allowed to continue as an Agent but add 10,000 Credits to your debts to the company.
11	A long message delivery takes you far out of your corporation's area of influence and you return to find your job held by someone else!
12	You are wounded in the line of duty. Roll on the Injury table.

EVENTS

d66	Events
11	Disaster! Roll on the Mishaps table but you are not ejected from this career.
12	A negotiation turns hostile and the other company's agents resort to force to solve the problem. Roll any Gun Combat or Melee skill 8+. Fail and roll on the Injury table. Succeed and gain +2 DM on your next Advancement roll.
13	An alien government wants to subsidise your employer. Gain Language (any) 1 or Trade (any) 1.
14	You protect a fellow corporate agent from an enemy, earning him as an Ally.
15	The corporation is sending your department to a primitive world to set up a new branch there, dealing with the locals if needs be. Gain Melee (any) 1, Persuade 1 or Survival 1.
16	Life Event. Roll on the Life Events table.
21	Someone in a commons room mistakes you for an important executive. If you tell him the truth before he says too much, gain 1 Trust. If you play along, roll Deception 7+. Succeed and you learn a powerful rumour enabling you to blackmail a senior executive, gaining you a +1 DM on your next benefit roll, fail and you are found out – lose 1 Trust.
22	You are asked to test a prototype weapon for the R&D department. Roll Gun Combat (any) 9+ to use it successfully, gaining +1 Trust.
23	The security manager of your company asks you to go undercover in a competitor's firm. Increase the level of one of your Cover Identities or create a new one.
24	Your megacorp is put under the media microscope, making your job more difficult. Roll Deception or Stealth 8+ to avoid being seen doing something illicit on camera. Succeed and your boss commends you, gaining +1 Trust. Fail and you cannot advance in Rank this term.
25	Special training officers have come to work at your corporation. You may increase any one skill you have at Level 0 to Level 1.
26	Life Event. Roll on the Life Events table.
31	Anti-corp terrorists try to hold you hostage. Roll Athletics (co-ordination) to escape, Melee (any) 9+ to fight them or Stealth 8+ to avoid them. If successful, gain +1 Intelligence. If you fail, roll on the Injury table.

- 32 You are assigned to a corporate branch in the middle of a political coup, forcing you to fight many defensive battles just to keep insurgents out of corporate grounds! Gain Gun Combat (any) 1, Melee (any) 1 or Tactics 1.
- 33 You have the chance to tell your superiors about a co-worker slacking off at work. Do so and gain +1 Trust but turn one Rival into an Enemy (or gain a Rival if you have none).
- 34 A unique business opportunity lies before you. Roll Trade (any) 8+ to make 1d6 x 1,000 Credits.
- 35 There has been a banking error in your favour due to an error in the accounts department at your company. Keep the money and gain a +1 DM bonus to any single Benefit roll for Cash. Report the error and gain +1 Trust and Broker 1.
- 36 Life Event. Roll on the Life Events table.
- 41 The media does a favourable exposé on your branch of the corporation. Gain +1 Social Standing.
- 42 You are sent on a long series of branch visits that take you all over the sector. Increase any one Language, Social Science or Trade skill by 1.
- 43 You are invited to a high-stakes card game involving several of the executives in your department. If you politely excuse yourself, gain +1 Trust. If you gamble, roll Gambler 9+. Fail and you are out 2d6 x 500 Credits. Succeed and you win 1d6 x 1,000 Credits.
- 44 A respected board member dies and you are invited to the prestigious wake and funeral. Gain Carouse 1 or +1 Soc.
- 45 You are sent to a rural company office on a backwater planet for several months. Gain Animals (any) 1, Drive (any) 1 or any Social Sciences (any) 1.
- 46 Life Event. Roll on the Life Events table.
- 51 You uncover data that points to corruption within the board of directors. If you keep your mouth shut, gain +1 Trust and an extra Benefit roll as a payoff from the director in question. If you attempt to uncover the corruption, roll Investigate 8+. Succeed and you gain +2 Trust and a +2 DM to your next Advancement roll. Fail and you lose 2 Trust and suffer a -2 DM to your next Advancement roll. Gain the corrupt board director as an Enemy.
- 52 A powerful competitor offers you a bribe. You may gain one extra Benefit roll each term you remain in this career if you accept. If you refuse, gain +1 Trust.
- 53 You are partnered with an alien executive. Roll Streetwise 8+ or Persuade 8+ to keep the alien out of trouble. If you succeed, gain the alien as an Ally.
- 54 You go undercover at a rival corporation expansion branch. Roll Deception 8+ to pull it off without getting caught. Succeed and gain a level of Investigate. Fail and lose 1 Trust.
- 55 You receive a holiday bonus. Gain 3d6 x 500 Credits.
- 56 Life Event. Roll on the Life Events table.

- 61 The market does amazingly well and your company shares triple in value. Gain +1 DM to any cash Benefit roll.
- 62 You are requested to serve with a merchant ship friendly to your corporation. You may choose to roll one of your Agent Benefit rolls on the Merchant Career table (see page 23 of the *Traveller Core Rulebook*).
- 63 You are put into a position where you can take a bullet for a member of the board of directors. If you choose to do so, roll Athletics (co-ordination) 9+. If successful, roll on the Injury table and automatically be promoted. If you try and fail, gain Network (corporate).
- 64 Your company is testing for psions within its workforce. You are tested as normal (see page 152 of the *Traveller Core Rulebook*) and can move into a Psion career if tested positive.
- 65 You are approached by a high ranking noble, who wants to hire you for his family. You may join the Noble career path with no Qualification roll, starting as Nobility of your current Agent rank.
- 66 You are decorated for loyalty beyond the call of duty. You are automatically promoted.

RANKS AND BENEFITS

Rank	Espionage	Skill or Benefit	Security/Bodyguard	Skill or Benefit
0			Security Staff	Melee (any) 1
1	Special Operations Agent	Stealth 1		
2			Asset Protection	+1 Trust
3	Operative	Cover Identity		
4	Corporate Saboteur	Computers 1 or Explosives 1	Security Assistant	Weapon
5			Security Organiser	Tactics 1
6	Corporate Spy	+2 Trust	Chief of Security	Network (Corporate)

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Other Benefits
1	5,000	+1 Soc
2	10,000	Weapon or Armour
3	20,000	Ship Share
4	30,000	Network (any)
5	50,000	Combat Implant or +1 End
6	75,000	Free Trader
7	100,000	TAS Membership

BOUNTY HUNTER

You worked as a hired freelancer searching out dangerous people and items across the galaxy for a healthy reward.

Qualification: Int 7+

- **Ship Tracer:** You worked as a galactic tracker of starships for a fee.
- **Bondsman:** You spent your time hunting down escaped prisoners and bail jumpers for many galactic slams and Imperial prisons.
- **Thieftaker:** You worked alongside merchants and merchant vessels, hauling in criminals for the price on their heads.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 10)
1	Cover Identity*	Advocate	Broker
2	+1 Str	Computers	Diplomat
3	+1 Dex	Carouse	Remote Operations
4	+1 End	Gun Combat (any)	Tactics
5	Cover Identity*	Investigate	Vacc Suit
6	Jack of All Trades	Persuade	Zero-G
Roll	Specialist: Ship Tracer	Specialist: Bondsman	Specialist: Thieftaker
1	Astrogation	Carouse	Gun Combat (any)
2	Comms	Deception	Melee (any)
3	Computers	Gun Combat (any)	Recon
4	Gunner (any)	Melee (any)	Stealth
5	Pilot (any)	Medic	Streetwise
6	Sensors	Streetwise	Trade (any)

*If you roll this as the *first* skill you roll in a term, then:

- Increase your Cover Strength by one step or start a new Cover
- Roll on one of the Skills & Training tables for that Cover career
- You may choose to roll on the Events table for that Cover career instead this term

If you roll this as the *second* skill you roll in a term, because of a successful Advancement or other event, you simply increase your Cover Strength by one step.



	Ship Tracer	Bondsman	Thieftaker
Survival	Endurance 6+	Endurance 7+	Dexterity 7+
Advancement	Social 7+	Intelligence 7+	Intelligence 6+

MISHAPS

2d6	Mishap
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	Your mark was wearing a crude explosive device to avoid capture. Roll twice on the Injury table with a +1 DM and applying <i>both</i> results.
4	You capture the wrong man! Lose 1 Trust.
5	A gunfight goes poorly for you and you now have a bullet lodged in your organs. Lose 1 End.
6	Your face is plastered all over criminal message centres, gain +1 Social but you lose one level from every Cover Identity you may have before being ejected from the career.
7	You are not paid the full amount of a bounty. You may stay in this career but take -1 DM on all Benefit rolls from your next term.
8	The ship you were working from is attacked by raiders. Roll Gun Combat (any) or Gunner (any) 8+ to avoid rolling on the Injury table.
9	You are rumoured to have been taking bribes from your marks to let them go. Lose 1 Soc as you are ejected from this career path but gain 1 Contact in the criminal underworld.
10	The charges are dropped on a mark that took you all year to capture. Lose your next benefit roll.
11	You make friends with your mark, getting fired but making a Contact out of him.
12	You are wounded in the line of duty. Roll on the Injury table.

EVENTS

d66	Events
11	Disaster! Roll on the Mishaps table but you are not ejected from this career.
12	The employing agency mislabels a sociopathic mark as being 'relatively harmless'. Roll Gun Combat (any) or Melee (any) 9+ to successfully capture him and avoid rolling on the Injury table. Succeed and gain +1 on your next Benefit roll.
13	You establish a good network of contacts on the street. Gain Streetwise 1 and Network (street).
14	A renowned legal advocate attempts to get your mark off the hook by throwing your agency to the media. Roll Advocate or Persuade 8+. If you fail, lose 1 Trust and suffer a -2 DM to your next Advancement roll. If you succeed, gain 1 Trust and a +2 DM to your next Advancement roll. Either way, gain the legal advocate as a Rival.
15	You encounter aliens whilst tracking a bounty. You may attempt to use force or diplomacy to deal with the situation by rolling either Melee (any) 8+ or Persuade 10+. If you succeed using Melee, gain an alien Enemy. If you succeed using Persuade, gain an alien Contact and a +2 DM to your next Advancement roll.
16	Life Event. Roll on the Life Events table.
21	You are weighed down with a huge amount of paperwork. Gain Admin 1, Advocate 1, Computers 1 or Comms 1.
22	A dangerous former mark has escaped and now stalks you and your family. Now and in each term afterwards until the mark is caught or you leave this career, roll Investigate 10+. If you succeed, the mark is caught; gain a +2 DM to your next Advancement roll. If you fail by 6 or more, lose one Contact, Ally or family member.
23	You have an unexpected and scandalous romantic relationship with a mark. Gain an Ally, then roll Deception 8+ to avoid losing 1 Trust.
24	You have the chance to make a brutal example of an unruly mark, showing other criminals you mean business. If you do, roll Melee (unarmed) 7+. Succeed and you can add 1 Trust and 1 level to Persuade. If you fail, add 1 Trust and roll on the Injury table. If you choose not to use brutality, gain +1 Social Standing for your show of 'mercy'.
25	There is an opening in the local police force and they want you to join up. You may automatically qualify for the Law Enforcement (Special Operations) career next term.
26	Life Event. Roll on the Life Events table.
31	You hitch a ride to a mark on board a Star Marine vessel that owes your employer a favour and you might be able to talk them into showing you a few things in transit. Succeed in Carouse, Gambling or Persuade 9+ and learn Battle Dress 0, Heavy Weapons (any) 1 or Vacc Suit 1.

- 32 You uncover clear evidence of corruption within a local law enforcement agency. If you keep silent, gain 1 Trust and an extra Benefit roll as a bribe. If you attempt to expose the corruption, roll Investigate 8+. Succeed and you gain +2 Trust and a +2 DM to your next Advancement roll. Fail and you lose -2 Trust and suffer a -2 DM to your next Advancement roll. Either way, gain the corrupt commissioner as an Enemy.
- 33 A powerful criminal syndicate offers you a bribe. You may gain one extra Benefit roll each term you remain in this career if you accept. If you refuse, gain 1 Trust.
- 34 A charming mark tries to talk you into 'losing him' for a substantial payoff. If you accept, lose 1 Trust but gain an additional Benefit roll worth of Cash. If you deny him, gain the mark as an Enemy.
- 35 Your mark is killed illegally by a rival, forcing you to go after them. Roll Investigate 8+, if you succeed you gain a +1 DM on your next Advancement roll for tying up loose ends.
- 36 Life Event. Roll on the Life Events table.
- 41 An incident with your employer's spouse forces you to live as someone else for a few months or at least until he stops looking for you. Increase an existing Cover Identity by +1 or create a new Cover Identity.
- 42 The local military police are looking for the same mark as you are, aiding you with your search. You can learn a few things from their techniques. Gain Gun Combat (any) 1, Investigate 1 or Tactics 1.
- 43 Your bounty sends you to a frontier zone, deep in the wilds of a barbaric planet. Gain Animals (farming) 1, Melee (blade) 1 or Survival 1.
- 44 You require special training to catch your next mark. Roll Education 9+ to learn any one skill.
- 45 You spend a great deal of time in underground casinos looking for a gambling addict and debtor. Gain Carouse 1, Deception 1 or Gambler 1.
- 46 Life Event. Roll on the Life Events table.
- 51 You establish a network of contacts. Gain Network (any).
- 52 You are sent to another planet to research a particularly difficult mark to find. Roll Investigation 10+ to automatically advance in rank this term.
- 53 You become friends with a mark that will not likely do much time for his crimes. Gain him or her as an Ally.
- 54 You spend your entire term chasing after one single mark with a high bounty. Roll Investigate 10+. Succeed and earn two additional Benefits rolls that must be used for Cash.
- 55 You work on retainer for a powerful warden at an Imperial prison. Gain +1 Social Standing and +1 Trust.
- 56 Life Event. Roll on the Life Events table.
- 61 An Imperial noble wants you to find her runaway daughter. If you do not, gain her as a Rival. If you accept, roll Investigate 9+. Succeed and earn an immediate Benefit roll made on the Nobility career path Benefits table. Accept and fail and gain the noble as an Enemy.
- 62 You are hired to work with a high-profile investigative unit. Gain any one of Investigate 1, +1 Social Standing, +1 Trust or Network (media).

- 63 Your mark is a Psion. Roll Intelligence 10+ or Psi 7+ to bring him in, gaining +4 DM to your next Advancement roll. If you fail, you lose him and lose 1 Trust.
- 64 You are put into a position where you can take a bullet for your mark in order to make sure he gets delivered. If you choose to do so, roll Athletics (co-ordination) 9+. If successful, roll on the Injury table and automatically be promoted. If you try and fail, gain 1 Trust.
- 65 You have a chance to flip sides, joining a powerful criminal syndicate. If you do not, gain 2 Trust. If you do, you may automatically qualify for any path in the Rogue career next term.
- 66 You are heralded as one of the best in your business. You are automatically promoted.

RANKS AND BENEFITS

Rank	Ship Tracer	Skill or Benefit	Bondsman/Thieftaker	Skill or Benefit
0			Hunter	Carouse 1
1	Navitracker	Astrogation 1		
2			Bailsmen	Investigate 1
3	Finder	+1 Int	Con Runner	
4	Star Tracker	Ship Share		Combat Implant
5			Collections Agent	+1 Social
6	Master Finder	Network (any)	Chief of Acquisitions	1d6 Contacts

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Other Benefits
1	1,000	Gun
2	2,000	Armour or +1 End
3	4,000	Law Enforcement Gear
4	10,000	Combat Implant
5	25,000	+1 Int
6	50,000	Weapon and Armour
7	85,000	TAS Membership

New Benefit: Law Enforcement Gear

Some Agent careers will put together the following package of equipment for aiding in the discovery and apprehension of criminals.

Flak Jacket (TL 7)

Commdot

Stunstick

Autopistol and 2 magazines (standard ammunition) or Stunner (TL 8)

2 Smoke Grenades

AGENCIES

An agent in *Traveller* exists by the contracts and dealings he makes with the agencies that hire him. Depending on who is signing the paycheques and who is calling the shots, an agent can take on nearly any role from paper-pushing desk jockeys at the nearest Imperial Justice Office, to gang-battling arbiters on a street-tough world.

Throughout the *Traveller* game settings there can be countless different types of agencies that seek out and hire an active Agent character. This chapter is dedicated to some of the agency types that could hire characters that ended their Character Creation as Agents. Some of these agencies are widespread across several genres and styles of game settings, as we understand that not every game will be based in the original *Traveller* universe of the Third Imperium of Man.

Each agency has its own pros and cons, its own viewpoints on the galaxy as a whole and specific rules that agents working within them are *supposed* to follow in order to remain employed. They are what guides and directs their agents in their actions.

IMPERIAL MINISTRY OF JUSTICE

The Imperial Ministry of Justice largely exists to enforce Imperial High Law. It is mostly engaged in apprehending felons who are beyond the reach of planetary governments, felons who travel from one world to the next to avoid the repercussions of their crimes. It also investigates corporations and governments and can, on occasion, operate on worlds requesting support for their local law enforcement. In all its activities the Ministry of Justice largely relies upon agents to enforce its authority.

The Ministry of Justice is the managerial authority over all transgressions and violations of Imperial High Law. So long as the event takes place within Imperial territory, which includes ambassadorial excursions and Imperial vessels abound, the Ministry is the ultimate power behind what is to happen to the criminal(s) in question. Emperor Strephon Aella himself handed the power to the Ministry to be the arbiters of his judgments in these matters.

It is the providence of the Ministry to arrange for ducal courts to be set up around the Imperium to take on the duties of criminal hearings and sentencing. The subsector dukes appoint powerful inquisitorial judges out of the noble bloodlines, creating local justices whose role is to weigh guilt versus innocence upon the scales of the evidence brought to them. The justices can appoint court legate advocates to assist them in particularly busy legal dockets but the final say and judgment of any Ministry sentencing is on the shoulders of the appointed judge.

WORKING WITHIN AN AGENCY

The major agencies discussed in this chapter are a good source of direction and information for anyone with terms in any of the Agent career paths but can represent something more for any character that *ended* its Character Creation as an active Agent.

At the end of each agency section there are a handful of special actions that can be taken by characters who qualify for them. To qualify for these actions, the character must have the listed Rank in an Agent career path and ended their Character Creation as an active Agent. The actions are then listed like any other skill tests found in a *Traveller* sourcebook, all based on the character's effective Trust score.

If an Agent does not have the prerequisite Rank to perform the action as listed, they instead suffer a negative Dice Modifier equal to *double* the difference in Rank. Similarly, if the Agent is of a higher Rank than what is listed they gain the difference as a positive Dice Modifier.

For example, Wighton Reeds is a Rank 2 Agent for the Imperial Ministry of Justice with a Trust score of 2. When trying to acquire a permit to search an Imperial Merchant Vessel (a Rank 2 action), he simply has to roll his Trust modified by his Social Standing and achieve the listed 8+. When attempting to employ Star Marines to help him breach a criminal stronghold (a Rank 4 action), he will have a -4 DM to that test. Acquiring a piece of local evidence (a Rank 1 action) however, would be made with an additional +1 DM.

Occasionally the Ministry will require the judge to head a Tribunal of Justice, most often in the cases of great import or media exposure. Too often are the noble judges raked across the coals of public opinion when they hand down the sentencing. A tribunal can help make their decisions seem more like a fair gesture rather than a heavy-handed punishment that might be confused as noble tyranny. No matter how many justices or judges work toward the acquittal or final sentence, it is Imperially binding. No re-trials, no appeals and definitely no questioning of the law.

The Ministry of Justice also is in direct charge of the Imperial prison system. Manned prisons and exile compounds are all created and monitored by wardens and overseers appointed by the subsector dukes. These officers of the judiciary system are trusted to manage and operate their facilities on their own with the resources rationed



to them, sometimes coming up woefully short to handle the number of prisoners they are supposed to maintain.

Within the Ministry, the judges, wardens and their appointed arbiters are not as numerous as sometimes they need to be. Criminals must be captured and ferried to the courts, evidence must be acquired or transported; even simple sentencing can require manpower that the justices may not have on staff. Where planetary legal systems and police forces do their jobs adequately on a smaller, local level, the Ministry is too large to always efficiently staff every position it requires.

This is where the hiring of agents is important. For every subsector duke that has arranged for a judge to be appointed and a ducal court created, there are no less than two dozen agents working for that ducal office and the Ministry of Justice.

Ministry agents tend to be enforcers of the legal system themselves, sometimes police officers, investigators or bounty hunters that have been pulled into the Ministry's employ on account of their exemplary records or reputations. Whether they are honest and upstanding is another matter but their positions require them to at least pay lip service to Imperial Law.

Agents employed by the Ministry of Justice are used in a variety of ways. They can expect their duties to include serving as stand-in tribunal members, travelling between planets or systems to serve as a Ministry notary, investigating the veracity of claims or evidence and even the acquisition and ferrying of criminals and convicts. When the judges do not have the manpower or resources, they will lean on their contracted agents to fulfil the necessary tasks. These agents carry credentials that make them the extension of a particular subsector duke and the ducal court.

In very rare cases, some agents of the Ministry of Justice are appointed or employed by the Minister himself. These agents are given written and data-fed Imperial Warrants empowered by the Emperor through Imperial Edict 97. This grants the bearer immunity to the local problems, legalities and bureaucracies of Imperial territories, making these warrants among the most powerful writs in the entire Imperium. An agent carrying an Imperial Warrant can come and go nearly anywhere without obstacle, flashing the warrant to get access to the most classified or top secret information. For this reason alone Imperial Warrants are not handed out often or lightly.

Working with the Imperial Ministry of Justice is lucrative and rarely dull because of the size and scope of the jurisdictions each ducal court covers. Never wanting for assignments, Imperial agents can look forward to dangerous missions and lengthy trips across entire sectors in the name of their employer. These agents are given a much broader scope of freedom to do their jobs; a by-product of being a cog in a judiciary machine that spans an empire.

This loosely monitored system sometimes breeds corruption amongst Ministry agents, as it becomes easier to accept bribes and 'lose' evidence when the closest supervisory officer might be ten parsecs away. Agents that bend or break the edicts they are being paid to adhere to play a risky game with their careers and their lives.

Agency Employment Summary

Agents working for the Imperial Ministry of Justice...

- ...can work abroad with the power of the Imperium backing them.
- ...have a greater degree of freedom with how they interact with assets and resources due to the lack of direct supervision.
- ...have better access to information that crosses star systems through their employers' Imperial courier services.
- ...can expect to be accepted by most Imperial nobles at court or in their homes while on official business.
- ...can aspire to eventually carry an Imperial Warrant of Justice.
- ...must pay close attention to the Imperial Edicts to stay within the Ministry's graces.
- ...have the stigma attached to them as all Imperial officers and nobles do.
- ...are on a list of possible problem-solvers from which the Ministry could draft them at any time.

...are common targets for anti-Imperial actions; as they are less likely to have military escorts but are just as 'Imperial' to their assailants.

Imperial Ministry of Justice Special Actions

The following are special actions based on the Trust level of the Agent currently employed by the agency, marked by the requirements of the Agent's current Rank.

RANK 0

Temporary acquisition of personal Imperial assets (weapon, armour, etc.) worth up to Cr. 5,000: 1-6 Hours, Social Standing, Average (+0).

RANK 1

Acquire a piece of local evidence in relation to an Imperial crime or investigation: 1-6 Hours, Average (+0).

Get permission to search any non-military Imperial domicile: 1-6 Days, Social Standing, Average (+0).

RANK 2

Arrange for free transit on an Imperial vessel: 1-6 Days, Social Standing, Average (+0).

Get permission to search any non-military Imperial vessel: 1-6 Days, Social Standing, Average (+0).

RANK 3

Begin an Imperial investigation on a particular target based on little to no evidence: 10-60 Days, Social Standing, Difficult (-2).

Temporary acquisition of personal Imperial assets (weapon, armour, etc) worth up to Cr. 25,000: 10-60 Hours, Social Standing, Average (+0).

RANK 4

Request military aid in a hostile action (Star Marines, Imperial Navy, etc): 10-60 Days, Social, Average (+0).

RANK 5

Get permission to search any Imperial holding: 1-6 Days, Social Standing, Difficult (-2).

Indict an Imperial citizen for crimes against the Imperium: 1-6 Weeks, Social Standing, Average (+0)/Difficult (-2) if targeting an Imperial noble.

Temporary acquisition of personal Imperial assets (weapon, armour, etc) worth up to Cr. 100,000: 1-6 Days, Social Standing, Average (+0).

RANK 6

Applying successfully for an Imperial Warrant under Edict 97: 10-60 Weeks, Social Standing, Difficult (-2).

LOCAL POLICE FORCES

There are a seemingly endless number of communities that exist on the seemingly endless number of planets in the vast galactic population of star systems throughout Charted Space. Most of these places have created some form of civilisation for themselves and civilisation means order. Order means laws; and laws mean law enforcement. For most sentient beings, this means having a police force.

Police forces are localised (i.e. not interplanetary) agencies that exist to serve the powers that be, uphold the law and protect one another against the criminals of their specific area. They are the detectives, policemen, peace officers and criminal investigators of the worlds. They might go by different titles or organisational tiers but they generally all exist to serve the laws of their community. This is sometimes far easier said than done and many local police forces hire large numbers of agents to fill their ranks.



Every person in the service of the force is, technically speaking, an agent of the police. From the middle-aged beat cop to the rookie with a heart of gold, police of all sorts can be (and probably are) Agents. Depending on the legal structure for the local area, these agents can work openly and in uniform (or at least carry a badge) instead of behind closed doors and in secrecy. Agents working for a local police force are not always so upstanding or forthcoming but most police agents tend to be working for the greater communal good.

Leaving larger and more influential Imperial High Law in the hands of the Ministry, local police forces focus their attentions on keeping their own community safe and law abiding. A planetary constabulary will not worry about catching an Imperial traitor unless asked to do so by a higher department but might have an entire task force dedicated to keeping street gangs under control or dangerous drugs out of circulation. Just as the Ministry of Justice could not care any less about the miniscule happenings of some town on the far side of a subsector, the local police agents do not need to stress about that ducal magistrate's treasonous appropriation of funds.

The agents working for a local police force must have three main considerations in mind when taking the job – the legal code they will be upholding, the public opinion of the police force and the severity of the criminal element they will be opposing.

The first consideration is what the local populace considers their level of law and punishment. A somewhat primitive community might have few laws but extremely strict punishments, whereas a different location might be extremely lenient toward non-violent crimes. It is necessary for the agent to know what will be expected of him; what sorts of laws he will be required to uphold and to what extent he can punish the offenders. A police agent that does not know the laws may accidentally break them while trying to do his job, putting him at odds with his own agency.

The next consideration an agent must pay attention to before hiring on with a local police force is the least vital of the three but important nonetheless. Police agents are always in direct contact with the populace of their communities, interacting with them as individuals just as often as they do as agents. This can be made much more difficult if the locals dislike the law enforcement agents, making it harder upon them to work within the confines of a populated area. Tyrannical governments that appoint hard-edged soldiers as their police agents may find the people are not helpful or even a hindrance out in the streets. Police agents do not ever want to have to fight their entire community, leaving the criminals to work their illegal trades at their leisure. Every police agent with common sense knows he needs the help of the civilians he is set to protect and serve in order to carry out job effectively and safely.

The last and most important consideration is the state of criminal affairs in the police force's jurisdiction. There is a great deal of sway

either way, with some communities having almost no regular crime and others seemingly ruled by criminal gangs and underworld syndicates. Areas with lighter criminal concentrations tend to be safer and lower-waged assignments that are somewhat dull to an agent looking for excitement in his career. Conversely, highly criminalized communities can have a better compensation scale due to hazard pay at the possible risk of one's life. An agent looking to get hired onto a police force must know what they are getting into.

There are two main types of police force agents; those who believe wholly in the legal system and those who take advantage of their role within it. The former are the upstanding agents that do their best to make a law-abiding society they can be happy to live within. The latter are opportunistic and selfish, looking to only make the most for themselves and their friends at the expense of the legal system. Both types of police agents have a place in the greater universe, making interesting personalities to interact with on both sides.

Being a police agent also tends to be a career of long hours and few vacations. The police force knows it might need every agent available on short notice depending on the nature of the emergency. This often eliminates actively employed police agents from doing much galactic travelling, keeping them near their base of operations just in case. That is not to say that a police agent cannot be part of a larger investigation or operation that calls them away from home but this is a more rare instance than having a regular shift on-planet.

Local police forces employ roughly a third of the agents in Chartist Space, some of whom later become affiliated with the Imperial Ministry of Justice. It is a good and solid career with which to make a living, offering a variety of skills and ongoing training to agents that hire on. It might not be the most glamorous form of employment but it is a staple necessity of any civilisation.

Agency Employment Summary

Agents working for a local Police Force...

- ...have a relatively small jurisdiction.
- ...do not normally have to worry about large scale conflicts (war, terrorism, and so on).
- ...often carry great respect with the local law-abiding populace.
- ...have a base of operations with moderate resources to call upon.
- ...have excellent access to avenues for training skills, gaining Contacts and researching Enemies.
- ...are frequently targeted by violent criminals.
- ...make people nervous when they are around and in uniform (if any).
- ...might be called on by their government to act against their own community's people.
- ...are controlled and commanded by a single officer or small collection of officers; all of whom could be corrupted.

Local Police Forces Special Actions

The following are special actions based on the Trust level of the Agent currently employed by the agency, marked by the requirements of the Agent's current Rank.

RANK 0

Learn about local legal and criminal activity: 10-60 Minutes, Easy (+2).

RANK 1

Acquire a piece of local evidence in relevance to a local investigation: 1-6 Hours, Average (+0).

Acquire use of local ground car/wheeled transit for one week: 1-6 Hours, Average (+0).

Temporary acquisition of law enforcement assets (weapon, armour, etc) worth up to Cr. 2,500: 1-6 Hours, Easy (+2).

RANK 2

Get permission to search any structure within jurisdiction: 10-60 Days, Social Standing, Average (+0).

Send for local emergency medical services: 1-6 Minutes, Average (+0).

RANK 3

Begin an Imperial investigation on a particular target based on little to no evidence: 10-60 Days, Social Standing, Difficult (-2).

Temporary acquisition of law enforcement assets (weapon, armour, etc.) worth up to Cr. 10,000: 1-6 Days, Average (+0).

RANK 4

Look into sealed local criminal records: 1-6 Days, Average (+0).

Place surveillance team on single subject for 24 hours: 10-60 Hours, Average (+0).

RANK 5

Place citizen onto arrest warrant for perceived criminal behaviour: 1-6 Days, Social Standing, Average (+0)/Difficult (-2) if targeting Imperial nobles.

Temporary acquisition of law enforcement assets (weapon, armour, etc) worth up to Cr. 25,000: 1-6 Days, Average (+0).

RANK 6

Petition Imperial Ministry of Justice for employment membership: 10-60 Weeks, Social Standing, Very Difficult (-4).

THE MEGACORPORATIONS

Megacorporations are massive concerns which employ many agents, they are economic, commercial and occasionally political powerhouses that run entire subsectors through trillion-Credit deals and businesses. These 'megacorps' are like galactic empires in their own right; bowing to the company insignia and kissing the hand of their CEO instead of a nation's flag or a king's crown. Within some of these tremendously powerful organisations there are more employees and assets than many worlds.

In the same fashion as a galactic government or nation, the megacorps have their own laws, territories and managerial hierarchies that exist within the boundaries of each corporation's 'ruling' board of directors. Instead of keeping track of a sovereign currency they watch the rise and fall of their stock prices. Knowing the lengths that some rivals would go to, the megacorps hire private armies and mercenaries to protect their assets and holdings while seeking out ways to take advantage of their rivals. They fight most of their wars with ledgers, publicity and advertising; though bullets and blades do come into play between the megacorps often enough. Megacorps have one basic rule they must follow – make profit for the company. If this means resorting to corporate espionage, sabotage and even violence; so be it.



Megacorporations employ hundreds of millions, even *billions*, of workers throughout their various factories, offices, foundries and the like. These employees perform the majority of the tasks required to keep the business running and the profits coming. It falls upon the shoulders of additional agents to perform the assorted other duties the megacorp needs accomplished. Depending on the megacorp, these duties could be menial and benign; or they could be more demanding and of a highly questionable moral intent.

Agents working for a megacorp must ask themselves one question – what are they willing to do for their employer?

Some of the largest megacorporations in Charted Space, like Ling-Standard Products or Instellarms, have tens thousands of agents on their payroll. They are expected to report between missions to local branches or officers for new instructions, receiving their pay and perhaps bonuses based on the duties they perform. Retained agents like this are similar to how some private armies keep mercenaries on hand for special missions; the difference is that a mercenary is normally working a *legal* ticket and the agent is being sent in to do something a common employee could not – or would not.

All of the megacorps carry a ‘Limited liability Imperial Charter’ or LIC. This Imperially petitioned, sanctioned and notarised license allows the corporation to travel and trade freely throughout the Imperium. They are allowed to house their own military forces to protect their worksites and merchant ships, so long as the number of capable troops and standard equipment issued is kept on record at the Ministry of Defence just in case the Imperial armed forces have to make a move against them.

Inter-corporation espionage and spying is commonplace; sending agents undercover into the workplaces of other megacorps in order to find out what they are doing, expecting and planning. In a conflict across red tape, writs and measures of profit, information is a better weapon than a meson projector on a traditional battlefield.

A megacorp agent signs a contract, non-disclosure agreement and privatisation record with his chosen employer. These are what keep the agent (hopefully) from simply selling everything he learns from his employer to the next competitor, making a quick score before disappearing into thin air. Those who dare double-cross the megacorps are targeted with extreme prejudice. The kinds of researchers, investigators and bounty hunters a wronged megacorp can afford are not going to give up easily. A foolish agent who breaks his contract with a megacorp is rarely one that is ‘missing’ for long.

Not all megacorp agents are assigned underhanded company tactics or missions based on illegal activities. They are sometimes

requested to serve as private, classified couriers or even testers for a corporate prototype the company’s research teams recently came up with. Agents are also tapped for their particular skills at times, sent out to find vital resources, information or asset leads that other employees may not be able to arrange.

Despite the fact legal actions are important to any company, most megacorps rarely utilise their agents solely in such a way. There is simply more money to be made by waging hidden wars against rival companies and competing megacorps. The use of agents to steal secrets from a competitor can greatly aid a megacorporation’s operations, and can provide an inexpensive shortcut, helping to avoid months of expensive research and development. Such actions are illegal in most civilisations but what government has the influence or money to commit a megacorporation to a trial? Even the Imperium often turns a blind eye to the despicable things that take place between the megacorps unless it directly affects their major assets.

Some of the major megacorporations that frequently hire agents are:

- **Delgado Trading, LIC** – Founded in 997 by the powerful Delgado noble family, this megacorp grew up around its masterful miniaturising of military goods. It now has heavy assets invested in mining, antiquities and toys designed for noble children.
- **Instellarms, LIC** – Established in the early 600s by a wealthy retired mercenary named Axel Murdoch, this controversial megacorp is based solely on arms and military trading. Considered to be the most influential and widespread source for mercenary arms in the Imperium, Instellarms is where anyone with the Credits goes for the next best weapon, vehicle or bomb.
- **Ling-Standard Products, LIC** – A massive organisation with a wide portfolio of products and services, LSP has been built using sound management and investment rather than some of the more dubious practices of some of its rivals. Nevertheless LSP does call upon agents to keep an eye on the activities of the competition and to protect its own secrets, to fail to do so could critically weaken the megacorporation..
- **Naasirka** – A high-tech research, development and trading firm of robotics, cybernetics and computer goods, this megacorp is of Vilani origin and management. This company is also the source for the X-Boat program’s powerful communications and sensor equipment.

Agency Employment Summary

Agents working for a Megacorporation...

- ...have excellent access to resources.
- ...are well-paid and insured by their corporation.
- ...are well-informed as to the state of interstellar affairs.
- ...have access to excellent training for skills they might need on mission assignments.
- ...are well rewarded for exemplary service.
- ...will be asked to perform unscrupulous acts.
- ...are expected to stay employed for an as-to-be-determined amount of time.
- ...cannot talk about some of their work for fear of having their contract 'violently terminated'.
- ...will only be told what the corporation feels they need to know and nothing more.

Megacorporation Special Actions

The following are special actions based on the Trust level of the Agent currently employed by the agency, marked by the requirements of the Agent's current Rank.

RANK 0

Find a local affiliate of the megacorp: 10-60 Minutes, Easy (+2).

Acquisition of company assets worth up to Cr. 1,000: 1-6 Hours, Easy (+2).

RANK 1

Acquire use of company vehicular transport for one week: 1-6 Hours, Very Easy (+4).

Acquisition of company assets worth up to Cr. 5,000: 1-6 Hours, Average (+0).

RANK 2

Acquisition of company assets worth up to Cr. 10,000: 1-6 Hours, Average (+0).

Hire temporary subcontracted employees for moderate wages (Cr. 100 a day): 1-6 Weeks, Difficult (-2).

Request further intelligence on specific target: 1-6 Hours, Average (+0).

RANK 3

Acquisition of company assets worth up to Cr. 20,000: 1-6 Hours, Average (+0).

Request local mercenary aid: 1-6 Weeks, Social Standing, Difficult (-2).

RANK 4

Acquisition of company assets worth up to Cr. 30,000: 1-6 Hours, Average (+0).

Gain access to megacorp records on employee or target: 1-6 Days, Average (+0).

RANK 5

Acquisition of company assets worth up to Cr. 50,000: 10-60 Hours, Average (+0).

Have megacorp employee terminated: 1-6 Weeks, Average (+0)/ Difficult (-2) if target is an Agent.

RANK 6

Acquire megacorp Merchant Vessel for no longer than six months: 10-60 Days, Difficult (-2)

Acquisition of company assets worth up to Cr. 100,000: 10-60 Hours, Difficult (-2).

Indefinite use of megacorp planetary vehicular asset: 1-6 Days, Average (+0).

THE ESCHATON MOVEMENT

The galaxy is a very large place populated by people whose beliefs range from the commonplace ideology of a higher power to the nihilistic view of an eternal nothingness and everything in between. Many cultures have some kind of prophesised 'end' to Creation and many of these beliefs point toward a strange root similarity. These similarities, over the centuries, have meshed into one collective ideal. This ideal is called the Eschaton Movement – the lifelong search for the final destiny of the universe; the end of everything.

The various galactic religions and belief structures all tend to view their own set of eschatological thoughts as the perfect way to end Existence. This collective thought pushes the religious forward



in their actions, always believing that they will find eternal peace, nirvana or their own version of paradise when everything comes to an end. Some of these people actively work *toward* that final moment. These are agents that are part of the Eschaton Movement.

Unlike those that work specifically for a company or organisation, Eschaton agents work to uphold the ideals and beliefs of their own faith in order to ensure that their views of the End will be waiting for them when it comes to a close. This is not an easy path to follow but for those that truly believe in its message it is the only real choice.

Agents that serve their faith's eschatological teachings are sometimes seen as zealots or fanatics but many work toward the end of all things with even heads and logical choices. For them, their decision to urge the universe toward its end is simply the right thing to do and acting upon that decision is matter-of-fact. Some of the most successful Eschaton agents never mention to anyone what

their final goal is – they simply work toward the End as if they were any other normal galactic agent.

Unless an organised faith or church actually employs them, Eschaton agents are treated very similarly as freelancers. They work for whoever can help them set up their mission assignments and earn enough money to continue working toward their goals. Sometimes they must accept assignments that are not in the greater plan to reach the awaited End but an agent knows that he must be able to afford living and working if he is to continue his work.

There are thousands of different religions in the galaxy, many of which have Eschaton agents working for them in some fashion – whether or not they are aware of it. Some are very aware of the Eschaton Movement and happily supply agents with resources, contacts and information. Like the churches that supplied the holy crusaders of ancient Terran religions in their bloody conquest, several organised faiths in the galaxy do the same through their agents.

A few example interstellar faith organisations that employ Eschaton agents to do their holy bidding are as follows:

- **Holy Order of Light** – The Holy Order of Light is a widespread interstellar religion that prays to the wavelengths of light energy that move about the universe between the stars. They believe that the galactic light is what binds everything together as one reality. The Lightbringers believe that the universe will end when the pious absorb all of the light and leave the non-believers in eternal darkness and suffering.
- **The Sesshayr Religion** – Originating with the Esyyat (minor alien) on account of a prophet Sansdantka, the Sesshayr believe in bridging anything that has a gap between parts, making the universe one total structure. They believe firmly in an intergalactic apocalypse but that it will occur when they finally bridge the gap between life and afterlife – bringing the Heavens to mortal space.
- **The Universal Truth Engine** – A strange and convoluted religion, the believers of the UTE claim all of Creation is an unbalanced equation. They believe the actions of the inherently good and the inherently evil throw off the balance of things and only when true equality is reached will the equation be solved and the universe will transcend into perfection. UTE members believe in utter neutrality; including battling for or against the sides of good or evil depending on which side is currently throwing off the 'balance'.

Agency Employment Summary

Agents working for the Eschaton Movement...

...have the freedom of working toward an ambiguous and theoretical goal.
 ...can hail from all walks of life and career backgrounds equally.
 ...always have allies hidden away in their own chosen faith.
 ...can justify almost any action or mission if it is in line with their belief structure.
 ...must hide their overall goals from non-believers or risk their negative involvement.
 ...do not make much in the way of wages.
 ...are frequently seen as zealots, fanatics and cultists.
 ...have a code of beliefs they must follow if they do not want to risk damnation when the End Times come.

Eschaton Agent Special Actions

The following are special actions based on the Trust level of the Agent currently employed by the agency, marked by the requirements of the Agent's current Rank.

RANK 0

Discover a friendly member of the faith: 1-6 Days, Average (+0).

RANK 1

Determine whether a mission or action works for or against the greater Eschaton: 1-6 Hours, Education, Average (+0).

Request the use of the faith's local headquarters as shelter, hospice, etc: 1-6 Hours, Easy (+2).

RANK 2

Get church/faith permission to meet another local Eschaton agent: 10-60 Hours, Average (+0).

Send for a skilled specialist (doctor, locksmith, hacker, etc) from amongst the faithful: 10-60 Minutes, Average (+0).

RANK 3

Request a piece of equipment through the faith worth no more than Cr. 10,000: 1-6 Days, Difficult (-2).

RANK 4

Gain use of a professional (merchant, soldier, etc) within the faith: 1-6 Days, Average (+0).

Look through clerical records concerning a single person, place or event: 10-60 Hours, Education, Average (+0).

RANK 5

Request a piece of equipment through the faith worth no more than Cr. 25,000: 1-6 Days, Difficult (-2).

RANK 6

Arrange for a member of the faithful to sacrifice life or freedom to further the goals of the Eschaton: 10-60 Days, Social Standing, Difficult (-2).

Gain total access to a building, facility or house owned by the faith: 10-60 Hours, Average (+0).

FREELANCE AGENTS

There are many agents out in the galaxy that do not have one specific employer. Working for whoever can bid the highest for their services, freelance agents live a life of choice and chance. Without a constant employer to fall back upon, these freelancers tend to take any work they are offered; a dangerous position to *choose* to be in.

Freelance agents have the freedom of not having to follow a set of rules consistently; their individual codes of conduct change from employer to employer. One assignment might have the freelancer stopping a smuggler from bringing drugs across planetary lines; the next might require him to sell those same types of drugs to a local population. It is a varied and spontaneous life they lead but it also requires a flexibility that some people just do not have.

Most freelancers advertise in planetary bulletins or ensure their contact information ends up travelling by word of mouth to potential clientele. A single mission assignment might keep the agent's power packs charged and vehicles running for a few weeks at a time – but the money always runs out eventually.

Some freelancers might claim that they specialise in a particular field or assignment style but the good ones make no promises or exceptions. A wealthy freelance agent is the one that never says 'no', taking on multiple jobs at once. It is a freelancer's role to take on the jobs that others either cannot perform or do not want.

Agency Employment Summary

Agents working as freelancers...

- ...answer only to themselves and their own choices.
- ...do not have to work for anyone they do not wish to.
- ...work at their own paces and risk level.
- ...cannot count on a steady paycheck.
- ...have no employer-contracted allies to call upon in an emergency.
- ...are considered less loyal or trustworthy than a contracted agent.

Freelance Agent Special Actions

The following are special actions based on the Trust level of the Agent currently unemployed by any specific agency, marked by the requirements of the Agent's current Rank.

RANK 0

Arrange to meet with a former employer: 10-60 Hours, Easy (+2).

RANK 1

Advertise availability for contracting across an entire nation/kingdom: 1-6 Days, Average (+0).

Get local legal documentation for contracted assignment: 10-60 Hours, Difficult (-2).

RANK 2

Arrange to meet with a potential employer: 1-6 Days, Average (+0).

Use local popularity to avoid minor criminal charges: 1-6 Days, Social Standing, Difficult (-2).

RANK 3

Advertise availability for contracting across entire planet: 1-6 Weeks, Average (+0).

Arrange for lucrative freelance contract with large agency: 1-6 Weeks, Social Standing, Average (+0).

RANK 4

Advertise availability for contracting across entire star system: 1-6 Months, Average (+0).

RANK 5

Get Imperial legal documentation for contracted assignment: 1-6 Weeks, Difficult (-2).

RANK 6

Petition Imperial Ministry of Justice for contracted employment: 1-6 Months, Social Standing, Very Difficult (-4)

Petition local police force for contracted employment: 10-60 Days, Difficult (-2)

Petition a megacorporation for contracted employment: 1-6 Weeks, Social Standing, Difficult (-2)

THE LAW IN TRAVELLER

Where there is civilisation in the galaxy, there are laws designed to protect it and make it operate safely and smoothly. The laws of each civilisation differ a little from one to the next but there tends to be a pattern of similarities that outline what most sentient species consider to be right, just or at least tolerable enough to be *legal*.

In *Traveller*, a planet's primary culture has the strictness of its laws described by a code – the planet's Law Level. While to some this is just a digit found in the long string of letters and numerals for a planet's UWP, it can actually say a great deal about the cultural impact that crime and punishment have upon that world's peoples.

This chapter is devoted to helping define how the law is handled across the galaxy, especially by the Agents that a culture or community may have on hand to help turn the wheels of legal justice. Agents tend to work on the razor's edge of the law, hopping back and forth over what is necessary and what is legal in an effort to get their assignments done without finding themselves in restraints before the local judge. We have chosen to use this book to better detail the workings of the *Traveller* legal system – from both sides of the law.

LAW LEVEL

In the game system of *Traveller*, there is a standardised rule put into effect that explains what is considered legal or not on specific planets and to what extent. This rule is called 'Law Level' and it is a relatively simple idea on the surface.

As it was presented in the *Traveller Core Rulebook* (starting on page 173), a planet's Law Level is randomly determined by rolling 2d6–7 and adding another piece of the UWP, the Government characteristic. This results in a listed number that shows how strict the laws concerning that class of item or circumstance truly are; the higher the number (ranging from 0 to 9) the more tightly policed or controlled it is.

A quick description of the ten Law Levels is as follows:

0 (Lawless): This is the absence of legal authority. Either through anarchy, barbarism or other assorted social fractures, this culture does not keep a set of laws to govern the indicated items.

1 (Light Limited): The culture really only keeps restrictions upon the most extreme examples of item or action. Legal action is likely strict about the punishments concerning these light laws, however.

2 (Moderate Limited): Increasing the limitations on particular situations or items, a culture at this Law Level has begun to monitor things for the general well-being of their populace.

PLAYER CHARACTERS AND LEGAL TROUBLES

Unless a Referee has a group of the most upstanding and morally abiding players and characters in his game, there will come a time when legal trouble is assured. Someone will hijack a car, hold up a merchant or simply commit a heinous act like murder in a way that cannot be ignored.

Traveller is not a game that coddles characters that make foolish errors but rather a game that can punish those with little foresight when considering their actions. Few Referees want to respond to their Player Characters' illegal behaviours by tossing them into a brutal shootout with the local police or spend the rest of their years trying to escape an Imperial prison but what happens when the players give the Referee no other choice?

Here are a few ideas on how to make Player Character legal troubles into interesting plotlines and gaming sessions:

- A wealthy noble could buy them out of their legal troubles in order to force them into service for him. Perhaps this noble is a villain that needs them to do other nefarious acts on his behalf or maybe he has other reasons for helping them.
- An entire campaign could be based around the survival of the Player Characters in a hardcore Imperial prison, especially as they slowly work their way toward escape. Player Character arrests could be a good lead-in to our *Adventure 2: Prison Planet*.
- The Player Characters could be asked to become informants within the criminal element of the world, receiving adjusted prison sentences in exchange for what they can learn from their 'peers'.

3 (Standard Limited): Safety laws begin to appear at this level, with the governing power trying to limit what is readily available to protect the general populace.

4 (Heavy Limited): The first appearance of 'common sense' laws, this Law Level has thick restrictions on anything that might cause undue or irreparable harm to the common people.

5 (Strict): The governing power has begun to set arbitrary limitations on things and situations now; likely based on personal politics rather than the good of the whole.

6 (Controlled): This law level represents the shift of freedoms from the people to the governing agencies. Some specialised items and services are made illegal, forcing the people to come to the government for aid in these areas.

7 (Tight): The legal codes of this culture are designed to take away many specific options from the people as a whole. Most civilian items and services are now regulated by the government, ensuring that they are not readily available without legal means or authority.

8 (Enforced): Total governmental control over most things; this Law Level represents most military states or areas under strict martial law.

9 or higher (Stifling): The epitome of legal tyranny. Nothing is accessible by the people and everything is kept under governmental control. Punishments for breaking these laws are likely the harshest possible; better to keep the populace in line with the legal regime.

Types of Contraband and Illegal Activities

Added as an expansion to the table found on page 176 in the *Traveller Core Rulebook*, the following sections explain in greater detail what the Law Levels mean in respect to each of the potentially regulated items, services and other facets of a culture. These are general views that might see a slight bit of variance from culture to culture but are good guidelines to follow when dealing with a *Traveller* setting's legal system.

The Law Level 0 has no descriptions, as there are no legal restrictions at that level to discuss.

WEAPONS

1 – Weapons (and other combat-oriented technologies) that are designed for massive indiscriminate losses of life are outlawed at this level. Weapons of mass destruction, chemical or biological weapons and the sorts of things that terrorists use to wreak havoc upon civilian targets all fall into this category.

2 – Weapon systems that can inflict massive bodily harm upon a target and likely generate radiation on a localised level are illegal. Lasers, fusion weaponry and plasma weapons cause enough visceral damage to be considered contraband.

3 – Weaponry that requires special training and military access, often with a remarkable rate of fire that can injure multiple targets in one volley. Squad-level support weaponry like heavy machine guns and anti-tank rifles are too dangerous for casual citizens to use and the government tries to make sure they do not.

4 – Personal weaponry with high rates of automatic fire such as light assault guns and submachine guns are, at this level, thought of as too easily acquired and abused to be in the hands of the common citizen.

5 – This legal level restricts all weaponry that could be hidden on the average person, making it much harder for non-authoritarian figures to be lethally armed.

6 – Leaving only projectile weapons that are nonlethal or originally designed for hunting, the government at this Law Level restricts all manners of other firearms.

7 – The government at this Law Level no longer recognises the hunting applications of shotguns or low-impact black powder firearms, placing all slug throwers in the illegal category.

8 – This Law Level removes all manufactured weaponry from the hands on non-authoritarians. Knives, primitive projectiles and even stunning equipment become restricted. Without special consideration, being armed with something designed to harm or incapacitate another is not accessible to citizens.

9 – Nothing that can be considered a weapon in any circumstance is allowed to be carried personally. From a stone tied to a stick or a shard of broken glass carried in a menacingly manner – all implements of inflicting harm are forbidden.

DRUGS

1 – Only the most dangerous and physically addictive drugs are disallowed at this Law Level, deemed utterly unsafe by the governing medical minds.

2 – Drugs that are physically demanding or that can easily create dependencies are added to the list of what the government does not want accessible by the people.

3 – The possible medical ramifications of using combat enhancing drugs can turn regular citizens into serious problems for local law enforcement, which is why they are deemed illegal.

4 – Anything with an addictive property to its chemical structure is added to the illegal category of drugs by the government, who want to keep its citizens from becoming dependant on them.

5 – Powerful drugs that stem the effects of aging, anagathics are now considered dangerous in the hands of common citizens. At this Law Level they are governmentally controlled and kept watch over to ensure 'safe' usage.

6 – The potential for recreational use of medicinal drugs like Fast and Slow are brought into suspicion of abuse at this Law Level. The government feels that only medical professionals should make use of such chemical stimulants and depressants.

7 – This Law Level puts the government at a position where they want to keep all narcotics – both harmful and beneficial, medically speaking – out of the hands of the general populace. Only through governmentally sanctioned medical avenues can they be attained and only in minimum doses to avoid stockpiling.

8 – No longer even accessible through medical avenues, pharmaceuticals are considered to be governmentally controlled only.

9 – All chemical additives of any kind are restricted by the government. No medicines, no vitamins, no anagathics; nothing of the sort are considered legal in any way.

INFORMATION

1 – The government only cares about the use of artificial intelligences and intellect programming; anything that can make an inorganic thing seem sentient. Robots with lifelike programming that still remain non-heuristic are generally viewed as 'optionally legal'.

2 – Software that hides codes, information and smuggled data in a normal computer is rarely used for upstanding purposes to begin with but this Law Level forces all Agent programming of that sort to be considered illegal. Even if being used to send encrypted messages or store classified data, these programs are not to be used.

3 – Adding software packages designed to break through other encryption software to the illegal list at this Law Level is supposed to help protect the government from hackers and data thieves. The government begins to set up censorship protocols to keep abt-government activists from learning too much about classified goings on.

4 – At this Law Level the government no longer wants the citizen public to have access to software that could keep them from seeing what the people are doing electronically. Security programs are solely owned by officials and spies, with everyone else's data being public access.

5 – Technology is severely restricted. The usage of any professional software programs is tightly limited.

6 – Electronic information from other worlds has begun to be held as privileged data by the government at this Law Level, only allowing older facts that are less likely to truly affect their populace through the filters.

7 – True censorship begins to surface at this Law Level, with historic and off-world data suffering the greatest amount of editing by the government. The general populace also finds that they cannot spread their own data on mass media levels without governmental approval, which is always heavily edited.

8 – The government tightens its fingers around what the civilian populace can learn, filtering all information that can be researched by the people. Off-world data not deemed as necessary for everyday life is silenced and anything published or broadcast by the people is heavily edited and manipulated by the state.



9 – Total governmental censorship curbs all information from off-planet or even beyond the local level. All mass media is sponsored and fabricated by the controlling governmental agency.

TECHNOLOGY

1 – Making only the most dangerous and invasive technologies illegal, like full-body replacement cybernetics and self-replicating nanotech, the government keeps these devices out of the hands of those who could not handle the power or responsibility.

2 – Watching out for technologies that are designed and manufactured by alien species, the government sets laws against the use of alien sciences. This could be due to a protectionist view of their people's goods or perhaps on account of some kind of xenophobia.

3 – Fearing that the common citizen cannot handle the responsibility for themselves, the government claims that all ultra-science technology (TL 15) is restricted without their clearance.

4 – The addition of advanced technologies (TL 13) to the list of unauthorised access removes several important medical procedures and useful pieces of equipment but helps keep the government in control of well-studied sciences.

5 – As the legal grip of the government closes to this Law Level, technologies thought of as general Imperial status quos (TL 11) are now restricted. Some useful applications, like drone design and chemical engineering, are outlawed for common use.

6 – The government no longer allows most spacefaring sciences (TL 9) to be practiced by their populations, leaving all jump technologies in the hands of the military and governmentally-sponsored officials. This is the beginning of the legal nullification of a learned populace.

7 – Officially keeping all important jump-theory science knowledge and equipment (TL 7) behind locked doors along with anything else that shows a modern look at invention and design, this Law Level forces its people to remain in a combustion engine era under penalty of law.

8 – Forcing its people to remain in the industrial era of technological advancement, the equipment and instruments that might lead to higher science (TL 5) are now forbidden. The government has managed to keep its citizens simple and likely blinded to the wonders of the galaxy.

9 – A state-imposed medieval culture, this Law Level only allows extremely simple mechanical equipment and the knowledge to use them, ceasing the legal use of steam works or industrial advances (TL 3).

TRAVELLERS

1 – The government keeps open borders and allows free travel across them, only requesting travellers check in with local authorities when they land. Radio contact, even delayed response radios, is considered enough warning to allow a landing anywhere the ship can find room to do so.

2 – This Law Level begins to give the government the right to check passenger and cargo manifests before allowing a starship to land, normally doing so electronically while the ship is in orbit. The ship is not restricted in any other way.

3 – The transit authority system requires vessels to land at specified locations on the planet to ensure safe flights and inter-ship traffic. Starports, landing zones and berthing sites are registered with the government as available landing locations.

4 – The government keeps security ships and personnel around specified governmental starport locations, only allowing ships to make landings at these sites when cleared to do so. The starport monitors traffic and regulates its flow.

5 – The passage to and from the planet is now recorded for security reasons. Citizens going off-world must inform the government as to why and how long; incoming traffic must declare and register why

they are visiting the planet. The government may or may not use this information to keep tabs on their populace.

6 – Making starport access stark, unattractive and business-only, the government creates laws at this level to try and keep off-world visitation to a bare minimum. Starports are no longer commonly accessible by the local populace, only those with special permission or clearance.

7 – The government officially limits the mingling of outsiders and the local populace at this Law Level. Citizens can only leave the planet if doing so at the behest of the military or government and any off-worlders are only allowed access to the militarily-controlled and secured starport grounds. Only government agents are allowed to do business with the off-worlders at the starport or electronically only.

8 – This Law Level closes the planet to the vast majority of outside access. Only those carrying Imperial transit authority papers or other interstellar documentation are allowed to land but are still restricted to starport locations only. The government keeps a minimal staff at these starports, further limiting interactions even between these Imperial agents and the population.

9 – Complete planetary transit lockdown. The government no longer allows off-world traffic to or from their planet, enforcing their laws with force if they have to. Only Imperial agents with business on the ground will be allowed to land.

PSIONICS

1 – With only the basest regulations on psionic abilities, the government feels it necessary to keep track of convicted psi-offenders or psions with particularly dangerous talents. The government does not restrict these abilities but needs to know who has access to them.

2 – Governmental control over psionic abilities is increased to a standard registration of all psions, noting who has access to which abilities in case they are to be utilised, monitored or apprehended. A new set of 'psi-laws' is put into place that seriously punishes those who use dangerous or overly invasive psionic abilities.

3 – This Law Level further restricts the psionic members of a population by requiring any and all practicing psions with the telepathy talent to be employed by the government. Telepathic use outside of government-approved services will be punished by anti-psi chemicals and inhibiting drug treatments.

4 – Due to the potential illicit use of such psionic abilities as teleportation and clairvoyance, the government has added these talents to the list of psionic restrictions. Only those approved by and registered with the government can use these talents without persecution.

5 – No longer seeing any distinction between the psionic talents, the government claims complete control over psions. Only those employed by the governing agency can use their talents, all others are chemically or surgically inhibited.

6 – This Law Level treats psionic-enhancing drugs and chemicals like any other dangerous narcotic substance. Possessing such substances is considered reason enough to prosecute the individual for ‘intention to break psi-restrictions’.

7 – The government no longer caters to psionic abilities in any way, seeing any use of them as a dangerous crime against the populace. Being a natural psion is likely to mean being forced to take chemical inhibitors by the state or being deported from the common population for ‘mental safekeeping’.

8 – This Law Level sees the use or manufacture of anything involving psionic technologies as a precursor to psionic revolution, banning their very existence under strict penalties. The only exception is often a government ‘anti-psi’ agency, which is likely armed with technologies aimed at nullifying psions.

9 – The government has a strict ‘no tolerance’ policy for anything at all related to psionic ability, technology or genetics. Psions are sterilised, lobotomised or worse.

LEGAL INVESTIGATION

The heart of the legal system, the ability to find and understand the evidence to convict offenders, is a major component of any law enforcement policy. Seeking out criminals in the darkest corners of the galaxy by following the right clues is what keeps the system functioning. This collective process, the investigation, is what separates a just and fair legal system from the heavy-handed tyranny of summary judgments and sovereign condemnation.

A good investigation into any sort of legal matter is comprised of three main components: Research, Discovery and Verification.

This section is devoted to the process of a full and thorough investigation; the kind used to build cases against criminals. The results of this process will help in the pursuit of Justice, later in this chapter.

It should be obvious that the most important *Traveller* skill in a basic investigation is Investigate but there are several other skills that can be used to some great effect while embarked on an ongoing case. The following subsections give a variety of other skill tasks characters can undertake while trying to accomplish a proper target-based investigation.

Research

The investigator must make sure he is looking into the right crimes, criminals or clues before going off to begin the case. If they

begin their search with the wrong man, place or object, the entire investigation could be undermined from the very beginning.

It takes three successful consecutive Research-related skill tasks to ensure the investigator is looking into things properly. The investigating character may not progress into Discovery without them.

ASTROGATION

Tracing a ship's potential travel route: 1-6 Hours, Education, Difficult (-2).

CAROUSE

Learning the basic information to begin the investigation from the target's peers: 1-6 Days, Intelligence, Difficult (-2).

COMPUTERS

Finding an electronic signature to start researching: 10-60 Hours, Education, Average (+0).

Create a false software signature to begin hidden research from: 1-6 Hours, Education, Difficult (-2).

PERSUADE

Convince local law enforcement officers to give you a good starting point: 1-6 Hours, Social Standing, Difficult (-2).



RECON

Find the root of the investigation: 10-60 Minutes, Intelligence, Average (+0).

SENSORS

Looking through sensor data to find the root of the investigation: 1-6 Hours, Intelligence, Average (+0).

As an example, Marchus has been tasked by his commissioner to uncover the truth behind a missing person's case that has just been upgraded to murder. He chooses to use his extensive background in technology, rolling at first a Sensors skill test that takes him all night... which he sadly fails. Seeing that only putting in personal face time will work with this criminal, he instead tries Carouse, Investigate and Recon; all of which he succeeds at. He now knows where he must begin to seek out the criminal in question, an Aslan called Iklaugh.

Discovery

The majority of the investigation is made up of 'discovery'. This is the physical process of the investigator going out and looking for clues, evidence or other factors that will eventually lead to the unveiling and capture of the target in question. During the discovery process of an investigation, every facet of the target must be pored over. Missing one small detail or clue could cost the investigator many days' worth of travel and legwork; even the case altogether if the clue is important enough. Discovery is the most important part of the investigation process and can take weeks, months or even years to come to fruition depending on the case in question.

Each successful Discovery-related skill task (including common uses of the Investigate skill) will add a single piece of Evidence to the investigator's case. The final Evidence number is important for the application of Justice, covered later in this chapter.

ADMIN

Searching through bureaucratic files and memos for clues: 1-6 Hours, Intelligence, Difficult (-2).

ADVOCATE

Finding legal precedence in past files for specific avenues of investigation: 10-60 Hours, Education, Routine (+2).

CAROUSE

Talking information out of someone at a bar, restaurant, etc: 10-60 Minutes, Social Standing, Difficult (-2).

Initiating a rumour mill to force truth to surface: 10-60 Hours, Intelligence, Average (+0).

COMMS

Poring over recovered communication logs from hard storage: 1-6 Hours, Intelligence, Average (+0).

Eavesdropping on comms signals: 1-6 Minutes, Education, Difficult (-2).

COMPUTERS

Finding electronic connections that lead to the target: 10-60 Hours, Intelligence, Difficult (-2).

Write a search program that finds the target's use of specific electronic devices: 1-6 Days, Education, Very Difficult (-4). This skill task will produce two pieces of Evidence.

DECEPTION

Fast-talking a law enforcement agent to give you information: 1-6 Minutes, Intelligence, Average (+0).

Tricking someone into pointing you in the right direction: 10-60 Minutes, Intelligence, Difficult (-2).

GAMBLER

Losing in a jovial manner to loosen tongues and learn rumours: 1-6 Hours, Intelligence, Routine (+2). This will also cost 1d6x10 Credits.

MEDIC

Performing a forensic autopsy or wound analysis of a violent crime: 10-60 Minutes, Education, Difficult (-2).

PERSUADE

Intimidate a witness to give over information: 1-6 Minutes, Intelligence or Social Standing, Average (+0).

Convince bystanders to explain what they might know or have seen: 10-60 Minutes, Social Standing, Difficult (-2).

Convincing target's peers or relatives to help case: 1-6 Hours, Intelligence or Social Standing, Very Difficult (-4). This skill task will produce two pieces of Evidence.

RECON

Follow a successful visual cue at the crime scene: 10-60 Minutes, Intelligence, Difficult (-2).

SENSORS

Discover a sensor mark or anomaly that leads to a clue: 10-60 Minutes, Education, Difficult (-2).

STEALTH

Shadow an informant or ally of the target until they reveal previously unknown information: 1-6 Hours, Dexterity, Difficult (-2).

STEWARD

Cater to others until they blurt out information: 10-60 Hours, Education or Social Standing, Average (+0).

STREETWISE

Go see a knowing informant: 1-6 Hours, Intelligence or Social Standing, Routine (+2).

Canvas all the normal rumour mills and gossip chains: 1-6 Days, Intelligence or Social Standing, Average (+0).

Bribe local criminals to give up information about a target: 1-6 Hours, Intelligence, Very Difficult (-4). This skill task will produce two pieces of Evidence and will cost 2d6x50 Credits.

SURVIVAL

Fully search a rural crime scene or other area for clues: 10-60 Minutes, Intelligence, Average (+0).

As an example, Marchus continues his hunt for Iklaugh. Using Advocate, Carouse, Computers, Persuade, Recon, Sensors and Streetwise, he spends seven and a half days gathering clues and information. His final tally is ten pieces of Evidence against Iklaugh.

Verification

Once the investigator has everything he needs he can then present his case to the authority that has jurisdiction over the target. This can be a local constabulary, an Imperial agent, the leader of a criminal syndicate or a noble family patriarch, depending on why the investigator has put together the case in the first place. The verification component is where the investigator double-checks all of his findings, making sure he has the right target and nothing obvious has gotten past him. Effectively, this component to an investigation is proper fact-checking, data cleaning and editing out what is not needed to make the case.

The investigating character must attempt three of the following Verification skill tasks to make sure his Evidence will affect the Justice the target will receive. Each failed Verification skill task will remove 1d6 pieces of Evidence from the character's overall case.

ADMIN

Fact checking with a bureaucratic assistant: 1-6 Hours, Intelligence, Difficult (-2).

ADVOCATE

Check all evidence against local or Imperial legal codes: 1-6 Days, Education, Average (+0).

COMPUTERS

Make evidence database to cross check evidence: 10-60 Hours, Education, Difficult (-2).

DECEPTION

Trick legal advisor or Imperial advocate into commenting on your evidence: 10-60 Minutes, Intelligence, Difficult (-2).

PERSUADE

Talk about potential case with local or Imperial arbiters and get opinions about evidence: 1-6 Hours, Social Standing, Very Difficult (-4).

STEWARD

Host a social event with an Imperial judge or justice to weigh evidence prior to the case: 10-60 Hours, Social Standing, Difficult (-2).

As an example, Marchus is informed that Iklaugh has been captured and is being held, awaiting trial by ducal court. He books his flight to the planet where the trial is to occur and takes a day to gather his evidence and ensure that it checks out properly before going. Knowing that time is of the essence, he chooses to use Admin, Computers and Persuade. Unfortunately he fails his Persuade check, costing him 2 pieces of Evidence (result of a d6) before going on to the ducal court.

The Evidence Gathered

The investigation is concluded either when the investigating character is ready to do so or when the accused party is captured. Whether this is by the local authorities, Imperial agents or the investigating character, the case is now ready to move onto the judiciary stage. Sometimes this is as easy as handing the information over to the local police agency or an Imperial judge; but it might mean stating

BUT I AM INNOCENT!

The skill tasks and processes in this chapter assume the target is guilty of performing whatever act got them targeted by the investigation. What happens when the target is actually innocent of the crime? What if it is a set up?

If the target is innocent, the Referee should assign a blanket Very Difficult modifier to all skill tasks trying to find Evidence otherwise. This should accurately signify the ability to persuade or trick others into selling out an innocent person if pushed enough but also the difficulty it would be to find hard proof of something that did not happen to them.

The exception to this would be a well thought-out plan to frame someone. Corporate conspiracies, government cover ups and the glossing over of certain things by the nobility can all be factors that can lead to bogus Evidence being left for the investigator. In these cases, the Referee may even want to grant a bonus to the character – and another Investigate check to notice how easily things are falling into place. Perhaps this awareness will begin a different plot all together...

the case in front of the arbiter. Whatever the situation, the evidence collected against the target is integral in determining whether or not the system works.

JUSTICE – THE TRIAL

When a suspected criminal is apprehended, after an investigation is made into their guilt or innocence, they are subjected to the local judiciary system. Hopefully the system will function as it is supposed to, sending the guilty criminals to be punished and shining light upon the innocence of the wrongly accused. It does not always work out this way, especially when larger beliefs and biases get involved but it is the basis by which the law is enforced.

In most *Traveller* settings the law can be simplified by the Referee by skipping to the punishment part of this section; summarily deciding how the judiciary system deals with the offender in question. Alternatively, the Referee may want to create a storyline or plot based on the investigation and presentation of the legal material.

This section is designed to allow characters to be involved with the exacting of the legal system, arguing their own points if need be and gives Referees a system to simulate law enforcement and punishment.



Determining what the justice system finds in a specific case is a five step process.

- The Investigation
- The Argument
- The Defence
- The Deliberation
- The Punishment

Other than the Investigation, which was covered in an earlier section of this chapter, the steps to determining the findings are detailed in their own subsections below. They are listed in the order they take place, making it easy for Referees to move through the process page by page to achieve a final outcome.

The Argument

Once the case has officially been opened and brought before some form of judicial power, the representative of the prosecuting party must try to convince the judge, justice, arbiter, or other court authority, of the accused party's guilt. The prosecuting individual must bring forth the evidence and explain what it is, where it was gathered and why it is relevant to a conviction.

It is the prosecution's hope that the evidence gathered is enough to sway the judiciary, get the conviction and then qualify for the relevant punishment. Most importantly however, is that the argument made toward convicting the accused party can go a long way in making up the judge's mind.

The simplest part of the judicial process in game mechanics, the prosecution's Argument can be summed up by a single skill task chosen from the ones below:

ADVOCATE

Argue your evidence properly to a judicial agent: 10-60 Minutes, Education, Average (+0).

DECEPTION

Use manipulation and subterfuge to sway a judicial agent: 10-60 Minutes, Intelligence, Difficult (-2).

PERSUADE

Appeal to personal beliefs or thoughts to get evidence accepted by a judicial agent: 10-60 Minutes, Intelligence or Social Standing, Difficult (-2).

The result of this skill check is important to how well the rest of the case will proceed. Success means that the Argument was persuasive and all of the Evidence discovered during the Investigation is accepted and will carry on toward the next part of the Justice process.

Failure however, will force the prosecuting character to make a single 2d6 dice roll, adding their Social Standing DM (or alien equivalent)

to the result, consulting the table below to see how much of the prosecution's Evidence has been thrown out by the judiciary agent's reactions to the failed Argument.

2d6 + Social Standing Result	Failed Argument Results
0 or less	Evidence is null and void; case is cancelled and the accused is released.
2-3	-2d6 pieces of Evidence.
3-4	-1d6+3 pieces of Evidence.
5-6	-1d6+2 pieces of Evidence.
7	-1d6+1 pieces of Evidence.
8-9	-3 pieces of Evidence.
10-11	-2 pieces of Evidence.
12	-1 piece of Evidence.
13+	Judiciary agent is unconvinced; re-roll Argument skill task using different skill.

Unless the case is cancelled due to the failed argument, the judicial agent will then ask the accused party to defend himself – moving on to the next part of the Justice process.

Continuing the example from above, Marchus is called to argue the case against Iklaugh, bringing forth all of the evidence. Deciding to avoid using his limited Advocate skill in favour of his natural aptitude for Deception, Marchus is caught in a misleading statement and the Argument fails. He then rolls 2d6 and adds his Social Standing modifier of +1 for a total of 10; a good argument but still sees two pieces of Marchus' Evidence thrown out of court.

THE DEFENCE

After the prosecution's representative has managed to get as much of his evidence allowed into the judiciary agent's decision-making process through his Argument toward conviction, a representative for the defendant gets a chance to speak.

Trying to sway the judicial agent against some of the evidence, this representative (which could be the accused party himself) can take several standpoints against specific pieces of Evidence being used to make the case. Unlike the prosecution, which must try to convince the judicial agent of the evidence's worth to the case, the defending representative merely has to explain why certain things are invalid, do not apply here or are otherwise useless in determining the accused party's guilt.

In game terms, the Defence is made up of a number of individual motions brought up by the accused party's representative. The number of these motions is dependant on the Social Standing of the representative, the Social Standing of the accused party and the Law Level of the society the accused party is said to have wronged.

Use the table below to determine how many motions the Defence will be made of.

Social Standing of Defence Representative ¹	Social Standing of the Accused Party ¹	Law Level being Applied to Case	Number of Motions Granted
1	1-2	9	-5
2-3	3-4	8	-2
4-5	5-6	7	0
6-7	7-10	6	1
8-9	11	5	2
10-11	12	4	3
12-13	13	3	4
14	14	2	5
15	15	1	6

¹ Both of these columns still apply individually if the Representative and the Accused Party are the same person.

Iklaugh sits in the court, hands in thumb-cuffed manacles but his appointed advocate stands and bows deeply to the court, particularly to the Imperial justice sitting at the stand before him. The advocate has a Social Standing of 8 (2 Motions) and is being tried for crimes against Law Level 5 (2 Motions). Iklaugh's Social Standing is a miserable 4 (-2 Motions). Looking at the table, the appointed advocate will have a net total of 2 Motions to try and get some of Marchus' evidence thrown out of the case.

Once the defending representative has determined how many Motions with which he has to defend the accused, he can decide how to use them. Motions can be spent for the following effects:

- Spending 1 Motion can have a case cancelled if the number of Evidence pieces is currently 0.
- Spending 1 Motion automatically reduces the number of Evidence pieces by 1.
- Spending 2 Motions will allow the defending representative to roll Advocate (9+); success reduces the number of Evidence pieces by 1d6.
- Spending 4 Motions automatically reduces the number of Evidence pieces by 1d6.
- Spending 10 Motions automatically reduces the number of Evidence pieces by 2d6+1.

After the defending representative has used up all his Motions and the final number of Evidence pieces has been determined, if the case is still active the judicial agent (arbiter, judge, jury, or other court official) will then have to take all remaining evidence and begin its Deliberation.

Iklaugh's advocate talks it over with him on how best to use their 2 Motions and they decide to gamble. Spending both remaining

Motions on the Advocate roll, the representative succeeds! His 1d6 roll unfortunately only comes up a 2 but that reduces Marchus' Evidence pieces to only 4 before deliberation begins.

THE DELIBERATION

After the Defence uses its Motions, the case is left in the hands of the judicial agent to be deliberated over to ultimately determine the guilt or innocence of the accused individual. This is the Deliberation; the last and most tense moments someone has before the system lays down its final judgement.

Depending on the culture or government of the area, this can be as fast as a summary judgment or a long and drawn out jury debate that takes place behind closed doors, sometimes for days at a time. It will be at the end of this Deliberation that the accused party will find out what is to happen to them.

The time that the judicial agent(s) are in Deliberation is decided at random. This is partly for completeness of the justice process but it also gives characters a chance to possibly make some kind of non-case related difference. A long Deliberation could give someone enough time to find the real offender, bribe the judicial agents involved or even break out the accused. It might not mean anything to some situations but having all the facts about the Justice process can be a useful bit of information for players and Referees alike.

To determine how long the Deliberation is, roll the dice listed on the table below based on the case's Law Level modified by the number of Evidence pieces that the prosecution got past the Defence. The harsher the Law Level is, the faster the judiciary agent will come to its decision but the more Evidence presented can lengthen that time dramatically.

Marchus sits down after the Ducal Justice gathers up his papers and exits the room, leaving the two sides of the case to stare at their chronographs. As the Justice serves a Law Level 5 court and the prosecution had only 4 pieces of Evidence left, the table shows that the justice will be in deliberation for 1d6 hours. The Referee rolls the maximum, a 6 and explains to Marchus that he will be waiting for the verdict for quite a while.

THE VERDICT

The most important part of the Deliberation is the actual outcome of the case itself. So long as the prosecution manages to keep enough evidence viable for the case, they should have a good chance of getting the verdict they desire.

The Referee can simply choose what the verdict will be according to what he needs in his story or he can leave it partially up to fate by using the following system.

In a perfectly balanced situation, there will be even odds that the judicial agent will return from deliberation with a guilty verdict. This means that the Referee rolls 2d6 and compares the result to the table below.

2d6 Result	Verdict
2-6	Not Guilty
7-8	Guilty – Minimal Punishment
9-10	Guilty – Common Punishment
11+	Guilty – Maximum Punishment

There are a number of modifiers that can affect the verdict die roll, helping sway the judicial agent's final say.

Number of Evidence Pieces in Deliberation							
Law Level	0	1-2	3-4	5-6	7-8	9-10	11+
1	3d6 Hours	1d6 Days	2d6 Days	3d6 Days	1d6 Weeks	2d6 Weeks	1d6 Months
2	2d6 Hours	3d6 Hours	1d6 Days	2d6 Days	3d6 Days	1d6 Weeks	2d6 Weeks
3	1d6 Hours	2d6 Hours	3d6 Hours	1d6 Days	2d6 Days	3d6 Days	1d6 Weeks
4	3d6 Minutes	1d6 Hours	2d6 Hours	3d6 Hours	1d6 Days	2d6 Days	3d6 Days
5	2d6 Minutes	3d6 Minutes	1d6 Hours	2d6 Hours	3d6 Hours	1d6 Days	2d6 Days
6	Summary ¹	2d6 Minutes	3d6 Minutes	1d6 Hours	2d6 Hours	3d6 Hours	1d6 Days
7	Summary ¹	Summary ¹	2d6 Minutes	3d6 Minutes	1d6 Hours	2d6 Hours	3d6 Hours
8	Summary ¹	Summary ¹	Summary ¹	2d6 Minutes	3d6 Minutes	1d6 Hours	2d6 Hours
9	Summary ¹	Summary ¹	Summary ¹	Summary ¹	2d6 Minutes	3d6 Minutes	1d6 Hours

¹ A Summary deliberation means that the judiciary agent hands out the verdict instantly, without leaving the room

- +/-1 per 1,000 Credits spent in bribing the judicial agent(s)
- +1 for every 2 pieces of prosecuting Evidence
- +1 for every Law Level rating above Law Level 6.

Once the judicial agent has reached a verdict and the time for deliberation has passed, the case is either judged as Not Guilty and no further proceedings are necessary or Guilty and the case must then be passed down into the next stage of Justice – the Punishment.

In the continued example, the court waits with baited breath as the Imperial justice returns to the room. The Referee gives a long sigh and explains that he rolled initially 6, a Not Guilty result but Marchus' 4 pieces of Evidence pushed the justice over the limit. Although Iklaugh will only be getting the minimal amount of punishment, he is still found Guilty.

THE PUNISHMENT

A Guilty verdict in a case brings about the next and final stage of Traveller Justice – the Punishment of the offender. This is possibly the fastest and simplest part of a case, as it requires really only one die roll modified by the case circumstances.

The Traveller Justice system will allow the guilty party to either pay a hefty fine directly to the judiciary agent immediately for some crimes. Listed on the tables below as an 'Equivalent Fine', these financial penalties essentially eliminate the need for the listed Punishment. Some crimes do not have an Equivalent Fine, as noted below; these punishments cannot be avoided.

When the guilty party does not have access to the listed amount, they may seek the aid of a bail bondsman. A bondsman forces the guilty party to pay 10% of the Equivalent Fine, of which he puts up the remaining 90%. After 30 days, if the guilty party has not come forward and paid off the loaned balance, the bondsman turns them into the judicial agent as 'delinquent' and bounty hunters are sent to fetch them. Once captured, the listed Punishment immediately goes into effect.

To determine what sort of punishment a guilty offender receives, the Referee rolls 2d6 on the relevant table below (determined during Deliberation) and applies the following modifiers (if any apply).

- -2 if the crime was classed as 'petty' (non-violent, thefts worth less than 10,001 Credits).
- -1 if the crime was non-violent but worth more than 10,000 Credits.
- +1 if the crime was violent with no loss of sentient life.
- +1 if the Deliberation was a Summary judgment.
- +2 if the crime was violent and ended in the death(s) of a sentient being.
- +4 if the crime was treasonous against the government, Imperium, and so on.

Minimal Punishments

2d6 Result	Punishment	Equivalent Fine
2	2d6x50 hours local community service	500 Credits
3	2d6x100 hours local community service	1,000 Credits
4	2d6x500 hours local community service	2,500 Credits
5	2d6 days local incarceration	5,000 Credits
6	1d6x10 days local incarceration	10,000 Credits
7	1d6 months local incarceration	25,000 Credits
8	2d6 months local incarceration	50,000 Credits
9	1d6 years imprisonment	100,000 Credits
10	1d6+3 years imprisonment	250,000 Credits
11	2d6 years imprisonment	—
12	Roll on Common Punishments table	N/A

Common Punishments

2d6 Result	Punishment	Equivalent Fine
2	1d6 months imprisonment	25,000 Credits
3	2d6 months imprisonment	50,000 Credits
4	2d6 years imprisonment	100,000 Credits
5	1d6x5 years imprisonment	250,000 Credits
6	1d6x10 years imprisonment	500,000 Credits
7	1d6x5 years imprisonment with genetic tagging	1,000,000 Credits
8	2d6x5 years imprisonment with genetic tagging	2,500,000 Credits
9	2d6x10 years imprisonment with genetic tagging	—
10	Life Sentence (75 years standard)	—
11	Life Sentence (75 years standard) with genetic tagging and chemical sterilisation	—
12	Roll on Maximum Punishments Table	N/A

Maximum Punishments

2d6 Result	Punishment	Equivalent Fine
2	2d6x5 years imprisonment with genetic tagging	5,000,000 Credits
3	3d6x5 years imprisonment with genetic tagging	10,000,000 Credits
4	3d6x10 years imprisonment with genetic tagging	25,000,000 Credits
5	Life Sentence (75 years standard) with chemical sterilisation and genetic tagging	50,000,000 Credits
6	Double Life Sentence (150 years standard) with genetic tagging	—
7	Double Life Sentence (150 years standard) with chemical sterilisation and genetic tagging	—
8	Psionic Solitary Confinement	—
9+	Death Sentence	—

The following are definitions or descriptions of the punishments listed above, helping readers understand what actually happens to the guilty when sentenced.

Local Community Service – The convict does not leave the station/ship/planet for as long as it takes to perform basic labour and menial tasks toward fulfilling his sentence.

Local Incarceration – The convict is placed in a jail, stockade or brig for the set amount of time. He receives basic amenities, visiting rights and an average amount of comfort; but cannot leave. Convict earns two days worth of imprisonment for every day without incident.

Imprisonment – The convict is sent off the world, station or ship he was tried upon and shipped to a prison planet, Imperial stockade or other long-term incarceration facility. Visiting rights are extremely limited and quality of living is below average to poor. Convict earns two days worth of imprisonment for every ten-hour enforced work day he puts in without incident.

Genetic Tagging – The convict has a full biological workup done and put on file with the correctional facility. This information automatically counts as 10 pieces of Evidence toward any future Justice processes made against the convict.

Life Sentence/Double Life Sentence – The convict is sentenced to a specific number of year's worth of imprisonment in a maximum-security facility. Convict earns two days worth of imprisonment for every ten-hour enforced work day he puts in without incident.

Chemical Sterilisation – The convict is drugged heavily to nullify any potential problems. Psions are given psionic dulling injections, physically strong convicts are given tranquillisers and the overly cunning are given heavy anti-psychotics to numb their minds. Receiving the injections every seven days, they are potent up to 1d6+6 days after each dose.

Psionic Solitary Confinement – Also called mind-wiping, the convict is telepathically scoured of free thought. They become a living automaton, barely aware of their surroundings and answering to simple commands. In cultures where psionics are banned even for government use, treat this as a Death Sentence instead.

As the example concludes, Iklaugh stands and awaits his punishment with a snarl on his face – giving an evil eye toward Marchus and the prosecuting team. The Imperial justice sees this unspoken threat and gives his sentencing with extreme prejudice. The Referee rolls 2d6 on the Minimal Punishments table and laughs as he rolls a '10'. This, adjusted by the +2 for Iklaugh's murder charge, makes the result a '12', a roll on the next table! The Referee rolls a 7 (+2 again for the murder charge resulting in a 9) and the resulting 2d6x10 years gives Marchus satisfaction for a long, long time. The justice grins at the shocked Aslan, explaining that he will be spending 80 years in an Imperial prison out on the galactic frontier.



INFORMANTS

In the greater scope of law enforcement throughout *Traveller*, there is nothing more useful than some person willing to hand over details to an investigation, providing invaluable aid towards capturing a criminal. These loose-lipped individuals are collectively called 'Informants'.

Informants are a specialised version of Contact available only to characters with the proper skill prerequisites. They are fonts of knowledge about a specific set of skills and backgrounds, offering bonuses to the character calling upon them. Unlike Contacts however, Informants do not always help the character out of altruism. Most often they require some form of monetary compensation.

A character can choose to utilise any of his active Informants by first paying the 'costs' listed next to the skill benefit desired. Once paid, the character gains the listed benefit to that skill for up to 3 tests made in the current and following day. This is to signify that the information given by the Informant is not always the most recent or precise and quickly becomes outdated.

Whenever a character receives a new Contact, whether it is in character creation or during play, they may decide to try and make them an Informant instead of a common Contact. This requires the character to pass a required 'Relationship Roll'; a particular skill test at a set difficulty that will either chase the potential Informant away or seal the relationship with them, adding them to the character's stable of Contacts, Allies and now Informants.

Each Informant entry below is made up of the following information:

Informant Title – The narrative type of the Informant.

Relationship Roll – The skill test required to acquire the Informant.

Description – A brief narrative description of the Informant.

Skill Benefits/Costs – The types of skills that the Informant can modify and how much it costs to do so.

The Informant Types

The following are all of the main types of Informant that a character can gain access to. This list is extensive but by no means complete. We encourage Referees to come up with Informants of their own, using our list here as a source or template for inspiration.

ADMINISTRATIVE ASSISTANT

Carouse (8+)

Always looking for a good ear to gossip into about the boss, this office assistant can be a good source of corporate or bureaucratic tips and insider information.

Admin: +1 DM (25 Credits)

Steward: Re-roll Failure (50 Credits)

Trade (any): +1 Effect (50 Credits)

GANG MEMBER

Streetwise (6+)

It does not take much to get the tongue wagging on a young and impressionable street tough, as is the case with this easily persuaded gangster.

Investigate: Halve skill test time (100 Credits or any 2 doses of drug)

Streetwise: Re-roll Failure (50 Credits or any dose of drug)

INDEBTED GAMBLER

Carouse (8+) or Gambler (7+)

When you are in deep with the loan sharks over some bad bets like this guy is, you will talk about anything you can in order make some extra money.

Gambler: Halve skill test time (25 Credits)

Gambler: +1 DM (100 Credits)

Investigate: +1 DM (100 Credits)

Streetwise: +1 DM (150 Credits)

JUNKIE

Medic or Streetwise (7+)

Whenever this strung out loser is fighting detoxification pains from his addictions he is willing to say anything about anyone to get his next fix.

Investigate: +1 DM (50 Credits or any dose of drug)

Streetwise: +1 DM (25 Credits or any dose of drug)

Streetwise: Halve skill test time (100 Credits or any 2 doses of drug)

MARKET ASSISTANT

Broker (7+)

Always happy to sell some insider trade information to a trusted source, this stressed-out financial aide breaks his employers' trust all of the time for a few credits.

Broker: +1 DM (50 Credits)

Social Science (economics): +2 DM (100 Credits)

Trade (any): +1 DM (100 Credits)

Trade (any): +2 DM (250 Credits)

MASS TRANSPORT DRIVER

Persuade (6+)

Driving a bus or piloting a carriage transport can sometimes be a boring job but this guy has seen it all through his rear-view monitors and is willing to talk about most of it.

Social Science (Local History): +2 DM (50 Credits)
Streetwise: +1 DM (25 Credits)

Overworked Nurse

Medic or Persuade (8+)

After several long shifts of being under-appreciated, ignored or abused by both the public and co-workers alike, this medical aide is always looking for someone to talk to over a few drinks.

Admin: +1 DM (50 Credits)
Investigate: Re-roll Failure (75 Credits)
Streetwise: +1 DM (75 Credits)

PAROLED CONVICT

Streetwise or Advocate (9+)

After being released from incarceration, this ex-convict is just trying to keep his nose clean and stay out of trouble. If this means telling a few secrets that he learned on the inside, so be it.

Advocate: +1 DM (50 Credits)
Gambler: Re-roll Failure (100 Credits)
Investigate: Halve skill test time (50 Credits)
Streetwise: Re-roll Failure (75 Credits)

RETIRED POLICE AGENT

Carouse (8+) or Streetwise (10+)

Retired from the local force, this old police officer still has many friends and contacts on both sides of the criminal world.

Advocate: Re-roll Failure (50 Credits)
Investigate: +1 DM (50 Credits)
Investigate: Re-roll Failure (100 Credits)
Streetwise: +1 DM (100 Credits)

STREET VENDOR

Carouse (6+)

Spending most of his hours sitting next to his simple street business, he sees and hears a lot about what is going on in his little corner of the world.

Advocate: +1 DM (50 Credits)
Streetwise: +1 DM (50 Credits)
Trade (any): +1 DM (50 Credits)

UNSANCTIONED PSION

Admin or Investigate (10+) or Life Science (psionics) (8+)

Unafraid of using psionic talents to get ahead in the world, this illegal psion is an information merchant; a mental mercenary who has good tips about just about everything it seems. As long as the money is good, so is the information.

Investigate: +1 DM (50 Credits)
Investigate: +2 DM (100 Credits)
Investigate: Re-roll Failure (100 Credits)
Investigate: Halve skill test time (100 Credits)

UNSCRUPULOUS SPY

Investigate (10+)

This agent does not care who purchases his information anymore; he has worked for too many corporations, law agencies and private patrons to have morals any longer.

Admin: +1 DM (50 Credits)
Advocate: Re-roll Failure (75 Credits)
Diplomat: +1 DM (50 Credits)
Investigate: Re-roll Failure (75 Credits)
Streetwise: Re-roll Failure (50 Credits)
Trade (any): +1 DM (50 Credits)



CASE FILES

The following are a handful of prearranged, pre-made legal case files for Referees to add to their existing games or for players to attempt to become involved with. Each case file includes all of the basic information needed to get the Player Characters started on their own investigation and/or trial gaming sessions.

Each Case File is made up of the following information:

Case Designation – The name of the case being investigated.

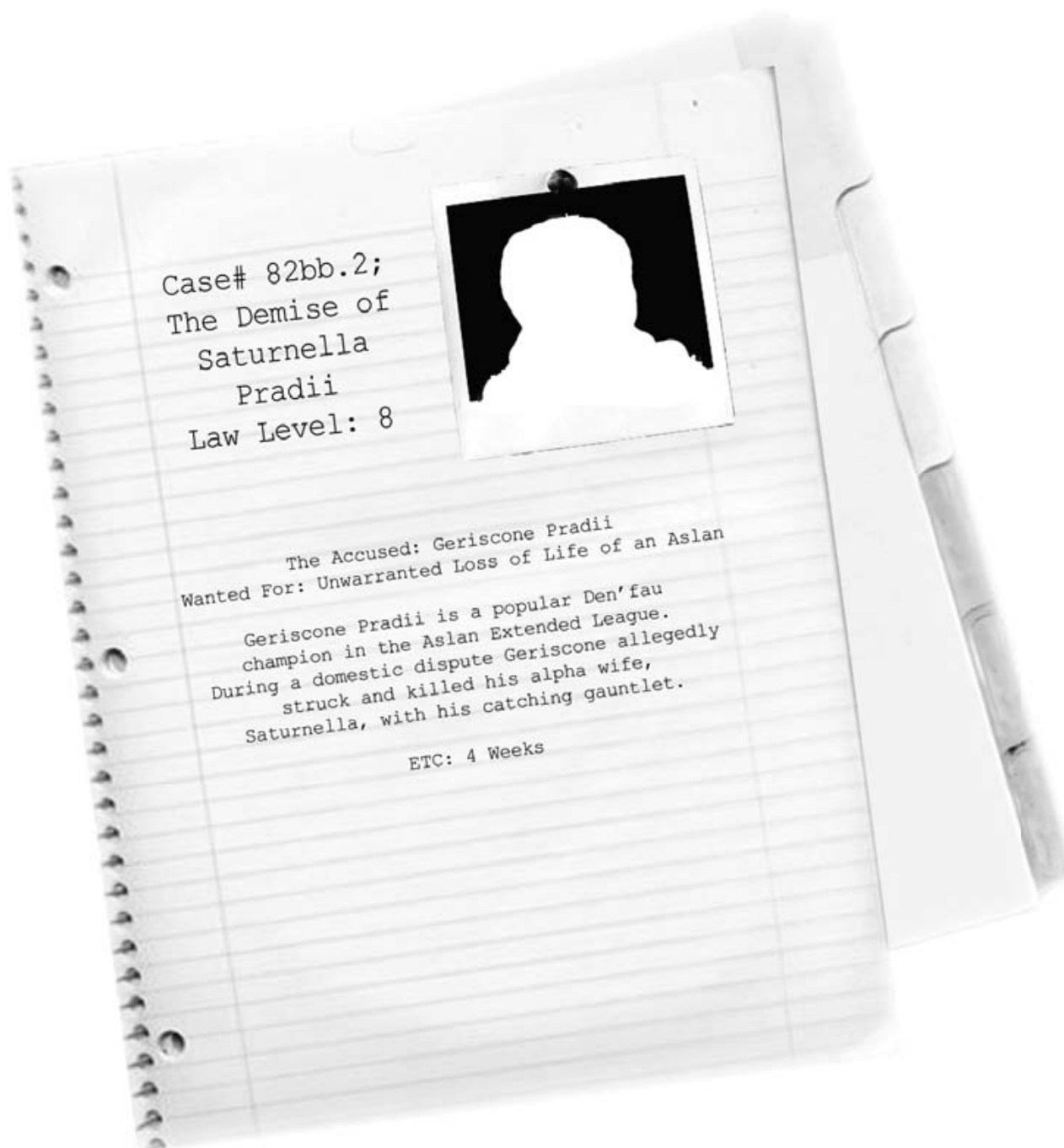
Law Level – The Law Level of the case; all references to Law Level during the Investigation and trial are set at this level.

The Accused – The individual being investigated and sought for the trying of this case file.

Wanted For – The crime or crimes the accused is being investigated for.

Description – A brief narrative description of the case in general

ETC – ‘Estimated Time to Capture’; the amount of time the character(s) have to fully complete the Legal Investigation portion of the case.



Case #116a.7;
The Losses of
Sirius-6B
Law Level: 5



The Accused: Doctor Pendleton Pynche
Wanted For: Destruction of Company
Property (approx Cr. 250,000)

The automated android creations of Dr. Pynche are said to have run amok and caused the destruction and disassembly of a quarter-of-a-million credits worth of mining equipment on Sirius-6B. He is not considered a dangerous target but is extremely intelligent and clever.

ETC: 8 Weeks

Case #002zt;
Interstellarms
Assets and Slush
Funds
Law Level: 7



The Accused: Ex-board members Sulke Bellif
and Abraham Connward
Wanted For: Embezzlement of Company Resources
(est. 2.5 million each)

Recently terminated board-of-director seat holders Bellif and Connward allegedly made several weapon and vehicle trades using their defunct Interstellarms licenses for a total sum of five million credits worth of lost goods. It is unknown exactly how much the two would have allegedly made if this is the truth.

ETC: 6 Months

Case #298d;
X-Boat Vandalis-
ing
Law Level: 5



Previously arrested and released terrorist,
'Pure White' is a Vargr that has been politically
outspoken for decades against the
expansion of the Imperial frontier.
He has recently been warranted with the
capture of an Imperial X-Boat currently on
delivery, during which the pilot was seriously
injured but not killed. The X-Boat was later
found stripped of data and personal
effects on a nearby asteroid.

ETC: 10 Weeks

Case# 187.x5;
Controlled
Ravenous
Behaviour (CRB)
Law Level: 6



Wanted For: Five counts of Murder/Carnivorous Mutilation
The Accused: Re'gg'uarc
A Hiver named Re'gg'uarc is said to have been
caught on security camera slipping into an
Imperial Medicaid station on the Solaris-10
orbital monitor; the following day there was
five blood-soaked beds and no bodies to speak of.

ETC: 3 Months

ESPIONAGE

It is an agent's role to perform duties for his employer that might otherwise seem underhanded, shady or illegal. Amongst the most common of these less moral of practices is espionage. For some employers, agents are just useful tools with a high (or not so high) price tag attached to them – making it very easy to send them into dangerous or morally questionable situations.

Espionage is defined as being the systematic use of spies and other operatives to acquire government, commercial or military secrets. In *Traveller*, secrets can be just as deadly or powerful as a laser rifle, killing careers and making heroes just as easily.

This chapter is dedicated to the use of agents in the role of spies, data thieves or other providers of illicit services; specifically in a position that works against a government. With the information revealed here, any agent on a government's payroll gains new tactics, schemes and ways to get away with doing the questionable.

SPY VERSUS SPY

In the ultra-competitive arena of agent-based espionage, it is inevitable that these manipulators and obfuscators will clash against one another at some point. This is the nature of an agent's career choice and sometimes they have no idea what or who they are really up against.



This section details how agents can work against one another in *Traveller*. Unlike the army infantryman or a naval fighter jock who merely have to out-shoot or out-fly their foes, an agent often has to 'out-spy' his enemies. An agent's skill base is his primary weapon; here we explain how opposing agents duel with the potent weapons at their disposal.

One of the most efficient and 'hands free' methods of protecting one's own assets from intrusion by enemies is to hire a professional intruder to set up your defences. There is a large market for professional defence specialists, 'white hat' hackers, security system testers and other professions based solely on getting past someone's defences to show where they need bolstering.

These infiltration professionals are used to set up amazing lines of anti-agent defences. This sets the bar a little higher for opposing agents to have to bypass their peers' work, constantly testing and adapting to the evolving defensive arenas they must work within.

This style of how agents work against one another puts the character at odds with the environment itself. Alternatively, this could place a Player Character agent in the role of setting up their employer's defences against *other* operatives. Whether the character is being hired to arrange for, or safeguard against, infiltration could make for an interesting mission for any agent in *Traveller*.

No matter which side of the contest the character is on, most skill checks used in these situations are going to be Opposed skill checks. The character arranging for the defence of the area or item in question makes note of what skills he is using to protect the target, explaining each one to the Referee as he does so. When finished, the defensive environment is considered set.

When another character tries to get past the defensive environment, the Referee may not want to have an entire gaming session based around the Agent working his way through these defensive obstacles one at a time. Player Character groups consisting of many different character types may not want to spend too much time watching the Agent get all of the Referee's attention. To make a scene like this easier to deal with, he can use a faster system to narrate the process. While it is possible for each individual measure of the defensive environment to be overcome with a single skill check, this combined testing system allows a Referee to run a series of singular events in a shorter amount of time. This creates a more openly narrative approach to the intrusion but still retains the varied elements involved.

The Referee creates a list of skills that will oppose those used by the defending character. When the list is complete the Referee has the characters battle one another in an extended contest of Opposed skill checks; one for each skill used to set the defences. The party

scoring the most total Effect over the other is the victor, and ends with the intruder getting past the defensive environment or simply getting caught.

As an example, Sergia, the corporate spy, is preparing to break into the secure offices of his target. The target is a high-powered megacorp with a skilled team of anti-intrusion experts working security. Although the Referee could decide to have Sergia roll a single Stealth skill check with an appropriate modifier to bypass security, he instead decides to make it an extended Opposed skill check to avoid his player getting caught out by a single bad die roll. He also makes the narrative scene more exciting by setting up a handful of specific obstacles for the spy to test herself against: a camera yard, a computerised gate and pressure plates on the floor. Sergia rolls Stealth, Computers and Athletics (co-ordination) to bypass these obstacles respectively, adding up his total Effect. The Referee rolls Investigation, Computers and Sensors for the security team, adding up their Effect. Depending on the comparison between the two total Effect values, Sergia may or may not have a situation on her hands inside the megacorp facility...

The best method of thwarting an agent is to ensure you have a more skilled agent on your payroll. This time-tested approach to counter-agent measures is demonstrated in the number of skills that can be used to oppose each skill used. If a talented and well-trained operative is in charge of making sure other agents or spies do not get past them or their obstacles, the employer is safe – until his enemies hire someone even more skilled or well-trained!

The Opposed Skills table shows many of the skills commonly used by agents, operatives and spies in their line of work. It shows what sorts of skills can be used in an Opposed check to foil another character's successes in that skill and gives an example or two to describe how they would work. This table is by no means complete but it is a good reference point for Referees and players.

DATA ANALYSIS – A GUIDE TO EXCELLENCE IN ESPIONAGE

The goal of espionage is to acquire information. This can come in the form visual surveillance, hardcopy memos, data files or even scientific research collation. Anything that can be learned from the target by the operative can be the goal of the spying effort; the more valuable to the spy's employer, the more successful the agent has been. It all depends on exactly what the spy manages to acquire, what it means to his employer and how it fits into the greater scope of their schemes.

Any agent can be told to break into someplace and steal 'the green box from the CEO's desk' or 'plant a listening device in the men's room'. These elite espionage agents are good at data analysis while on a mission, giving them better options to steal the best secrets in the same amount of time it would take a lesser spy.

The key to data analysis is a wide basis of knowledge and a trained eye that can spot what others might not. Knowing the best communications line to tap, seeing the most profitable files to take from a safe, grabbing up additional prototype schematics while in a competitor's R&D department; these are the sorts of actions good data analysis skills bring to the mission. Performing the extra work on a mission can be the difference between getting the job done and getting a bonus from your employer for exemplary service.

Data analysis is a two-step process. It requires foreknowledge of the types of information the agent is looking at and the ability to extrapolate its worth to his employer. Just because a concealed file is priceless to its current owner does not mean the agent's employer will be able to make any profit from it. A good spy knows what to take and what not to take; it is a fine line between acquiring good intelligence and accidentally leaving a trail behind.

In game mechanics, any agent placed on an Espionage mission targeting a specific kind of 'data' will need to have the right skills to analyse the information he is gathering if he wishes to better profit from the mission. The targeted type of data for each mission will match to a specific skill used to analyse it, detailed below.

This table shows what skills are used to analyse the importance of data and the skills used to determine its secondary worth to the agent's employer.

Targeted Data Type ¹	Primary Analysis Skill	Secondary Analysis Skill
Administrative	Admin	Investigate
Economic	Social Sciences (economics)	Trade
Illegal	Advocate	Streetwise
Organisational	Steward	Admin
Personnel	Investigate	Admin
Research	Any related Science ²	Any related Science ²

¹ Determined randomly for any Espionage Mission targeting 'data'.

² The Science must be connected logically to the targeted field of data Research.

Using the above skills as the basis for the checks, any character on an Espionage mission may try to bolster his mission bonus by analysing data discovered *before* adding it to the docket turned in to the employer.

This process requires two skill checks:

Primary Espionage Data Analysis; 10-60 seconds; Intelligence or Education; Average (+0 DM)

OPPOSED SKILLS

Skill	Sample Opposing Skills	Examples
Admin	Admin	Create red-tape where it will stall opposing efforts.
	Carouse	Spin rumours to undermine opposing corporate ties or authority.
	Computers	Hack files and erase data important to opposing bureaucrat.
Carouse	Carouse	Manipulate conversations away from opposing views.
	Deception	Trick others into disbelieving opposing conversations.
	Persuade	Socially steer listeners from opposing views.
Comms	Comms	Jam or encrypt outgoing transmissions.
	Physical Sciences (Electronics)	Create hardware feedback loops to stop transmissions.
Computers	Computers	Hacking, planting and encrypting data; creating IC programs.
	Engineering (Electronics)	Flood ship data into software stream to confuse or corrupt opposing software.
	Physical Sciences (Electronics)	Create hardware walls that stop networking.
Deception	Carouse	Convince strangers to side with you despite the weight of opposing agent's untruths.
	Deception	Tell a bigger lie to sway listeners.
	Investigate	Find all of the logical holes in opposing agent's untruths.
Investigate	Persuade	Talk listeners into siding with you instead of the opposition.
	Deception	Hide the truth from opposing inquisition.
	Stealth	Physically avoid being seen by the opposition.
	Streetwise	Know how best to confuse or befuddle opposition through the use of street-level politics and gangs.
Persuade	Carouse	Get people to like you better than the opposition.
	Deception	Use trickery to sway others against the opposition.
	Persuade	Make listeners loyal to your views instead of opposing ones.
	Streetwise	Know what the street-level people want to hear in order to oppose current arguments.
Sensors	Comms	Trigger ghost readings on sensors with tight-beam communication wavelengths.
	Computers	Flood sensor caches with false or heavy data, slowing down the opposing sensor operator.
	Physical Sciences (Electronics)	Hardwire a transmission loop directly at the sensor.
	Sensors	Alter data in a functioning sensor device.
	Stealth	Know where to be or what to do to thwart an active sensor.
Stealth	Investigate	Look for clues as to opponent's whereabouts.
	Recon	Look for opponent or signs of opponent's passage.
	Remote Operations	Program remotes to 'look' for opponent.
	Sensors	Widen or sharpen sensor fields to better find opponent.
	Streetwise	Convince street-level locals to look out for opposing agent.
Streetwise	Advocate	Manipulate law enforcement to stop opposing street agents.
	Carouse	Win the trust of the street-level locals away from the opposition.
	Deception	Use lies and trickery to get street-level locals to distrust the opposition.
	Persuade	Convince other parties to become involved, neutralising the opponent's street contacts.
	Streetwise	Use inter-gang conflicts to stir up opposition on the street.

So long as the character passes this first skill check to calculate what data would be of the most importance, they may take the second analysis test anytime after the data has been gathered but before turning in their report.

Secondary Espionage Data Analysis; 1-6 hours; Intelligence or Education; Difficult (–2 DM)

Depending on the outcome, the Effect of the secondary data analysis test is then used as a modifier to the payout of the Espionage mission he was working on. This modifier is not optional – if the character tried to analyse what his employer wants instead of just following orders, he had better hope he claimed the right information!

The modifiers to Mission Payout are as follows:

- **Marginal Success** (+1 DM; but only if the Mission Payout roll is a 3 or less)
- **Average Success** (+1 DM)
- **Exceptional Success** (+2 DM)
- **Exceptional Failure** (–2 DM; minimum of 1)
- **Average Failure** (–1 DM; minimum of 1)
- **Marginal Failure** (–1 DM; but only if the Mission Payout is a 4 or higher)

It should be noted that the rules for Data Analysis can also apply to agents undertaking an Anti-Corporate Mission that is targeting any form of Research, Product or Prototype.

HACKING – PIRATES ON A SEA OF DATA

A society's inevitable move into the computing age manifests in many important ways. Information transfers from pages in a book to electrons stored on a hard drive, vaults full of hard currency turn into a flash of digits in formless online bank accounts and virtual lives spring up in an invisible world connected by fibre optics and transmission airwaves. As this evolution of computer technology grows, it adapts to encompass more and more of society's needs.

Eventually the use and reliance of computer technology permeates the commercial and governmental arenas of a culture. The vast stores of data that exist within the invisible 'network' is more than any physical library could ever hope to hold and more wealth exists as ones and zeroes in the ether than has ever been minted in the ages previously. These advances in computer technology make the world a better place in most regards but it also creates new problems. Just as petty crimes evolve to match how the world works, so too does the world of computers.

Once a culture in *Traveller* reaches a high enough technology to begin using computers for many of their day to day activities (around TL 8) a new type of agent that arises. As companies change their business practices to use computers for data storage, communication and

other routine utilities, the need for skilled computer technicians rises at the same rate. Technicians that learn to use their skills for data theft, informational sabotage and other nefarious electronic activities go by a new and often hated moniker: *hacker*.

Hackers are specialised computer experts that make a living by cruising the superhighway of cyberspace wherever and whenever they want, breaking through protective firewalls with ease to navigate the virtual world. Like agents that specialise in physical infiltrations, hackers have their own repertoire of individual practices that help them succeed. Some are subtle and stealthy, like a computerised cat burglar. Others are far more direct, ploughing through opposing encryptions like a battering ram.

There are four classifications of hackers that exist in computerised societies: black hats, white hats, hacktivists and apocalysts. Each of these four types has individual reasons for devoting so much of their lives to breaking codes, inventing software loops and eavesdropping on other networks' data streams. Their various methodologies set them distinctly apart from one another.

Black hats or 'crackers', use their impressive computer skills to break into other networks for their own desires. Data theft, bank fraud, identity alteration/theft or just malicious vandalism of other people's software are their common arenas of expertise. Most black hats begin their careers by playing pranks and seeing what they can accomplish as a hobby. Once they begin to make advances that can earn them money, fame or power they turn it into a profitable job. They begin stealing money from bank accounts, selling fake identities and stealing proprietary information from behind their keyboards. Black hat hackers are rarely ever hired for anything other than their ability to break encryption and firewalls, stealing whatever it is their employer requires.

White hats, also known as 'white knights', are the opposite of black hats. Instead of using their aptitude for electronic intrusion and software breaking for illicit gains or malice, they help others protect their networks from criminal hacking. Knowing all the best ways to get past computer security allows a white hat to test a network's defences, making notes where holes and weaknesses need to be 'patched up'. A white hat agent has a plethora of private contracts and security positions waiting for them if they are open to employment. Despised by all other types of computerised criminals for being turncoats against the 'hacker way', these helpful hackers are constantly persecuted by their peers.

Hactivists are cyberspace propaganda experts that are fighting a war against a specific agency, group or idea. Committing criminal computer intrusions in order to broadcast political messages, silence propaganda sites, corrupt data streams that are contrary to their agendas; hacktivists are similar to black hats in that regard. They stick to a code of electronic ethics that targets the government, media or corporate authority that they are trying desperately to change. They are not above stealing or erasing funds from their

'enemies' but they are not common thieves – everything they do is aimed at their foes. Unlike both types of 'hats', hacktivists are not normally hired by outside agencies. Unless their employer is also angled against their targets, they act alone.

Apocalysts are the terrorists of the hacker world. These much-hated computer specialists spend all of their time designing and devising new and terrible ways to corrupt, erase or otherwise destroy the computers of the world around them. They are technological cannibals, using computer viruses and one-way decryption programs to get into restricted networks and then taking the parts of the software and code they find there. Like a cyberspace strip miner, the apocalyst destroys all unused data or code left behind in the networks they go to. They live for ruining the computerised assets of others, caring only for what they can use to inflict more damage upon their next hapless victims. Few employers would ever support the use of an apocalyst agent; they are too erratic and careless in their work. Agencies that do set these cyber-berserkers on their enemies do so at their own risk; an apocalyst rarely cares if the consequences of his actions do harm to his employer.

Hackers are the villains and heroes of the computer world and a skilled agent that knows how to apply these skills in his missions properly can become very wealthy and powerful.

Characters as Hackers

Any character that is adept at the Computers skill can technically attempt to 'hack' using the basic skill check system described in the core rules (see page 54 of *Traveller Core Rulebook*) but true Hackers have access to special skill tasks and bonuses that other mere dabblers do not.

To be considered a Hacker, a character must have all the following prerequisites:

- Computers 3
- Engineer (electronics) 2
- Physical Sciences (electronics) 1
- A network-capable device with Computer/1 rating or higher

Any character that takes on the specialised career of Hacker gains access to a new world of software and influences that exist within their subculture. This is represented by a number of special skill tasks that only true Hackers can perform without penalty. Any non-Hacker characters that attempt these skill tasks have an automatic -4 DM penalty.

The special Hacker actions are as follows:

Bypass secure software measures on an equal Technology Level network: 10-60 Minutes, Intelligence, Routine (+2).

Implement a program that will conceal all traceable information that the hacking took place: 1-6 Minutes, Education or Intelligence, Average (+0).

Electronically manipulate any automated system on a network: 1-6 Minutes, Dexterity, Difficult (-2).

Emulate any use of the Comms, Remote Operations or Sensors skill using a networked computer: 10-60 Minutes, Education or Intelligence, Difficult (-2).



Once a committed Hacker character increases his Computers skill to level 4, they may then choose to take on one of the four specialist roles described above. Each of these specialist roles has two unique Computers skill tasks, a special boon and a drawback.

BLACK HAT

Single out important data stream and copy specified files (gain +1 DM on Espionage Mission Payout roll): 10-60 Minutes, Intelligence, Average (+0).

Copy electronic identity of another known individual: 1-6 Hours, Education or Intelligence, Routine (+2).

Boon: +1 DM on all Computers skill checks made on illegal processes.

Drawback: -2 DM on all Social Standing checks made with members of law enforcement.

WHITE HAT

Create encryption protocols (reduce opposing Computers skill Effects by the Effect of this check): 1-6 Hours, Education or Intelligence, Average (+0).

Discover the source and/or electronic signature of a current or past hacking: 1-6 Minutes, Education or Intelligence, Average (+0).

Boon: +1 DM on all Computers skill checks made on a network with the creators' permission.

Drawback: -1 DM on all Computers skill checks made on illegal (non-permitted) processes.

HACKTIVIST

Add broadcast data or advertisement program to protected network: 10-60 Minutes, Intelligence, Routine (+2).

Silence or jam existing data stream or network: 10-60 Minutes, Education or Intelligence, Average (+0).

Boon: Halves the time needed for any Computers skill checks made against a megacorporation, government or military network.

Drawback: -2 DM on any hacking skill checks made against targets not of a megacorporation, government or military network.

APOCALYST

Destroy opposing encryption with one-way entry (only one further Computer skill check can be made after this hack): 10-60 Minutes, Intelligence, Average (+0).

Implant information-corrupting virus: 1-6 Minutes, Education or Intelligence, Routine (+2).

Boon: +1 DM on any Computers skill check made with malicious intentions.

Drawback: -1 DM on all Social Standing checks made with potential employers.

IMPERIAL AGENTS

The Third Imperium of Man did not grow to an epic interstellar governmental powerhouse by laying all of its cards on the table and not keeping its own secrets. Important and influential information is found, gathered and kept safe by the Imperium's most well travelled, respected and universally feared agents.

Imperial agents are permanent employees of the Imperium, sworn loyal to the Emperor himself and given the legal documentation to perform their business anywhere within his vast territory. Empowered in such a way, these agents are considered a direct extension of the Ministries of the Imperium even if their methods go beyond those which would be considered legal under Imperial law.

The territory that must be covered is vast and varied, forcing the Imperium to employ agents from every walk of life to do the job properly. Law enforcement specialists, spies and assassins alike are

hired by the Imperium to fulfil the duties required of them. It is an attractive opportunity, working for the largest governmental power in Charted Space. Any agent worth his wage will jump at the chance to do so.

Law Enforcement agents are the long arm of Imperial law, falling under the jurisdiction of the Ministry of Justice as its field agents. Like the road marshals of the frontier, Imperial law enforcement agents work for justices and legal authorities to capture criminals who have broken Imperial Law. These agents answer to the nearest Imperial noble with judicial rights but they rarely care at all for the laws of a local culture.

Imperial investigator agents, called **Inquisitors**, uncover anything hidden from the eyes of the Emperor and the Ministries. Inquisitors are in charge of making sure Imperial agents remain loyal, testing them constantly to ensure they are not traitors in disguise. They are employed equally by the Ministry of Information and Communication as well as the Ministry of Justice, serving them as their prying eyes in the galaxy.

Corporate Agents within the Imperium's employ are employees of the Ministry of Commerce. These licensed agents keep track of the megacorporations, ensuring that these financial and economic superpowers do not work against the greater good of the Imperium. These agents are universally feared by the business community; it is upon their recommendations that companies lose their LIC (Limited liability Imperial Charter) if their reports reveal any anti-Imperial findings. Imperial corporate agents are not common but they are a steadfast reminder to the megacorporations of the Emperor's ability to neutralise them if they must.

Thought of as the most powerful of agents, **Imperial Spies** are the secret workforce of the Ministry of State. Suitably called 'Shadows' by those who know of their existence, Imperial Spy agents serve one primary role – Know Thy Neighbour's Secrets. Used to keep tabs upon Imperial citizens as often as they are deployed in foreign space, Shadows are allowed to do whatever they must to gather the information they need. If they have to lie, cheat, steal or even kill matters not at all to the Ministry, so long as the job is done.

Imperial Analysts are given an elevated amount of personal power and social influence to keep them active and recognised within the circles of nobility and planetary governments. Imperial political analysts are the chief agents sent to work within a newly acquired (or re-acquired) Imperial colony, bringing the new regime to power hopefully without dissent.

Used in small numbers by the Ministry of Justice, **Bounty Hunters** are rarely granted full Imperial licenses. They serve as freelancers or are individually employed on a case-by-case basis, as the ducal justices preferring to use their own law enforcement agents to catch criminals before giving a full license over for a few bail jumpers. There have been examples of Imperial Hunters in territories with

high criminal activities; those from the Ship Tracer or Thieftaker paths helping speed up the justice system.

The Third Imperium of Man makes extensive use of its agents, sending them on missions they could or would never trust to a freelancer. Working directly for an Imperial Ministry is nothing short of a lifelong commitment.

The Power of Imperial Credentials

Upon employment, the agents of the Imperium are granted one or all of four official licences; the Imperial Sanctioning, the Raghemandi Key, the Styryxian Allowance or the Shadow Badge of Humaniti. Each of these licences grants a different set of rights and privileges to an agent of the Imperium. Licensed Imperial agents benefit from the added power that their employing Ministry can give them.

Granted only by the power of a Subsector Duke or higher, the four Imperial agency licences, their descriptions, requirements and benefits, are found below:

THE IMPERIAL SANCTIONING

Representing the root of Imperial legal powers, the Imperial Sanctioning is the badge of office used by law enforcement agents. It allows the agent to exact justice in the Emperor's name, doing

whatever is necessary to see Imperial law upheld. It is the Imperium-wide equivalent of a sheriff's badge.

Requirements: Trust 2+, Advocate 2, Investigate 2, at least one term in a Law Enforcement Agent career path.

Benefits: +1 Social Standing. Agent can pass an Advocate skill check (8+) to justify any action taken while upholding Imperial Law or undertaking an Imperially-sanctioned mission.

THE RAGHEMANDI KEY

This licence is named after Palant Raghemand, a famous commercial agent who uncovered an anti-Imperial plot within a powerful megacorporation. The Raghemandi Key grants permission for agents to have complete access to commercial territories, financial records and security logs of any company or LIC corporation with holdings in the Imperium.

Requirements: Trust 3+, Admin 2, Trade 2, at least one term in a Corporate Agent career path.

Benefits: Agent can pass an Admin skill check (8+) to bypass security of any kind (electronic, physical, etc) on the territory of a commercial entity in Imperial space.

THE STYRYXIAN ALLOWANCE

The licence given to agents assigned to blossoming governments, the Styryxian Allowance is named for the Imperial Emperor who reigned from 945-989. The Allowance is a document that grants agents the power to aid planetary authorities using Imperial resources. It also empowers the recipient with control over any decisions that *could* affect the Imperium, allowing the agent to create or interpret local laws differently than they were intended.

Requirements: Trust 3+, Admin 2, Diplomat 2, at least one term in an Analyst Agent career path.

Benefits: +2 Social Standing. Agent can pass a Diplomat skill check (8+) to act as a legal superior to any local governmental agency.

THE SHADOW BADGE OF HUMANITI

The Shadow Badge of Humaniti allows its bearer to break any and all laws the agent feels he has to in the course of his duties. Whatever it takes to succeed in his mission, this licence will protect the agent from local and Imperial prosecution. The Shadow Badge is why Imperial spies are feared throughout Charted Space. Imperial spies are empowered to do whatever they must; their missions are of a higher priority than morality and legality.

Requirements: Trust 4+, Investigate 2, Stealth 2, at least three terms in any Agent career path.

Benefits: Agent must pass a Social Standing check (6+) to justify any action taken while working on an Imperially sanctioned mission.



Special Note: Each Shadow Badge comes equipped with a potent dose of tri-chloride nerve inhibitor – a deadly poison. The ring can either be triggered manually as a Significant Action or by radio remote within 50km. The poison requires three successful Endurance (10+) checks to survive the dose. This is normally only used when the spy is captured.

Becoming an Imperial Agent

Not all agents have what it takes to serve the Imperium. Petitioning the Imperial Ministry, being accepted, getting tested and finally being licensed is a time-consuming and difficult process that many agents may not be ready for. It can take months or even years for an agent to get their opportunity.

There are four steps to becoming an Imperial licensed agent. They are listed below in order; with success at the fifth and final step granting any Imperial Licences (see above) the agent can qualify for.

Step One – Petition the Local Ministry Office

The agent must find a recruiting Imperial Ministry office and physically appear there to fill out a notarised petition for a licence. This requires an Ally, Contact or Network (Politics) or the character to succeed in an Admin skill check with an Effect of 4 or higher. Once the petition is made, the agent goes onto the waiting list for interview.

Step Two – Interview with a Ministry Clerk

2d6x5 weeks after making the petition, the Imperial Ministry office will send a courier for the agent to sit down to a personal interview. These interviews are always face to face with a ranking Ministry official and require a cumulative total of 8 Effect from performing the following four skill checks (all 8+): Admin or Advocate, Deception or Persuade, Investigate or Computers, Carouse or Streetwise. If the agent cannot acquire 8 Effect from these skill checks he is rejected and must wait an additional 2d6x5 weeks for another interview. If successful, the agent is admitted to the testing grounds to see which Imperial Ministry he is best suited to work for.

Step Three – The Testing Grounds

1d6x5 days after a successful interview, the agent is shipped off to an Imperial testing ground to be subjected to dozens of gruelling examinations of his body, mind and aptitudes. The agent may choose six Skills and two Characteristics. He must then take normal checks (all 8+) on all of these, hoping to pass no less than five of the tests. Failure results in the agent being rejected and sent back for a new interview (see Step Two). Success grants the agent a limited agency agreement with the Imperium.

Step Four – Qualify for an Imperial Licence

Once given a limited agency agreement, the agent officially has 2d6 standard months to meet the requirements of any of the Imperial Credentials (see above). During that period (2-12 months) the agent may 'call in' his qualifications to receive any of the Imperial

Credential licences he *currently* meets the requirements for. In order to gain new Credential licenses later in the agent's career he must return to Step Two and re-apply for a new interview.

GOVERNMENT AGENTS – THE LOCAL AUTHORITARIANS

On a citywide, national or planetary scale, there are 'localised' governmental structures put into place to serve as the authority of the local populace. Even in nominally Imperial territories there is a local power structure that serves as the 'grass roots' power base in the area. The local government is merely a stand-in for proper representation of the nobility and governing forces – especially when there are Imperialists nearby.

Just as the Imperium needs far-reaching hands to manipulate its territories, a local governmental agency needs employees to manage their own affairs. While they do not require the stable of agents that the Imperium keeps, they still need operatives to cover their needs. A city government might only need a few law enforcement agents and an investigator; whereas a planetary agency will want numerous spies and analysts to help them work with neighbouring planets. Each government finds room for those with the skills and the will to use them.

Agents are granted the responsibility to undertake missions for their government, no matter how small. Their roles diminish rapidly when an Imperial agent comes to the area, sometimes sent to operate in league with the locals, but the local agent still remains the true authoritarian to the people. Unless there is a significant Imperial presence to support them, the citizenry will always side with 'their own' instead of an 'foreign agent'. This is what makes local governmental agents so important.

It is variable as to what sorts of agent will be called upon to work for a specific government. The local agency's ethics and social or technological advancement can influence exactly what kind of agent they need to hire at any given time. Even the most pious or seemingly moral governmental office may find themselves in need of a ruthless spy if the situation was dire enough. There are three groups of local government operatives most agents can be categorised into: Domestic, Foreign and Classified.

Domestic Agents

A government that wants to be secure employs operatives to serve as its eyes and ears at home. The politicians may not be personally equipped or trained to manipulate the masses directly, so they hire agents. There are several different jobs that can be fulfilled to reinforce the local authority. These jobs require several types of agent, varying based on role.

The most numerous and commonplace of domestic agents are **Law Enforcement** operatives who hold the populace to the legal codes created by the government. They are also in charge of ensuring the

general safety of the population, protecting them from the criminal element as well as other dangers from within.

Working hand in hand with law enforcement, **Investigator** agents solve the government's issues by revealing the unknown about the populace. Sometimes seen as meddlesome snoops by the local police forces, these agents are not paid to be liked – just provide information.

There are always a number of **Corporate** agents working with any highly commercialised government, making sure business practices stay fair and safe for the general population, at least from the government's point of view. A Corporate agent is less useful when businesses are not large or powerful but a local government *must* watch its economic foundations.

Spies do not turn their abilities inward upon the government's own people as often as they are deployed as foreign agents, but they still exist as domestic agents. These undercover operatives keep the politicians apprised of secrets and scandals occurring between their borders. Revolutions, coups and other acts of sedition are thwarted by domestic spies.

Important to a localised governmental agency, **Analysts** are the direct servants of the politicians. They help the government officials operate more efficiently and protect them from harm, both physical and political. Anyone who holds an office in the public eye will want to have at least one Analyst agent on his payroll.

Appearing when the legal system cannot handle its own workload, domestic **Bounty Hunters** fill very specific roles within the government's employ. They become more plentiful as the government becomes larger, a reflection of the increased need for criminal-tracking abilities within the increased territory. Governments with high Law Levels or strict punishments will need agents to plug the holes in their justice system, and often use Bounty Hunters. They keep law enforcement from getting bogged down with the tasks of chasing down fugitives or bail jumpers, and keep the system functioning efficiently.

Domestic agents are how the government watches, manipulates and protects itself from the people it was formed to protect, serve and lead. Without them, it would not be able to govern effectively.

Foreign Agents

Larger or better-connected governments use their agents abroad, sending them to function within other governments' territories. This is not always done as a subversive or espionage-based function, especially when that other government is a close neighbour. The trading of active agents between borders is a sign of honest trust between allies and is conducted to maintain relations.

Unlike their domestic version, there are few foreign **Law Enforcement** agents. Other cultures and territories are bound to have their own legal systems and justice agencies to police their peoples. This

makes additional foreign agents an unwanted presence, sometimes implying the ineptitude of the local agency. The exception to this is a government is in crisis, asking for aid from their neighbours and allies. Domestic Law Enforcement agents can be turned into foreign ones for as long as they have to work abroad, especially when they are requested in large numbers.

Foreign Investigators are more commonly used than their Law Enforcement brethren. They are deployed outside of domestic borders to gather information for their employers about foreign territories. When they are used uninvited in foreign lands, Investigators are seen as no better than spies. This is an exaggeration; they are rarely used for anything malicious or underhanded. Foreign Investigators are for the gathering of the public information that a government does not have direct access to from within their own borders.

Governmental economics require constant attention as to what the market and competitors are doing, having a profound effect on the commercial entities within a society or culture. Guessing what outside corporate personnel are doing in the market is not good business, making the use of foreign **Corporate** agents a necessity for any commercially or economically sound government. They travel away from their employer's areas of influence, learning about what the competition is doing and reporting back to adjust economic plans accordingly.

There are not any foreign **Spy** agents – those are all reserved for the Classified Agents grouping (see page 64). Spying is simply not a field open to scrutiny by outsiders.



Analyst agents working with foreign governments are hired in two main varieties – aides and adjustors. Aides are agents sent to help an allied government work with the employing one. Making treaties, arranging for diplomatic trades and serving as loyal bodyguards on foreign soil are what analysts are empowered to do, helping strengthen governmental relations. Adjustors are Analyst agents that are tasked with taking over the reins of a lesser or smaller government being subsumed by the agent's employer. Aides are used to work better with allies; adjustors are used with governments that *will be* allies.

Bounty Hunter agents are popular in foreign climes. They venture out into other governments' jurisdictions with their permission in order to catch runaway criminals, ships and bail jumpers. There are thankfully few governing powers that actually want criminals and troublemakers hiding within their borders, so allowing Bounty Hunters to come and do their jobs is commonplace. Just as these agents help keep the legal system flowing well at home, they can do the same abroad.

The use of agents in foreign territories is not the cloak and dagger espionage that people think of when the topic arises. Many times they are requested by the other government in order to reinforce relations between neighbours or allies or even create alliances where there were none before. Trading agents with foreign powers can turn a budding alliance into an ironclad union.

Classified Agents

Foreign agents are sometimes unfairly stereotyped as the spying, sabotaging operatives working undercover on secret orders from an unscrupulous government. These types of agents do exist however, and in large enough numbers to support such stereotypes. Agents that work outside of the normal channels on behalf of their government, deep within the territories they are not supposed to operate within, are called Classified Agents.

The most common classified agent is unsurprisingly the **Spy**. Spies are sent into outside areas on missions of information gathering and data theft, strengthening their government through the weakening of their rivals or enemies. Missions targeting megacorporations, governments and even the mighty Imperium are undertaken by the spies of smaller governments as they try to grow bigger and more powerful. It is a dangerous game they play but their training and their loyalty to their employer can allow them to survive it.

Used in similar classified roles are **Investigator** agents. These agents are inserted into opposing environments to gather as much important information without attracting undue attention. They are not bent on harming the target government or organisation; they merely need to know more about it, what it is up to and whether it poses any threat to their employer.

Bounty Hunters see a surprising amount of classified action. They are sent as classified agents into places from which the employer needs targets extradited – without anyone knowing who has arranged it. The agent must track down the target, capture it and then return back to the employer without getting caught or killed.

Corporate agents take on a new persona when they are sent on a classified mission. They become commercial spies of a sort, breaking into the competition's headquarters physically or electronically to gather the secrets they find there for their employer. Many Black Hat hackers are classified agents due to the inherent illegality of their careers. For more on what corporate 'spies' do for their employers, see the next chapter.

Analyst agents are not suited to work in classified fields, as their role and training requires them to work with politicians and government agents. Only if the politician they were working for was also considered classified or secret would this assignment make any sense. There have been spies that have *portrayed* Analysts in order to get closer to a governmental target, performing their true duties behind closed doors and acting the part of Analyst while under open scrutiny.

The only **Law Enforcement** agents that end up working on classified missions are those with special operations training and moral flexibility. They are not sent to uphold the law as much as they are sent to enforce their employers' *idea* of the law. When another government will not punish its own criminals enough for the tastes of the employer, these agents are sent in to exact justice as the law dictates. Such actions might be considered illegal to the targeted society but the agent's government believes it is a small price to pay.

Classified agents are the backbone of any espionage campaign undertaken by a smaller government; performing the missions that are too risky or amoral for other types of agents. The government could be infiltrated by foreign agents at any time, especially if they are not prepared to deal with such intrusions.

REGIME CHANGE

No government can be totally safe from the winds of change. Even the mighty Imperium has seen its fair share of coups and political upheavals. Whenever the current government in power is toppled and replaced by another, there is a period of awkwardness, loss and adjustment. This places everyone formerly employed by the old government – especially its agents – in a position of mistrust and possibly danger.

The new regime that has taken over has to consider two things when looking at the roster of agents once employed by the former power: whether to try and keep an agent on their payroll or end their service; this is the dilemma they must overcome.

If an agent was only loosely affiliated with the old government, they can still be trusted to work with the new authority. Average agents might need to prove their loyalty through a series of tests. The staunchly loyal will need to be tracked down and dealt with before they can inflict any harm upon the new regime with their extensive knowledge of the system.

In gaming terms, whenever an existing governmental power or corporate entity for which agents actively work is overthrown or taken over, all employed agents will immediately be brought into question. The results of the new authority's views upon old agents are based on the agent's Trust rating with their recently overthrown employer.

The following tables are based on the Agent's Trust level. Roll 1d6 on the appropriate table, subtracting 1 for each Ally or Network the character possesses that is related somehow to the former employer.

TRUST 0

Roll	Regime Change Effect
1 or less	Test Mission
2	Interview (-1 DM)
3	Interview
4+	Continued Employment

TRUST 1

Roll	Regime Change Effect
1 or less	Test of Loyalty
2	Test Mission
3	Interview (-1 DM)
4	Interview
5+	Continued Employment

TRUST 2

Roll	Regime Change Effect
0 or less	Terminate Employment
1	Test of Loyalty (-1 DM)
2	Test of Loyalty
3	Test Mission
4	Interview (-1 DM)
5	Interview
6	Continued Employment

TRUST 3

Roll	Regime Change Effect
1 or less	Terminate Employment
2	Test of Loyalty (-1 DM)
3	Test of Loyalty
4	Test Mission
5	Interview (-2 DM)
6	Interview (-1 DM)

TRUST 4

Roll	Regime Change Effect
0 or less	Exile Employee
1	Terminate Employment
2	Test of Loyalty (-2 DM)
3	Test of Loyalty (-1 DM)
4-5	Test Mission
6	Interview (-2 DM)

TRUST 5+

Roll	Regime Change Effect
0 or less	Terminate Employee
1	Exile Employee
2	Terminate Employment
3	Test of Loyalty (-3 DM)
4	Test of Loyalty (-2 DM)
5 +	Test Mission

The narrative and rules descriptions of what the above Regime Change Effects are as follows:

Continued Employment: The agent is allowed to continue working for the new regime. Nothing is changed as far as the agent is concerned; just the name on their paycheques.

Interview: There is a question as to the potential loyalty of the agent to the new regime. They must sit down with a representative of the new authority and prove their worth. The character in question must pass two of three skill tests taken from the following list: Admin, Carouse, Deception, Persuade or Streetwise. No skill may be tested twice during the interview. Failure means the agent is let go, as per *Terminate Employment* (see page 66). Success means the character is allowed to maintain his contract as per *Continued Employment* (see above). If there is a Dice Modifier listed in the table entry, these skill tests are made with that modifier.

Test Mission: The agent must be put to the test directly, ensuring his loyalty and helping establish the new regime's power base in the process. The agent must roll a random Espionage Mission (see page 66), adding their Trust to the Mission Difficulty table to determine how challenging a mission is required. If the agent fails the mission, they are fired from employment as per *Terminate Employment* (and suffer the Failed Mission Mishap!). If they succeed, they are allowed to maintain their contract as per *Continued Employment* but still do NOT get to roll on the Mission Payout table.

Test of Loyalty: The agent is required to perform a questionable or reprehensible act for the new regime to ensure they are going to work well with them. If the agent chooses to do this, he sacrifices either an Ally or Network (any), for his new employers. If the agent does not have access to one of these to sacrifice, they must instead sacrifice a family member, reducing their Social Standing by 1.

The agent may alternatively try to fool the new regime into thinking that they have made the sacrifice by passing Deception and Persuade skill checks with any Dice Modifiers listed in the table entry. If they fail to kill for the new employer or fail to fool them, the agent is immediately fired, as per *Terminate Employment*. If the agent successfully does these things, he can remain employed as per *Continued Employment*.

Terminate Employment: The agent is seen as too much of a liability due to his connections to his past employer. His contract is immediately terminated, he must return any items of equipment owned by the former employer and has ten days to repay any debts outstanding. Failure to do these things will result in this result being upgraded to *Exile Employee*.

Exile Employee: The agent is seen as too great a problem or threat to be allowed to live locally. He is granted a single week to leave the new regime's territory and never return. Failure to do this for whatever reason will upgrade this result to *Terminate Employee*.

Terminate Employee: The new regime cannot allow the agent to live. Assassins, bounty hunters and freelance hit men are dispatched to kill the agent and will do so for 1d6 years; or until reports say the agent is dead.



ESPIONAGE MISSIONS

Agents make their livings by completing missions for their employers, sometimes doing so for a regular wage or special financial bonuses. Missions are the regular duties that agents must undertake to stay gainfully employed.

In *Traveller*, a mission can be a long series of gaming sessions that allow the Referee to narrate and manoeuvre his players through his pre-planned plotline. Conversely, a mission might take only a few hours of a single game session to portray. It is up to the Referee to decide what is right for his own *Traveller* game.

This section reveals a quick format for agent-based missions in the field. In many *Traveller* games there tends to be a lot of 'down time' for some characters while others are training, performing mercenary tickets or are otherwise occupied. We have created a simple system that allows agents to roll up a single mission to perform while they are in between gaming sessions or perhaps during the down time created by other characters.

How to Generate a Mission

The Referee should walk the agent through the following steps, in order:

- Generate Mission Type
- Generate Mission Target
- Determine Length of Mission
- Determine Difficulty of Mission
- Determine Agent Success/Failure
- Determine Mission Payout if Successful; otherwise Determine Failure Mishap

Generate Mission Type

The following table shows the types of Espionage missions that are available for agents. The Referee should roll 1d6 or choose which kind of mission the agent will be undertaking. An agent with a Trust level of 3 or higher with their employing agency can add 1 to their die roll if they choose to.

1d6 Result	Espionage Mission Type
1	Legal Action
2	Ongoing Investigation
3	Corporate Action
4	Political Action
5	Underworld Action
6	Covert Action
7	Destructive Action

Each of the Mission Types is defined by a group of four listed skills. The agent will need to take each of these skill checks (in any order), and note the Effect of each check to later determine the success or failure of the mission.

Legal Action: This is a mission based around the law enforcement agencies of the area. This mission will put the agent in contact with the justice system and its elements, perhaps dealing with convicts or local law enforcement. The agent will be using Advocate, Investigate, Persuade and Streetwise.

Ongoing Investigation: This is a mission that requires the agent to aid with the information gathering or surveillance of another agent's mission. This mission will force the agent to deal with others in order to gain data on the target. The agent will be using Carouse, Deception, Investigate and Recon.

Corporate Action: This mission requires the agent to work within the ruthless world of inter-corporate warfare. The agent will need to be able to blend in with the company men and get around within the corporate system to work the target properly. The agent will be using Admin, Computers, Deception and Trade.

Alternatively, the Referee could also refer to the rules for creating an Anti-Corporate Mission and use them instead of using a Corporate Action.

Political Action: This mission places the agent in the middle of an active governmental operation. The agent will be working amidst politicians and government operatives, making social interactions to get closer to the target. The agent will be using Admin, Carouse, Investigate and Persuade.

Underworld Action: This mission requires the agent to become involved with a dangerous criminal syndicate. The agent will need to be able to deal with his target without raising suspicions, or the mission – and his life – could be compromised. The agent will be using Carouse, Deception, Persuade and Streetwise.

Covert Action: This mission is top secret and cannot be discovered by anyone outside of the agency. The agent will need to be a ghost; never seen or heard. The agent will be using Deception, Investigate, Recon and Stealth.

Destructive Action: Normally reserved for when espionage fails, this mission requires the agent to make a brutal example out of the target. This forces the agent to isolate the target and cause massive physical damage to it in order to send a message. The agent will need to use Athletics (any), Explosives, Gun Combat and Stealth.

Generate Mission Target

The following table shows the types of target that Espionage missions will be aimed toward. These groupings are general in order for Referees to better include them in their own campaign; altering the exact nature of the target to their own desires and tastes. The Referee should roll 1d6 or choose on the following table to determine which kind of mission the agent will be undertaking. An agent with a Trust level of 3 or higher with their employing agency can add 1 to their die roll if they choose to.

Roll	Espionage Mission Target
1	Location
2	Public Data
3	Private Data
4	Item, Common
5	Item, Rare
6	Person
7	V.I.P.

Location: This mission targets a specific location; a building, an address or possibly just a set of co-ordinates. The agent must interact with that location in a specific way for their employer.

Public Data: This mission targets a specific piece or collection of publicly stored data. The agent must copy, erase or steal the data for his employer. This target grants a –1 to the rolls upon the Mission Difficulty and Mission Payout tables.

Private Data: This mission targets a specific piece or collection of data that is stored somewhere inaccessible to the average person. The agent must copy, erase or steal the data for his employer. This target grants a +1 to the rolls upon the Mission Difficulty and Mission Payout tables.

Item, Common: The mission target is a specific item in a place that relates to its surroundings (a storage disk in a computer lab, a chemical in a lab, and so on). The agent must research, steal or destroy the item for his employer. This target grants a –1 to the rolls upon the Mission Difficulty and Mission Payout tables.



Item, Rare: This mission targets a specific item in a specific place but the item is rare enough it does not belong where it is being held (a book in a vault, a firearm buried in a forest, and so on). The agent must research, steal or destroy the item for his employer. This target grants a +1 to the rolls upon the Mission Difficulty and Mission Payout tables.

Person: The mission targets a specific person that the agent must interact with. The agent will have to converse with, spy upon, kidnap or even kill the person in question for his employer.

V.I.P. (Very Important Person): This mission targets someone who is (in)famous in their field and is well-known throughout their area. The agent will have to converse with, spy upon, kidnap or even kill the individual in question for his employer. This target grants a +1 to the rolls upon the Mission Difficulty and Mission Payout tables.

Determine Length of Mission

The following table shows how long the Espionage mission will take for the agent to complete. The Referee should roll 1d6 or choose on the following table to determine how long the agent will be working on the mission.

1d6 Result	Espionage Mission Length ¹
1	1d6x3 weeks
2	1d6x2 weeks
3	1d6 weeks
4	1d6x5 days
5	1d6x3 days
6	1d6+1 days

¹ The amount is doubled if the mission is interplanetary in nature (Referee's discretion)

Determine Difficulty of Mission

The following table shows how difficult the Espionage mission will be for the agent to accomplish. This is measured in a total amount of Effect the agent character should have to generate from his successful skill checks (based on the Mission Type, above) during the Mission.

The Referee should roll 1d6 or choose on the following table to determine how difficult the agent's mission will be in terms of Effect necessary. Additionally, the difficulty may or may not have a modifier to the Mission Payout if successful.

1d6 Result	Espionage Mission Difficulty	Mission Payout Modifier
0	Training Level (1 Effect)	-3 DM
1	Very Easy (3 Effect)	-2 DM
2	Easy (5 Effect)	-1 DM
3	Routine (7 Effect)	—
4	Medium (9 Effect)	—
5	Challenging (11 Effect)	+1 DM
6	Difficult (13 Effect)	+2 DM
7	Arduous (15 Effect)	+3 DM

Determine Agent Success/Failure

Once the agent has determined how difficult the Espionage Mission will be for him to complete, he must then attempt all four of the skill checks listed in the Mission Type category. These checks are made with the standard 8+ difficulty required of them but can be modified with any characteristic; so long as the agent can describe the check sufficiently in regards to the Mission Target.

For example, a physically-minded agent placed on an Underworld Action targeting a Person might attempt to modify his Carouse, Persuade and Streetwise rolls all with his superior Strength modifier. He does this satisfactorily by saying that he is using his muscular bulk to show off in a bar (Carouse), intimidate an informant (Persuade) and rough up a local gang member (Streetwise).

Once these skill checks are rolled and the total Effect is calculated, the agent checks his total against the amount required by the Mission Difficulty.

If the total is equal to or more than the amount required, the mission is a success and the agent may now Determine Mission Payout.

If the total is less than that required for success however, the agent has failed and must instead roll upon the Failure Mishap table, subtracting -1 for each point of Effect they were lower than the required amount for success.

Determine Mission Payout

The following table shows how well the agent will be paid for his successful Espionage Mission. Most of the mission payouts come in the form of a cash bonus but some have additional benefits attached to them similar to the Mustering-Out Benefit Rolls gained during *Traveller* character creation. The Referee should roll 2d6 or choose on the following table to determine how well the agent is compensated for a job well done, remembering all modifiers from the earliest parts of the mission, character adjustments and so forth.

2d6	Espionage Mission Payout
1 or less	Nothing – Mission is Written Off as ‘Required Training’
2	1d6x100 Credits
3	2d6x100 Credits
4	2d6x200 Credits
5	2d6x300 Credits
6	2d6x400 Credits
7	2d6x500 Credits
8	3d6x500 Credits
9	2d6x1,000 Credits; +1 Trust
10	2d6x1,000 Credits; One Ship Share
11	2d6x2,000 Credits; +1 Trust
12	2d6x2,000 Credits; Network (any)
13	2d6x5,000 Credits; +1 Trust
14+	2d6x10,000 Credits; +1 Trust

Determine Failure Mishap

The following table shows what has happened to an agent when he fails an Espionage mission. The Referee should roll 2d6 or choose on the following table to determine the fate of the agent in question, remembering the modifier for a lower mission Effect total.

2d6 Result	Espionage Failure Mishap
0 or less	You suffer a terrible injury; roll twice on the Injury table (see page 37 of the <i>Traveller Core Rulebook</i>), taking the lower result.
1	You are injured; roll on the Injury table.
2	You are implicated in an internal affair; lose –1 Trust.
3	Your face is caught on camera and broadcast as a potential threat; lose any one Cover Identity or –1 Social Standing.
4	You are caught and tortured; give up a secret and lose –1 Trust, or stay tight-lipped and lose –1 Endurance.
5	A friend or loved one is murdered by an enemy trying to get at you; lose one Ally, Contact or Network.
6	You suffer a light wound during an unexpected chase; roll twice on the Injury table, taking the higher result.
7	An enemy agent gets involved and causes problems; gain him as a Rival.
8	There are several arguments with your employer due to complicated circumstances; lose –1 Trust or one Ally.
9	Tempers rise and an old feud escalates; gain a new Rival or turn an existing Rival into an Enemy.
10	You have to sell out someone you know to save your own skin; turn a Contact into an Enemy or an Ally into a Rival.
11+	You are caught and prosecuted but you remain loyal to your employer. You do not get paid but you gain +1 Trust.

THE DARK SIDE OF CORPORATIONS

One place an agent always knows he can find work is within the cutthroat world of corporate politics. In *Traveller*, most corporations that have grown to a size to require agents are also large enough to have made many enemies on their rise to power. The ascension of new corporations, the ironclad dominance of the megacorps and the sinister behaviours of those looking for bigger profits; these are what corporate-employed agents are paid to deal with.

This chapter reveals the inner workings of the corporate world and how it wields its agents against one another. Their conflicts range from invisible electronic skirmishes over hacked computer networks and data stream virus-bombings, to R&D sabotage and direct employee assassinations. From the outside looking in, the competition between corporations may seem robust but the truth is often far more brutal.



CORPORATE WARS

Just as the nations of a fractious planet might do, corporations also wage their own wars with one another. Unlike the wars of a battlefield or naval engagement, corporations attack each other with weapons of information, sabotage and covertness in order to inflict casualties. Heroes are made, lives are crushed and casualties occur. The soldiers of these corporate wars are their ranks of loyal agents, ready to go out and fight the good fight in their own way.

The battle for higher market share is a distinctly different atmosphere than a blood-and-bullets conflict. That is not to imply there are no physical engagements between corporations; it is just not as common. The majority of corporate conflicts are performed under the table, away from plain sight where a corporation's image could be harmed in the public eye.

This mentality toward secrecy and hidden manoeuvres are what have steered corporations toward the almost exclusive use of spies, saboteurs and other hidden operatives. Agent missions are where the front lines of the corporate wars are, inflicting wounds on the competition that bleed resources or reputation like an arterial wound. The most powerful and cunning of corporate entities know this; they are the ones that keep the best and greatest agents on their payrolls.

Corporations begin their conflicts with one another for a variety of reasons. Most often it is due to both companies serving in the same arena of business, setting each other up as the direct competition. Rival products or services can stem financial flow on both sides, creating tension between the two companies. Tension leads to blaming the other for losses (which may or may not be accurate) and blame eventually blossoms into conflict.

The Stages of a Corporate War

Any war between corporate entities, from national companies to galaxy-spanning megacorporations, escalates in the same fashion. The scale simply changes in relation to the size and scope of the sides involved.

The first time a pair of established companies clash it is normally due to one party expanding their business into the existing territory of another. This can be a physical territory, like delivery grounds and planetary resource tracts, or it can be a more figurative territory like similar styles of weapon research or type of clientele. One company looks at the expansion of the other and takes it as a threat to their ability to do business, which sparks the unpleasant relations between them.

After a corporate conflict has begun, the next step for both sides is to start gathering intelligence on the other. Bribery and favour-dealing with the competition's employees starts the cycle of ground level research, finding out what their new 'enemy' is all about. What begins with innocent fact finding missions and pocket lining quickly changes into hiring professional spies to gather information illicitly.

When spying missions reveal that a competitor is becoming a greater threat (or perceived as one), the corporate conflicts evolve from mere intelligence gathering to more direct manoeuvres to gain leverage. Spies are no longer restricted to just reconnaissance; data theft and corruption being called upon to hinder opposing growth while stimulating the employer's. Active marketing to the competition's consumer or employee base rises to a primary advertising and recruitment scheme. Anything that causes the

opposition to lose market share and profits is a useful tool in this stage of the corporate 'war', but neither side is ready yet to inflict physical damage upon the other.

For a corporate conflict at this level to take the next step into sabotage and industrial warfare there has to be an unexpected shift by one side. One of the competitors must suddenly feel threatened by their opponents; threatened enough to escalate to malicious action. When that happens, the first sabotage or industrial vandalism starts a chain reaction of retributive missions by the other party. These sorts of underhanded attacks go back and forth between the competing companies, the damage incurred on both sides adds up. Each mission pushes the line of tolerance a little further and eventually one side reaches their breaking point and takes the first violent action toward the competition.

Once the corporate war moves to violence there is no turning back. Agents are no longer sent into 'enemy territory' to take or destroy data; they are tasked with inflicting real damage upon the company. Attacks on key employees or destruction of important property fill mission dockets. Local authorities must be bribed or avoided, employees begin to wear armour to work and damage reports become part of the CEO's morning meetings. This is not the final stage of a corporate war but it is the most dangerous to both sides' employees. Missions target the company's most important resource – its workers.

Some corporate wars never reach the last stage of a corporate conflict; they are content to exist in the previous stages for decades or are ended by other circumstances. Those that escalate to the final level of the war begin to emulate an actual battle. Corporations hire soldiers and mercenaries to go out and do direct battle with the martial forces of the other. Only the most powerful corporations have the clout and influence to fight their competition this way. A war that reaches this point will end in only one way; the utter defeat of one side of the conflict.

Corporate Alliances

Not all corporations are fighting against one competitor. Like smaller nations caught in the path of a superpower, companies that are not singularly powerful enough to deal with the competition will seek allies in the market. Adding other smaller companies to their side of a corporate war can create a unified front that may tip the scales in their favour – or cause the fall of several minor entities at once.

Companies must be careful when creating or joining alliances in this way. Standing with another corporation places resources, information and other important assets in the alliance's collective grasp. Should an ally become swayed to the side of the enemy during the course of the conflict, their treachery stands to weaken the whole alliance tremendously. Not only will they feel the loss of an ally but also the betrayal itself can be a mighty blow to the war efforts.

It is common practice for any corporate entity to thoroughly investigate a prospective ally, sending agents into their midst like they would any other corporate target. These spies are expected to be thorough and careful not to do any harm in case the company does become an ally but they must also be fast enough to make a decision quickly as to whether or not the alliance should be offered.

For the companies that are suitable and become part of the war, the newly formed alliance is always put to the test. Specific missions, information sharing and resource re-allocation are good ways to ensure the new ally is ready to go to war. Once proven to be a useful part of the alliance, the new company will be responsible for its own part of the war effort from that point forward.

Corporate Militaries or Commercial Mercenaries

Most corporate wars never reach the stage of open conflict, remaining at the level of subversive missions and employee harassment for the duration. The rare instances where a corporation moves to direct violence require the acquisition of a skilled military unit. Most companies cannot simply arm their employees and hope to win a shooting match with most enemies. This requires the hiring of professional fighters. A company involved in open warfare has two options if they want to continue doing business and not simply give in to the opposition.

The first option is the easiest but most expensive. Hiring temporary mercenary fighters with a legally-binding mission ticket (for more on tickets see, *Traveller: Mercenary*) means placing the company's trust in the skills of professional guns-for-hire. This means the employer will be spending a high amount of funds to acquire talented mercenaries and bind them to their role within the war. Unfortunately this practice comes with its own worries and flaws. A ticketed mercenary company cannot work for the opposing company but will be exposed to company secrets and potential information that might be tempting for them to later sell – once the ticket is fulfilled. Hiring mercenaries to fight the violent battles of an escalated corporate war is expensive and risky but they are skilled enough to do the job properly.

The second option may be more time consuming and risks more company assets but can be less expensive. Some companies hire, train and maintain a standing military force within the corporate structure. Normally hired on officially as 'special task force security', the company hires and trains a capable military unit and keeps them ready to serve their various needs. In times of peace the corporate military units are used to protect company assets and real estate, only gearing up and going to battle if their employer gets into a real war. Corporations that have offices in hostile territories or war-torn areas will hire military units as a constant presence. There are some megacorporations that have standing armies larger than those of small nations; a point of interest to the actual governments that they do business within. Having a corporate military is not as expensive as

COMMERCIAL MERCENARY ARCHETYPES

	Career Path	Str	Dex	End	Int	Edu	Soc
Commercial Fighter	Army (infantry) 1, Striker (rifleman) 2	8	9	8	7	7	8
Athletics 1, Gun (slug rifle) 2, Melee (blade) 2, Stealth 1, Tactics 1 Assault rifle (3d6), Dagger (1d6+2), Flak Jacket (6)							
Commercial Unit Leader	Army (infantry) 1, Striker (rifleman) 3	9	10	9	8	7	9
Athletics 1, Battle Dress 2, Comms 1, Gun (slug rifle) 2, Leadership 1, Melee (blade) 2, Recon 1, Stealth 2, Tactics 1 Accelerator rifle (3d6), Cutlass (2d6+4), Combat Armour (11)							
Commercial Sniper	Army (infantry) 2, Striker (sniper) 3	7	11	9	8	8	8
Athletics 1, Gun (slug rifle) 3, Heavy Weapons (Man-Portable) 2, Melee (blade) 1, Stealth 2, Survival 1 Gauss rifle (4d6), LAG-8 (8d6), Cloth Armour (5)							

having to hire professional mercenaries in the short term but can be costly over years or decades of paying their meagre salaries.

It is the difference of having the constant presence or protection of staff on hand with a corporate military and the quick ability to arrange for true professionals to deal with a competitor. It depends greatly on the size and resources of the company in question.

Some sample statistics and hiring/wage fees for corporate military assets are as follows:

Commercial Fighter: This is a standard mercenary hired to assault enemy corporate holdings, eliminating normal resistance with standard munitions. The cost to hire a unit of commercial fighters (standard is 5 men) is 2d6x1,000 Credits per mission. These fighters do not have a wage cost; they are hired for a set number of missions.

Commercial Unit Leader: An additional member of a standard commercial fighter unit, the unit leader is better equipped and trained. Each commercial unit leader hired to lead an existing commercial fighter unit costs 5,000 Credits per mission and has no ongoing wage cost. There is a maximum of two leaders per fighter unit that can be hired.

Commercial Sniper: An upgrade made to a member of a standard commercial fighter unit, the commercial sniper is a trained killer working at long range with a high-powered rifle. Replacing one of the five fighters in a normal unit, a commercial sniper costs 2,500 Credits to hire in addition to the cost of the regular unit per mission. Like other commercial mercenaries, snipers have no ongoing wage cost. There is a maximum of one sniper per fighter unit hired.

CORPORATE MILITARY ARCHETYPES

	Career Path	Str	Dex	End	Int	Edu	Soc
Corporate Soldier	Citizen (worker) 2, Commando (grunt) 1	8	9	8	7	7	8
Athletics 1, Gun (slug pistol) 2, Gun (slug rifle) 1, Investigate 1, Melee (blade) 1, Recon 1 Autopistol (3d6-3), Autorifle (3d6), Dagger (1d6+2), Cloth Armour (5)							
Corporate Support Soldier	Citizen (worker) 2, Commando (grunt) 2	9	9	9	7	7	8
Athletics 1, Gun (slug pistol) 2, Heavy Weapons (Man-Portable) 1, Investigate 1, Melee (blade) 1, Recon 1 Autopistol (3d6-3), LMG-5 (4d6), Flak Jacket (6)							

Corporate Soldier: This is the standard, commercially-trained soldier serving in a corporate security/wartime task force. Trained in standard units of ten soldiers, the cost to hire a unit of soldiers is worked into their ongoing wage. A unit of ten corporate soldiers are paid 2d6x100 Credits per week of service.

Corporate Support Soldier: An upgraded member of a standard corporate soldier unit, the support soldier is trained and equipped to deal with larger numbers or more heavily armoured targets while his unit gets into position. Up to two members of a standard soldier unit can be upgraded to support soldiers at an additional weekly wage of 200 Credits each.

The Aftermath – Higher Profit Margins or Hostile Takeover?

Unless a corporate war is too evenly matched, permitting it to go on indefinitely, one side will eventually get the better of the other and the conflict will come to a close. The end of a corporate war leaves the victor asking itself many questions as to what to do with their defeated competitor. To the victor goes the spoils, but there are times where taking on a broken and battered company's resources also means taking on their debts and shortcomings.

Once a clear victor has been declared, the aftermath of the war must be determined for business to resume as normal. Every bit of manpower dedicated to the war effort is a slight loss to the company's overall profitability, making the change to post-war functions a marketable necessity.

The winning corporate entity has several options they can choose from; shaping what is to become of the losing side's employees, assets and identity.

ACQUISITION

When a company defeats another in a corporate war and believes that their former opponent(s) still have a future in their industry, the victorious corporation can choose to consume the other into part of their collective being. The old company no longer exists in the same form that it once did; it instead is now a part of the greater corporation. This is the most common result of a corporate war.

DISSOLUTION

Sometimes a corporation defeats its competition so solidly and completely there is not much of a company remaining to make use of. Some malicious corporations relish the thought of utterly destroying a rival company. Resources are scattered, employees are let go and forgotten and all records of the company are frozen or destroyed.

PARENTING

Thought of as the most merciful of aftermaths, the choice to take on a defeated company as a separate entity within the influence of the victor is called 'parenting'. The victorious corporation believes it can stand to make good profits from the defeated competition

by keeping its identity and sovereign management as long as it continues to answer to the parent company's CEO or board of directors. Only wars that end before the violent stage of conflict have this as their outcome.

RESOURCE COMPENSATION

It is common for a short corporate conflict to end with one side demanding the other pay for any damages, spent resources or lost income they incurred during the war. This option is normally offered as part of an ultimatum made by the victorious company; 'Pay for all our repairs plus 25% or we will dissolve your Imperial charter'. Resource compensation is considered to be part of several other aftermath decisions, so it is rarely used on its own by a clever victor unless they are trying to make a point.

WITHDRAWAL

Some companies fight their corporate wars just to extend or protect their territorial boundaries; they are satisfied making sure that the defeated competition leaves their area. Enforcing a complete corporate withdrawal can be difficult and costly but the security of knowing that a former enemy and competitor cannot do business in any areas that your company is profiting is well worth it. Companies that call for opponents to withdraw in such a fashion will assuredly have standing security or military forces to remind their defeated enemies of what awaits them if they ever encroach again.



INDUSTRIAL SABOTAGE

The single largest reason why corporations employ agents is to counteract the intrusion of other companies' agents. The reason for that is the constant threat of industrial espionage. Agents sent to a corporation's worksite or other facility with intentions of inflicting material damage upon them is a huge cost to the targeted company. A few successful sabotage missions can all but cripple a company's profits for that quarter, perhaps longer.

The arena of industrial sabotage is brutal, cold-hearted and requires dedication to the mission goal at all times. It is easy for an agent to take on a job that was described to him as simply disengaging a few coolant lines at a manufacturing plant; but will he have the tenacity to go through with it when he sees that dozens of workers could be hurt or killed? Would he have taken the job if he knew innocent people would die? What if he was given a huge salary bonus to do so? These are all questions that arise when dealing with agents that perform industrial missions of destruction.

Employers may call upon an agent on their payroll to conduct sabotage on their competition. They might not know whether or not anyone could get hurt or perhaps they do not care. Whatever the case, the agent will be responsible for fulfilling the desired action completely, successfully and without leaving a trace of the employing company.

INDUSTRIAL TERRORISM AND EMPLOYEE ASSASSINATION

Industrial sabotage is aimed mainly at machinery, data or resources – but not completely. Some amoral or callous corporate employers view the employees and officers of a competitor as nothing more than 'living resources' to be hindered or destroyed. These companies have no qualms about hurting the competition's employees or workers through industrial terrorism or assassination.

Industrial terrorism is the wanton destruction of corporate assets through violent actions. Explosives, chemical warfare and automatic weaponry are commonly used to enact industrial terrorism.

Employee assassinations are precision strikes at key members of the competition's staff. Killing these important officers, executives and foremen stalls projects, spreads fear and severely hurts department profitability.

The use of Industrial Terrorism is considered a general anathema to business dealings and any agent caught or successfully linked to Industrial Terrorism immediately loses 1 Social Standing.

In a narrative sense, there are countless different forms of sabotage that can be used to harm a corporate target. The destruction or malfunction of data, tools and resources is the ultimate goal of any

sabotage attempt. The exact nature of what must be done to achieve this goal varies depending on the agent and the mission parameters. One agent might use a detonator to cripple an imprinting machine where another might reprogram the machine to only produce misprints over and over again.

An agent sent on a specific type of industrial sabotage mission will have his options laid out in front of him depending on his resources, skills and mission requirements. An agent on a mission of data corruption will not likely bring C-4 to accomplish his goal, for example. The following is a list of useful skills that agents can use to accomplish specific missions of industrial sabotage.

- **Computers** – Useful for data theft and corruption; programmable software codes and viruses.
- **Drive** – Arranging for vehicular complications or accidents of corporate ground-based equipment.
- **Explosives** – Useful for violent sabotage or resource destruction; very useful for industrial terrorism.
- **Flyer** – Arranging for vehicular complications, accidents or hijacking of corporate air-based equipment.
- **Gun Combat/Heavy Weapons/Melee** – Useful for violent actions, industrial terrorism and employee assassination.
- **Mechanic** – Useful for arranging mechanical failures, vehicular complications and other engine or tool-based problems of corporate assets or equipment.
- **Remote Operations** – Arranging for misuse or malfunction of corporate remotes; useful for programming combat drones for industrial terrorism.
- **Science (any relevant)** – Arranging for research miscalculation or experiment corruption.
- **Sensors** – Useful for data theft or sensor malfunction.
- **Stealth** – Useful for getting in, around or out of monitored corporate facilities.
- **Trade** – Useful to understand which targets are most profitable.
- **Vacc Suit** – Arranging for vacc suit malfunction or failures.

MANIPULATING GOVERNMENTS

When a company evolves into a larger entity and eventually into a licensed megacorporation, they become more and more influential with the growth of their industry. As their share and control of the market increases, the local economy begins to become directly attached to the corporation's success. At some point the local economy becomes the province of the company itself, leaving the local government at the mercy of the company.

Corporations that gather this much power and control over the governments that 'allow' them to do business within their territories realise quickly they can manipulate the economy to their own needs – and therefore manipulate the government itself. Depending on how strong the government is, a powerful corporation can perform specific actions within their market structure to urge it to do as they wish.

Rating a Corporation's Political Power

Every corporate entity has an economic footprint they cover in the local political scene, from the extremely minor to the ultra-powerful. Not every megacorp will have the clout to push around their local government and some small industries might have a stranglehold on their leaders' main export. Whatever the situation, a corporation bears a standard Influence Rating that is used to determine just how influential they are in the local political scene.

Influence Rating is calculated using the background information of the local area, the type of government, the size of the corporate entity and finally the average profit margin of the representative branches of the corporation. These statistics all add up to form the corporation's Influence Rating and should either be chosen by the Referee (to better suit his game) or rolled randomly on the tables below.

A corporation's Influence Rating starts effectively at 1.

LOCAL AREA DEPENDENCY

The Dependency table shows how much the local government's constituency needs or desires the corporation's services, employment or goods.

DEPENDENCY

2d6 Result	Dependency Description	Influence Rating Modifier
2	Unnecessary – Corporation is superfluous and sometimes ignored.	–3
3	Low – Corporation employs few locals and performs rarely utilised services.	–2
4-5	Below Average – Corporation is a minor player in the economy but provides useful services.	–1
6-8	Average – Corporation is a good source of jobs and services.	0
9	Above Average – Corporation is one of the better-respected employers in the area.	+1
10	Important – Corporation carries a decent amount of public attention and economic strength.	+2
11	Necessary – Corporation is a major economic player and one of the largest sources of employment for the local populace.	+3
12	Essential – Corporation is the hub of economic and employment stability in the local area.	+4

TYPE OF GOVERNMENT

The following list shows how the local government's style of leadership affects how influential a corporation can be, as noted by the government's type (see page 175 of the *Traveller Core Rulebook*).

Company/corporation (+3), **Participating democracy** (+0), **Self-perpetuating oligarchy** (+1), **Representative democracy** (+1), **Feudal technocracy** (+2), **Captive government** (–2), **Balkanisation** (–1), **Civil service bureaucracy** (+1), **Impersonal bureaucracy** (+1), **Charismatic dictator** (+1d6–3), **Non-charismatic leader** (+1d6–3), **Charismatic oligarchy** (+2), **Religious dictatorship** (–3)

SIZE OF CORPORATE ENTITY

The following table shows how large the total corporate entity is, explaining how its deep interstellar pockets might sway a local government decision despite having a small local presence.

2d6 Result	Corporation Size Description	Influence Rating Modifier
2	Insignificant – Entity employs less than 50 employees.	–4
3	Small Business – Entity employs no more than 200 employees.	–3
4-5	Growing Company – Entity employs no more than 500 employees.	–1
6-8	Standard Corporation – Entity employs no more than 10,000 employees	0
9	Growing Corporation – Entity employs no more than 100,000 employees.	+1
10	Large Corporation – Entity employs no more than 500,000 employees.	+2
11	Megacorporation – Entity employs no more than 1,000,000 employees.	+4
12	Titan Megacorporation – Entity employs more than 10,000,000 employees.	+6

LOCAL CORPORATE PROFIT MARGIN

The following table shows how much liquid profits the local extension of the greater corporate entity makes each quarter, demonstrative of the wealth and influence the entity has over the local economy.

2d6 Result	Local Profit Margin Description	Influence Rating Modifier
2	Heavy Losses – Corporation loses between 25 and 50% of invested capital each quarter.	–4
3	Acceptable Losses – Corporation loses between 5 and 10% of invested capital each quarter.	–3
4-5	Breaking Even – Corporation loses or gains profits within 3% of their mean average investments.	–1
6-8	Minor Profits – Corporation gains between 5 and 10% of invested capital each quarter.	0
9	Acceptable Profits – Corporation gains between 5 and 10% of invested capital each quarter.	+1
10	Moderate Profits – Corporation gains between 15 and 20% of invested capital each quarter.	+2
11	High Profits – Corporation gains between 25 and 40% of invested capital each quarter.	+4
12	Market-stacking Profits – Corporation gains 45% or more of invested capital each quarter.	+6

Wealth is an important factor when dealing with a governmental office. The officers in a given government will make special exceptions or inclusions for a ‘generous corporate investor’ in regards to things that the average interest or social group must all but beg for. This is the power of the almighty credit; in the hands of a crafty corporation it can make or break small governments.

Using the tables above to build this example, we are looking at determining the Influence Rating of a localised branch of a J-Drive manufacturer. Knowing exactly what we are building for our game setting, we will choose all of the acceptable modifiers, although we could have just as easily rolled them randomly.

Starting at the standard Influence Rating 1, our company is considered to have an Above Average dependency from the local populace due to its high employment rates (+1). Working steadily with the acceptance of the local self-perpetuating oligarchy, the company is somewhat friendly with the ruling party (+1). The company, Allspace Drives, is a multi-national corporation classed as ‘Large’, making it more powerful in the eyes of economists (+2) but it has run into hard times lately and has only seen Minor Profits for the last year (+0). The local branch of Allspace Drives has a total Influence Rating of 5 (1+1+1+2+0= 5).

Using Influence Rating to Sway Governmental Policy

Once the Referee or player in charge of the corporation has determined what the Influence Rating should be, they can begin to use it to attempt the manipulation of local governmental agencies. Corporations can wield their economic and political might to make subtle or drastic changes to governmental policy, laws and several other areas of political manipulation.

In game mechanics the corporation’s Influence Rating represents a pool of d6s that the company receives each financial quarter to use in any way they choose to. When a corporate entity wants to manipulate the local government in some way, they choose a number of dice from their Influence rating pool and roll them all, adding the results together. For the purposes of ‘game time’, every die rolled represents a single week of lobbying, carousing and other forms of influencing local governmental officials.

Once this narrative time has passed and the dice have been rolled, if the total equals or exceeds the target number for the desired action, the company succeeds in their task. If the total is lower than what was needed, the manipulation fails and the company will need to try again.

The target number for Influence Rating rolls depends on the sort of manipulation being attempted and a handful of other modifiers. These are listed on the table below.

Type of Manipulation Request	Base Target Number ¹
Menial	5
Minor	10
Lesser	12
Common	15
Uncommon	25
Rare	40
Exotic	50
Impossible	65

¹ This number is halved for a government of a TL5 or less society; doubled for an Alien government; or tripled for the Imperium of Humaniti (or similar intergalactic empire).

Samples of **Menial Requests** are:

- Arrange for an invite to a governmental social event.
- Discover where government officials spend free time.

Samples of **Minor Requests** are:

- Alter where government officials spend free time.
- Arrange for a public meeting between corporate and political executives.
- Have lesser legal charges raised/dropped.

Samples of **Lesser Requests** are:

- Alter a political speech to include a specific 'thank you' to the company.
- Arrange for media exposure or advertising.
- Have a social event for many political figures thrown.

Samples of **Common Requests** are:

- Have moderate legal charges raised/dropped.
- Have a competitor openly disapproved by a political figure.
- Spread specific rumours along governmental networks.
- Waive import/export taxation for specific shipments.

Samples of **Uncommon Requests** are:

- Arrange for a minor law to be passed/rejected.
- Name a candidate for political office position.
- Silence all rumours from a specific source.

Samples of **Rare Requests** are:

- Arrange for a foreign power to be ignored.
- Have scandalous legal charges raised/dropped.
- Legalise a previously illegal contraband item.

Samples of **Exotic Requests** are:

- Arrange for a major law to be passed/rejected.
- Arrange for military arms or armour to be written off to the corporation.
- Force legal or military pressure upon competitor.

Samples of **Impossible Requests** are:

- Arrange for a public media denouncement of an existing political figure or foreign power.
- Arrange for a violent action to be undertaken against a competitor or enemy government.

As a continuation of the example above, Allspace Drives decides that it needs one of its executives to avoid prison time by having some smuggling charges dropped (a Common Request; target is 15). Spending four full weeks campaigning, wining and dining the local magistrate, the Referee grabs 4d6 from Allspace Drives' Influence Rating pool of 5 and rolls them. The results are 5, 5, 3 and 4; 17! In one short month of manipulation, the magistrate sees 'new evidence' come to light and drops the charges.

INFILTRATION

Agents that work within the buildings and facilities of opposing corporations always run the risk of getting caught and either arrested as a trespasser, exposed as an enemy agent or worse. It takes real skill to successfully infiltrate a potentially hostile compound. The agent must get in; do whatever it is they are tasked to do, then get back out – hopefully without raising anyone's suspicions.

There are as many ways to successfully infiltrate a corporate facility as a crafty agent can dream up but there are only a handful of time-tested methods that most agents rely upon. These methods are reflected in the basic skills the more intrusion-based Agent career paths offer, but any character can use accordingly. With the right plan and the right skills and equipment at their disposal, any agent can be a good infiltrator.

The following subsections are paradoxical methodologies that characters will sometimes use during a corporate infiltration.

GO PREPARED OR EQUIP LIGHTLY?

This is the great dilemma for agents. A common infiltration will not only require certain skills but often special tools and equipment as well. An agent needs to decide how well-equipped they want to be in order to complete their mission successfully. Bring too much and risk being weighed down while having to be mindful of your gear at all times; bring too little and jeopardise the mission by not being prepared to overcome the obstacles ahead of you. With the right amount of intelligence about the facility being infiltrated the agent can answer this quandary more easily.

BE HIDDEN OR WORK IN THE OPEN?

An agent has an important initial choice to make long before he ever steps a foot within the target facility. He must decide whether or not he is going to take the extra time and care to use stealth at all times or ignore obfuscation and focus solely on the job at hand. Taking the longer amount of time to stay out of view from sensors, cameras and watchful employees will hopefully keep the infiltrator from being caught but it will also shorten the possible window of safe activity for the whole mission. Both options have their benefits and drawbacks but it is ultimately up to the agent to decide how to proceed with his infiltration.

OBSCURE FEATURES OR WEAR A DISGUISE?

Even the stealthiest of agents looking to avoid all contact and image-capturing sensors on their missions must be prepared to be seen, photographed or videotaped. Some agents wear concealing hoods or masks that make them just another faceless humanoid that cannot be placed. Agents with the skills to do so may instead choose to wear some kind of personal disguise that will baffle those who manage to see them. Looking like any other local employee or perhaps even a specific celebrity can create enough confusion to cover their escape or delay their capture.

DO NO HARM OR TERRORISE THE STAFF?

Most infiltration missions onto corporate grounds are only as violent as the agent involved, with a vast majority of them preferring to avoid conflict when possible. They may go on their missions armed for self-defence but many agents prefer to stay out of violent situations altogether. There are those that believe quite the opposite however and will wave their guns or blades at their victims just to shake them up and to keep them from trying anything against the agent's wishes. No agent can be ready for every situation laid before them but they can make the choice whether or not to use fear and violence on their missions.

Ghost in the Machine – Electronic Infiltrations

There is a new type of infiltration that occurs once a society reaches the computer age (TL7-8), known as electronic infiltration. This is more than just pirating software or leaving behind viruses in the wake of a talented hack, these sorts of intrusions are long-term relationships that are formed by the computer-savvy agent with other computerised personas that work for the corporate entity the agent is 'infiltrating'.

By forging electronic friendships, alliances and even pseudo-loves with people that exist on the inside of the target network, the agent can worm his way into sensitive files and information using e-mails, instant messaging and real-time chat programs. It is like breaking into a company's offices one cubicle at a time without ever even having to set foot in the building. By gaining the trust of employees, perhaps even by faking being a co-worker, the agent learns about the company, its facilities and potentially its secrets.



This sort of infiltration is not a quick hack or an overnight pilfering of data. It is something that an agent will create slowly and methodically until he is sure that he has cyber-tendrils woven throughout the target company. Only then will he spring his trap and reap the benefits of all his close friends and allies.

This form of infiltration is a specific Computers skill check:

Create a network of computer-based allies to electronically infiltrate a corporate entity: 10-60 Weeks, Intelligence, Average (+0)/Difficult (-2) if targeting a corporate entity that employs White Hat hackers

Success on this skill will add the Effect of their successful check as a Dice Modifier to the total Effect needed to determine the success of failure of an Anti-Corporate Mission.

Security Systems

Agents that base their missions on infiltration and intrusion have to overcome many obstacles in their line of work, namely security systems. From the 'mark one eyeball' on a beat walking security guard to the IR sensitive motion tracker pylons of Imperial prison yards, there are many different ways for an agent to get caught being somewhere he is not supposed to be.

This section shows several different sample security system elements that corporations combine and typically use at their facilities and office grounds. The systems are divided by entry, each entry bearing a specific minimum technology level, a narrative description of the system element, the skills that can be used to circumvent them and the Dice Modifiers placed upon those skills to do so. These, of course, are just examples and Referees are encouraged to devise their own and combine them to create new and interesting security system packages.

SECURITY GUARD PATROL – TL 3

This is the most basic form of security; the walking guard on the lookout for intruders.

Skills to Bypass: Deception, Stealth

Task Difficulty: Easy (+4 DM)

LIVE CAMERA FEED – TL 6

A simple set of monitors that can be watched by a single guard or staff member, this is the first electronic system to allow one set of eyes to watch several different locations at once by camera.

Skills to Bypass: Sensors, Stealth

Task Difficulty: Routine (+2 DM)

COMPUTERISED MONITOR NETWORK – TL 8

An advanced version of the live camera feed, this network of cameras feed into one computerised storage device that can be looked over multiple times or used as evidence later.

Skills to Bypass: Computers, Sensors, Stealth

Task Difficulty: Average (+0 DM)

BIO-ANALYSIS SCANNERS – TL 8

These wire line filaments are used to pick up trace chemicals left behind by living organisms that pass within a few metres of them.

Skills to Bypass: Life Sciences (Chemistry or Biology), Sensors

Task Difficulty: Difficult (–2 DM)

FIELD SURVEILLANCE RADAR SUITE – TL 9

A sweeping dish apparatus that can pick up any moving object with a displacement of one litre or more, the FSRS is difficult to fool over open ground.

Skills to Bypass: Athletics (Endurance), Sensors, Stealth

Task Difficulty: Difficult (–2 DM)

IR MOTION TRACKER PYLON – TL 10

Scanning an area of over 100 metres for anything in the Infra-red spectrum moving more than a single metre every thirty seconds, these electronic devices are planted over open territory.

Skills to Bypass: Athletics (Endurance), Sensors, Stealth

Task Difficulty: Difficult (–2 DM)

ELECTROMAGNETIC FIELD SCANNER – TL 11

Everything electronic gives off a nominal electromagnetic field when it is operational, and this directional scanner picks them up from anything as big as a wristwatch or larger.

Skills to Bypass: Computers, Engineer (electronics), Sensors, Stealth

Task Difficulty: Very Difficult (–4 DM)

PHEROMONE TRACE ELEMENT DETECTOR – TL 12

An advanced version of the bio-analysis scanner filament in a directional format, the pheromone trace element detector can pick up any living thing within 250 metres of its mount.

Skills to Bypass: Life Sciences (Chemistry or Biology), Sensors

Task Difficulty: Very Difficult (–4 DM)

NEUROLOGISTIC SCAN MATRIX – TL 15

The most advanced form of security suite, this complex series of crystalline antennae actually picks up the conscious thoughts made by sentient living things within 100 metres of it, making it very difficult to avoid during intrusion.

Skills to Bypass: Science (Psionocology), Sensors, Telepathy

Task Difficulty: Formidable (–6 DM)

ANTI-CORPORATE MISSIONS

This section reveals another version of the quick format for agent-based missions targeting corporate facilities.

How to Generate an Anti-Corporate Mission

The Referee should walk the agent through the following steps in order:

Generate Mission Target

Determine Length of Mission

Determine Difficulty of Mission

Determine Agent Success/Failure

Determine Mission Payout if Successful; otherwise Determine Failure Mishap

GENERATE MISSION TARGET

The following table shows the categories of targets that Anti-Corporation missions will be sending the agent toward. These groupings are designed to be general in order for the Referee to ensure they can fit in their own games. The Referee should roll 1d6 or choose on the following table to determine which kind of target the agent will be going after. An Agent with a Trust level of 3 or higher with their employing agency can add or subtract 1 from their die roll if they choose to.

1d6 Result	Anti-Corporate Mission Target
1	Facility
2	Public Research
3	Private Research
4	Product, Common
5	Prototype
6	Employee
7	Executive

Facility: This mission targets a specific corporate work facility; an office building, an industrial complex or a resource storage site. The agent must interact with that location in a specific way for their employer.

Public Research: This mission targets a publicly accessible product research facility. The agent must copy, erase or steal the research data. This target grants a –1 to the rolls upon the Mission Difficulty and Mission Payout tables.

Private Research: This mission targets a research information that is not commonly known to the public. The agent must copy, erase or steal the research information for his employer. This target grants a +1 to the rolls upon the Mission Difficulty and Mission Payout tables.

Product, Common: The mission target is a specific product type stored in a corporate storage facility. The agent must research, steal or destroy the product for his employer. This target grants a -1 to the rolls upon the Mission Difficulty and Mission Payout tables.

Prototype: This mission targets a new prototype being created by the competing corporation. The agent must research, steal or destroy the prototype for his employer. This target grants a +1 to the rolls upon the Mission Difficulty and Mission Payout tables.

Employee: The mission targets a specific employee of the corporate entity. The agent will have to converse with, spy upon, kidnap or even kill the employee in question for his employer.

Executive: This mission targets someone of worth within the corporation. The agent will have to converse with, spy upon, kidnap or even kill the executive employee. This target grants a +1 to rolls on the Mission Difficulty and Mission Payout tables.



DETERMINE LENGTH OF MISSION

The following table shows how long the Anti-Corporate mission will take for the agent to fulfil. The Referee should roll 1d6 or choose on the following table to determine how long the agent will be working on their new mission.

1d6 Result	Anti-Corporate Mission Length ¹
1	1d6 weeks
2	1d6 x 2 weeks
3	3d6 days
4	1d6 x 2 days
5	2d6 days
6	1d6 days

¹ The amount is multiplied by five if the mission is interplanetary in nature (Referee's discretion).

DETERMINE DIFFICULTY OF MISSION

The following table shows how difficult the Anti-Corporate mission will be. This is decided by the total amount of Effect the agent character will have to generate from successful skill checks during the Mission. These skill checks are based on the types of Security Systems and anti-personnel skill checks made during the course of the mission.

The Referee should roll 1d6 or choose on the following table to determine how difficult the agent's mission will be in terms of Effect necessary. The difficulty may or may not have a modifier to the Mission Payout if successful.

1d6 Result	Anti-Corporate Mission Difficulty	Mission Payout Modifier
0	Simple (5 Effect)	-3 DM
1	Very Easy (7 Effect)	-2 DM
2	Easy (9 Effect)	-1 DM
3	Routine (10 Effect)	—
4	Medium (14 Effect)	+1 DM
5	Challenging (16 Effect)	+2 DM
6	Difficult (18 Effect)	+3 DM
7	Arduous (20 Effect)	+4 DM

DETERMINE AGENT SUCCESS/FAILURE

Once the agent has determined how difficult the Anti-Corporate Mission will be for him to accomplish, he must then attempt to bypass the personnel and security systems at the corporate site, arranged for by the Referee. These checks are made with the standard 8+ difficulty required of them but can be modified with any applicable characteristic. To randomly determine how many checks may be necessary, roll on the following table.

2d6 Result	Number of Applicable Agent Skill Checks
2	3
3	4
4-5	5
6-8	6
9-10	7
11	8
12	10

Once these skill checks are done and the total Effect (weighing losses against successes) is calculated, the agent checks his total against the amount required by the Mission Difficulty.

If the total is equal to or more than the amount required, the mission is a success and the agent may now Determine Mission Payout

2d6 Result	Anti-Corporate Mission Payout
1 or less	Nothing – Mission does not profit.
2	1d6x200 Credits
3	2d6x200 Credits
4	2d6x400 Credits
5	2d6x600 Credits
6	3d6x600 Credits
7	2d6x1,000 Credits
8	3d6x1,000 Credits; +1 Trust
9	3d6x2,000 Credits; +1 Trust
10	3d6x5,000 Credits; +1 Trust
11	3d6x5,000 Credits; Two Ship Shares
12	2d6x10,000 Credits; Network (Corporate)
13	3d6x10,000 Credits; +1 Trust
14+	1d6x50,000 Credits; +1 Trust; One Ship Share

If the total is less than what is required for success however, the agent has failed and must instead roll upon the Failure Mishap table, subtracting 1 for each point of Effect they scored lower than the required amount for success.

DETERMINE MISSION PAYOUT

The following table shows how well the agent will be compensated for his successful Anti-Corporate Mission. The Referee should roll 2d6 or choose on the following table to determine how well the agent is compensated for a job well done, remembering any modifiers from earlier pre-mission skill checks, Referee adjustments and such.

DETERMINE FAILURE MISHAP

The following table shows what has happened to an agent when he fails an Anti-Corporate mission. The Referee should roll 2d6 or choose on the following table to determine what happened to the agent in question, remembering to include the modifier for a lower mission Effect total.

2d6 Result	Anti-Corporate Failure Mishap
0 or less	You suffered a terrible injury; roll twice on the Injury table (see page 37 of the <i>Traveller Core Rulebook</i>), taking the lower result.
1	You were injured; roll on the Injury table.
2	You are the reason corporate information is lost; lose –1 Trust.
3	Your arrested and acquitted but the media knows your face; lose any one Cover Identity or –1 Social Standing.
4	You are caught and held until your employer bails you out; –1 Trust or –1 Social Standing.
5	A co-worker is killed by an enemy agent working against you; lose one Ally, Contact or Network.
6	You suffer a light wound escaping from gun-happy security guards; roll twice on the Injury table, taking the higher result.
7	An opposing executive has set his sights upon you; gain him as an Enemy.
8	You lose something important to your employer; lose –1 Trust and gain your direct employing supervisor as a Rival.
9	You are set against an old comrade and he finds out your role in the mission; an Ally turns into a Rival.
10	You are captured on your target's security footage; lose a Cover Identity and –1 Trust.
11+	You are arrested in the line of your mission but turn the story into a positive spin for your employer in the media. You do not get paid but you gain +1 Trust.

BOUNTIES

Space is unimaginably large. It is a titanic place that supports untold amounts of life on a seemingly limitless number of planets, moons and space stations. Even taking this staggering concept into account, habitable territory makes up a tiny fraction of space itself. That leaves the majority of outer space empty, uninhabited and perfect for avoiding authorities. A fugitive on the run can put a lot of space between the law and himself – which is why there is the bounty system.

Bounties are, simply stated, a price placed upon the finding, capture or elimination of a specific individual. These prices are set by the parties looking to have a target hunted down and range from modest to enormous depending on the target and how badly the paying party needs them sought out. A skilled bounty hunter can make a very good living tracking and finding these targets for his employers.

This chapter details the use of bounties and bounty hunting in *Traveller*. Suited for those agents that spent career terms in the Bounty Hunter paths, this chapter helps flesh out the action of tracking down fugitives, wanted criminals and wayward starships. With the information found here, any *Traveller* character can try their hand at making money through bringing in bounties.

BOUNTY HUNTING

Professionals that focus on collecting bounties are called bounty hunters. They are a special type of agent that does not necessarily sell his services to one specific employer but rather sells them on a case by case basis.

When someone says ‘bounty hunter’, they immediately think of weapon-strewn mercenary types clad in armour, jetting around the galaxy in search of the big score. Most bounty hunters do not fit this description; most are simply spacefaring folk that get paid for a special service. A career in bounty hunting may sound glamorous, soaring across the stars in search of an escaped killer worth hundreds of thousands of credits to the Imperium, but the reality of things tends to be quite different. For every big money, high profile bounty that is posted there are a thousand petty payouts based on finding common bail jumpers, missing persons or small-time criminals. A professional bounty hunter is not likely to be famous for his work.

Like most agents, bounty hunters do not want to be recognisable or famous for their career choice. If their potential targets know who they are because of seeing them on a media wire they could flee at first sign of the hunter. This would make getting close enough to apprehend them extremely difficult. The proper use of stealth, disguises and misdirection is paramount to a successful hunt.

Bounty hunters that want to be successful in their chosen field need to remember the five ‘golden rules’ of bounty hunting:

1. SHARPEN YOUR SKILLS

Criminals and fugitives are constantly learning new and interesting ways to avoid capture while on the run, forcing bounty hunters to work out new ways to foil their plans and schemes. For every new trick or method to thwart the hunt, the hunter must have two new ideas on how to continue unhindered. Bounty hunters should help ready themselves by constantly testing and increasing their library of skills.

Honing their abilities in skills such as Advocate, Astrogation, Computers, Gun Combat, Investigate, Stealth and Streetwise is a good way for a bounty hunter to spend his free time. They will be some of his most useful assets during many hunts.

2. RESEARCH THE EMPLOYER AS MUCH AS THE TARGET

Bounties are only as good as the payout they promise but a contract taken out with a bad employer might not be worth the additional zeroes on the wage amount. Some bounty contracts are not as easy as they read, the employing party having padded the facts to make it seem more attractive to potential hunters. Knowing which bounties are not worth the possible risk, physical or financial, is key to a hunter’s success.

A bounty hunter wants to be sure that he is getting into a contract that will be worth the pay offered. This requires some background checking on both the target *and* the employing agencies (or individual) if the hunter wants to better comprehend what he is getting involved with. Background checks like these require either a related Contact or a few difficult (–2 DM) Admin, Carouse or Streetwise skill checks.

3. BE MINDFUL OF LOCAL LAWS

Bounty hunters find most of their work through local law enforcement agencies, picking up their investigations and fugitive cases directly from the local police. Any hunter that is going to spend a significant time around the judiciary agents of a given location will need to know the ins and outs of their legal codes. The last thing a bounty hunter needs is to pay a hefty amount of fines after they get paid because they did not know the laws of the area.

Sometimes a contract forces a hunter to skirt, bend or break the law to get the job done. They may not be bound to do so by some compelling force but they will if it means getting the bounty and being paid. A hunter that understands the law system of his surroundings can adjust what he can do to alleviate his own guilt or

find a loophole to avoid arrest. Knowing the area's laws well enough to avoid inadvertently breaking them while working a bounty requires a routine (+2 DM) Advocate skill check.

4. THE TARGET IS NOT FRIEND OR ENEMY

A hunter that travels a long distance with his quarry will have weeks or even months to spend in close proximity with them. This can lead, especially in the case of charismatic bounties, to social relationships forming between hunter and captive. Some might try to make friends with the hunter, others will try to get the hunter so upset he will make an error and allow them to escape.

It is best for any bounty hunter to segregate his personal feelings from any business relations and to keep emotional responses out of any interactions. This may require the bounty hunter to occasionally succeed in special Persuade skill checks made to remain standoffish and impersonal.

5. ALWAYS PREPARE FOR THE WORST SITUATION

Soldiers have a saying, 'No engagement plan survives contact with the enemy.' Bounty hunters have a similar adage toward their missions. Every hunter knows that he must have a plan for completing his contracts but also must be aware that external situations will never allow that plan to go unchanged. It is the nature of their job.



Bounty hunters will do well in their career if they enter every contract as if it will go terribly wrong at every given point. It is better to have something and not need it than it is to need something and not have it.

GETTING STARTED AS A BOUNTY HUNTER

There is a difference between hunting a bounty and becoming a professional bounty hunter. Any capable person can answer the request for a bounty to be tracked and found but only the professionals make a living at it. Hunting the occasional bounty is a good way to earn extra credits; being a full-time bounty hunter takes more dedication.

Someone looking to join the ranks of the bounty hunters needs to accomplish certain goals before they can be taken seriously in the field. An added amount of trust and loyalty to the job is enough to open more doors and employment options, showing the difference between a part-time hunter and a dedicated professional.

The following checklist details what a character can do to avoid negative modifiers on mission payouts. If a character does not meet at least two of the following details they suffer a -2 DM penalty to the Mission Payout roll for any completed Bounty Missions (see later this chapter).

- At least one term in the Bounty Hunter career paths of the Agent Career.
- Three or more terms in any career paths of the Agent Career.
- A Trust Rating of 2 or higher.
- A Network with a rating of 2 or higher.
- A Cover Identity with an Average rating or higher.
- Streetwise 2 or higher.

A character that meets at least two of these details can advertise themselves as a professional bounty hunter, making the most out of the Bounty Missions they undertake.

Types of Bounties

There are three main types of bounties that hunters can choose to fulfil, with each type having its own pros and cons. Bounty hunters can lean toward one type or another if they wish but knowing how to accomplish all three means fewer missed opportunities and a steadier source of income.

Ship tracing is the least hazardous of the bounty hunting assignments but it can be the most skill intensive. The bounty hunter has to locate a specific starship using astrogation charts, jump-plotting software, surveillance avenues and word of mouth. Used to locate hijacked vessels, missing cargo shipments or specific passenger craft, a ship tracing bounty rarely requires the hunter to physically acquire the vessel in question, just locate where it is for others to claim.

Criminal bounties, the mainstay assignments for theftakers, are by far the majority of contracts offered in *Traveller*. They are also the most directly dangerous. Depending on the type of criminal the target is and the crime they are wanted for, a bounty hunter might have a difficult fight on his hands when it comes time to capture the target. An otherwise peaceful citizen can be willing to do nearly anything to avoid going to prison, including instigate a deadly battle with their would-be captors. Bail jumpers, runaways and other missing persons technically fall into this category as well; treated in the same fashion as criminals needing to be brought in.

The third type of bounty is rare and not commonly advertised openly – assassinations. The sort of employer that is willing to put a defined price on a sentient life does not tolerate failure and only hires the best. Assassination contracts require the hunter to set aside any moral feelings and only think about how he will end his target's life within the parameters specified by the employer. There is no room for ambiguity or hesitation.

Bounty hunters that specialise in one type of contract over the others have the benefit of getting exceptionally good at fulfilling that one type but will eventually become known only for those missions. A well-known manhunter will stop getting offers to find a lost shuttle, whereas a dedicated tracer will rarely find contracts to track down runaways. Every bounty hunter must make his own decisions but the most successful rarely turn down a job.

Finding and Accepting Bounty Contracts

Bounty hunters have two ways to find work – accept an open contract or get approached for a private one. Open contracts are written by employers that do not care who accepts their terms, so long as the contract is fulfilled. Private bounties are far more rare, always pay exceedingly well and require the employer to seek out a specific bounty hunter to make the offer.

OPEN BOUNTIES

There may not be any interstellar contracting service to lead bounty hunters to work but each community that has use for them will have a collecting place for contracts. They cannot simply post a list of names and prices for fear that the target will discover their intentions (if they do not already know) and flee further out of range.

In order to stay somewhat secretive but still efficient about open bounty contracts, a community will arrange for a central agency to hold most of the contract information. This agency will allow aspiring hunters access to files of open bounties but only if they know where and what to ask to do so. This does not require some secret handshake or password, merely the forethought to ask specifically about bounties, contracts and work that can be done. Finding this contracting agency requires either the use of a Contact, Network (any non-Academic) or a Streetwise skill check (–2 DM). Once the bounty hunter knows where to go to find work, it is as easy as signing up for one of the open contracts.

PRIVATE BOUNTIES

Only established and (in)famous bounty hunters ever get realistically approached to take on a private bounty contract. The kinds of targets that require private contracts are going to be reserved for those hunters that have reputations that precede them. A hunter that is well known for his past successes can be trusted with these sorts of bounties and the higher wages that come with them.

To be considered for a private contract bounty a character must meet three requirements. They must have reached at least a Rank of 3 in the Bounty Hunter Agent career paths, completed at least five Bounty Missions successfully and have at least one Network at a rating of 1 or higher. If a bounty hunter meets all of these requirements he may always choose to perform a Bounty Mission as a 'Private Contract', using the alternate column on the Mission Payout table when successful.

Working the Contract

The hunter must get into contact with the employer to accept the terms of a contract if they plan on getting paid for its completion. Once the employer knows the bounty is being worked they can stop seeking other hunters but they are not required to do so. Many employers leave their contracts open to multiple hunters to increase the chances it will be fulfilled. Knowing that a contract might have more bounty hunters working on it should help push them all a little harder; getting the target first is the only way to get paid.

Assigned to a bounty, a hunter should dedicate his time to fulfilling his end of the bargain with acceptable haste. A bounty hunter may have dozens of different ways to fulfil his contracts, varied by the type and difficulty of the bounty. It will be up to the hunter to decide the best approach and execution (sometimes literally) of acquiring his target and fulfilling the terms of the contract.

The following sections of the chapter explain how the different components of bounty contracts function from both a narrative and game mechanics point of view.

SHIP TRACING

Contracts from employers of a high enough technology level (TL 8+) may include the need to track a target's route off planet, across a star system or even several jumps away. Unlike following an escaped prisoner's tracks in the mud or the electronic signature of a data thief, tracking a target across the stars is a great deal more skill intensive.

Ship tracing is the practice of locating a specific vessel or route of a passenger over one or many starship voyages. It requires a good understanding of the space transit system, commercial and private travel methods and knowledge as to where the target was last seen or tracked to. It is not an easy task to track someone travelling anonymously across several star systems but if the money is worth the work a bounty hunter must try to do just that.

The task of tracing a ship's whereabouts is a matter of knowing the past location of the ship in question, researching the directions it could have travelled to, narrowing down where it might have gone and then investigating those possibilities. The hunter then has to eliminate bad leads until he finds the ship's location – or past location. More often than not a ship tracer has to use this process several times, following verified paths to new optional routes, which he will then investigate and eliminate. Eventually this process of elimination will leave one avenue of the ship's journey and hopefully the ship itself.

Starting the Hunt

When searching for a specific ship the hunter has the best starting information he can – the ship's name or designation code. As long as he was not given bad information he can begin looking for that specific ship, where it has been and what might have happened to it. This detail is often part of the employing contract and therefore requires no special research. In some cases, specifically when the hunter is looking for what ship a person travelled on instead of the ship itself, this can be much more difficult.

If the bounty hunter needs to learn the designation and the last location of the ship, any of the following methods in game terms will grant the information:

USE A KNOWLEDGEABLE CONTACT, ALLY OR NETWORK

The easiest way to find out the name of a specific vessel to track down is by knowing someone that may have the information. It may cost favours or a bribe but using a Contact, Ally or Network that has roots in the spacefaring industry or is otherwise related to the target being tracked is a sure way to get the information reliably.

TALK TO THE SPACERS AND PILOTS IN THE AREA

Not as easy or reliable as using a known informant, a bounty hunter can canvas an area on his own. He can speak to the dockworkers, pilots, outgoing and incoming passengers, spaceport security and other useful fonts of information in order to glean some details on the target in question. A stall clerk might have sold a specific passenger a meal and he remembers the face or perhaps docking staff have a story about the ship the hunter is looking for.

To use this method, the bounty hunter must acquire 18 total Effect using the following skill tasks.

ADMIN

Talk to spaceport management about target: 1-6 Hours, Social Standing, Difficult (-2).

CAROUSE

Start useful conversations about target in spaceport common areas: 1-6 Hours, Social Standing, Average (+0).

DECEPTION

Lie to spaceport staff to get details about target: 1-6 Hours, Intelligence, Difficult (-2).

INVESTIGATE

Look for physical clues (ticket stubs, pictures, etc) of target: 10-60 Hours, Intelligence, Difficult (-2).

PERSUADE

Convince spaceport personnel to talk about target: 1-6 Hours, Social Standing, Average (+0).

STREETWISE

Talk to local homeless/criminals about target: 1-6 Hours, Intelligence, Average (+0).

SEARCH COMPUTERISED RECORDS

Easier to perform for a bounty hunter that has either the permission to do so or the skills to hack the network, searching the computer records of a spaceport can be extremely useful. Poring over lists of passengers, cargo, designation codes and even purchasing receipts is arduous and monotonous but can be quite fruitful. Though time consuming to perform, this sort of investigation is slightly easier to garner useful information than by word of mouth.

To use this method, the bounty hunter must acquire 12 total Effect using the following skill tasks:

ADMIN

Get proper passwords to spaceport network: 1-6 Hours, Social Standing, Very Difficult (-4).

COMPUTERS

Access necessary listing information data streams on spaceport network: 1-6 Days, Intelligence, Average (+0) if allowed password access; otherwise Difficult (-2).

REMOTE OPERATIONS

Tap into and search security and surveillance cameras to find records of target: 1-6 Days, Intelligence, Difficult (-2).

SENSORS

Tap into spaceport sensing suites to find target designation codes: 10-60 Hours, Intelligence, Difficult (-2).

Once the bounty hunter has the location (or recent location) of the starship he needs to trace in order to acquire his contracted quarry, he must begin the process of narrowing down where it went to next.

Renton, a bounty hunter in search of an AWOL pilot from the Imperial navy on board his missing scout ship, uses his impressive technical skills to hack into the flight base data stream and find everything he needs to know. It takes him several days of software sifting and code hacking but he eventually amasses the 12 Effect in skill successes to know that the pilot's ship last landed officially at the Beta Serapoln starbase, just a few jumps from where he went missing.

Chasing Down the Right Path

Knowing where a target began his trip into the stars is useful but it will not bring the bounty hunter any closer to his payday on its own. It is where the real investigation begins however; leading the hunter to any number of possible routes the target may have taken from that point. The hunter must now begin to narrow down his search by looking into each and every potential course the target may have taken.

Once the hunter knows where to begin his search for the target ship, he then knows the numerous different jump routes, planetary orbits, station excursions and the like that the ship could have potentially used.

Unlike searching for a starting point, the right path a target ship has taken could always be changing. The bounty hunter has to win a race against time as he eliminates faulty information and unlikely avenues of travel. If he reaches the right conclusion and gets to where the ship had travelled a day too late he will then have to start researching routes all over again but from a different starting location!

In game terms, every 'leg' of the ship trace has the potential for the hunter to find his target – if he is fast enough with his research and investigating. This is calculated by the Referee rolling a random time limit that the bounty hunter has to find the correct route, keeping that amount of time secret from the players until they acquire enough successful Effect to know which route to take to follow the target.

Before rolling on the timing table below, the Referee must decide what category the target ship falls into:

- **Easily Traced** – Passenger liners, commercial traders, regular-route vessels.
- **Traceable** – Private liners, Imperial transit, scout ships within Charted Space.
- **Difficultly Traced** – criminally owned liners, military ships, alien vessels.
- **Evasive** – Stolen vessels, raider ships, unregistered transports.
- **Actively Hidden** – Enemy (from the local point of view) warships, any ship that is aware of the bounty making it a target.

Once the ship's general category is decided, the Referee then rolls 2d6 and consults the table below to determine how long the bounty hunter(s) have before the target moves on to a new destination.

The Referee, having determined how long before the target moves on, must allow the bounty hunter(s) to use their skills, contacts and other ideas to work out where the target went.

The characters can figure out which route is the correct one by collecting Effect from successful skill checks allowed by the Referee. The exact types of skill checks and tasks that the Referee allows are down to the situation and environment. An Admin skill check may not work in a backwater routing station but it would be fine in a commercial transit hub. Streetwise would be all but useless on a military carrier but perfect in a run-down planetary warehouse port.

The Referee has final say as to the difficulty levels of the skill checks the hunter(s) are taking based on how well he believes it would garner any useful information but we encourage most checks to be of an Average or Difficult (-2 DM) challenge level. These checks should take 10 to 60 hours each.

Some bounty hunters will have useful Contacts, Allies or Networks they might want to tap for information as well; requiring the Referee's approval. For every Contact a character uses for information, 2d6 Effect is gained toward finding the target. Networks also give a gain of 2d6 Effect but the character may re-roll one of the dice if he wishes. Allies grant 1d6+6 Effect when used in this fashion.

The amount of Effect that the bounty hunter(s) must acquire in the secret allotted time limit is based on the previously chosen ship category.

- **Easily Traced** – 10 Effect
- **Traceable** – 14 Effect
- **Difficultly Traced** – 18 Effect
- **Evasive** – 22 Effect
- **Actively Hidden** – 26 Effect

If the character(s) manage to accumulate the listed Effect before the secret time allotment is up, they have tracked down the right route to the target and can get to it in time to interact with it (photograph, capture, and so on) based on the needs of the contract.

SHIP TRACING TIMETABLE

2d6 Result	Easily Traced	Traceable	Difficultly Traced	Evasive	Actively Hidden
2	5d6 days	4d6 days	3d6 days	2d6 days	1d6 days
3-4	1d6 weeks	5d6 days	4d6 days	3d6 days	2d6 days
5-6	2d6 weeks	1d6 weeks	5d6 days	4d6 days	3d6 days
7-8	3d6 weeks	2d6 weeks	1d6 weeks	5d6 days	4d6 days
9-10	4d6 weeks	3d6 weeks	2d6 weeks	1d6 weeks	5d6 days
11-12	5d6 weeks	4d6 weeks	3d6 weeks	2d6 weeks	1d6 weeks

If the time runs out before the bounty hunter(s) can gather enough Effect, the target ship has moved on to a new destination. The Referee should *not* inform the characters that they did not make it in time; instead he should let them arrive to the calculated route to find out that they missed the target by a few days or even hours. If this happens, the Referee returns to the Tracing Timetable and the process of route elimination begins anew.

Eventually the characters should get a favourable timetable roll and manage to find the target in time. If not, perhaps they should be in the market for a new line of work. Ship tracing is obviously *not* the right career choice for this bounty hunter!

Continuing our example, Renton has arrived at Beta Serapoln in search of the missing scout ship and its pilot. He immediately begins combing the spacer bars and computer records, even breaking into the local security network to look for license transactions with his ID on them. He makes eight total skill checks (a total of 300 hours; just over 12 days) before reaching the 18 Effect (Difficultly Traced) the Referee claims he needs. He knows where the scout ship is; the Bongol Waystation! When he arrives there however, the Referee laughs and reveals that he rolled 14 days on the timetable and Renton only missed the ship by less than 48 hours! Renton's player growls his discontent and begins the searching process anew as the Referee secretly rolls another result on the timetable...

CRIMINALS

The large majority of bounties placed in *Traveller* are those classed as 'criminal bounties', even though not all of the targets are actually criminals. What the category of criminal bounty actually means is 'an individual who must be located, captured and returned to the employing agency or individual'. Runaway slaves, bail jumpers, debtors and hardened murderers all fall into this greater category.

Criminal targets are harder to track down on the larger scale because of how easy it is for a single person to blend in with his surroundings and 'fall off the grid' if they wish to. Once cornered however, it is much easier to find a face or a description in a city or space station than finding a spaceship in the great void of Charted Space.

Bounty hunters that take on criminal contracts that have travelled offworld will use the Ship Tracing (see earlier in this chapter) rules to find the location of their specific target but then add the additional step of cornering the criminal target somewhere on the planet/space station in order to confront and hopefully capture them.

CRIMINAL CORNERING TIMETABLE

2d6 Result	Non-Criminal	Non-Violent	Potentially Violent	Violent	Dangerously Volatile
2	6d6 hours	5d6 hours	4d6 hours	3d6 hours	2d6 hours
3-4	1d6 days	6d6 hours	5d6 hours	4d6 hours	3d6 hours
5-6	2d6 days	1d6 days	6d6 hours	5d6 hours	4d6 hours
7-8	3d6 days	2d6 days	1d6 days	6d6 hours	5d6 hours
9-10	4d6 days	3d6 days	2d6 days	1d6 days	6d6 hours
11-12	5d6 days	4d6 days	3d6 days	2d6 days	1d6 days

Cornering the Criminal Target

When the bounty hunter knows exactly where his target is, he then has to make sure he approaches the upcoming interaction properly. Moving openly and headlong toward a criminal target is a good way to give away the hunter's intentions and possibly scare the target into flight. Using stealth, misdirection and good tactical knowledge will result in the target having nowhere to go – and only the bounty hunter to deal with.

In game terms, the bounty hunter must work his way into the perfect interaction with the target before the target moves into a new position. Similar to how ship tracing works, this is calculated by the Referee rolling a secret random time limit in which the hunter(s) must acquire enough successful Effect to set up the interaction with the target.

Before rolling on the timing table below, the Referee must decide what category of criminality the target falls into:

- **Non-Criminal** – Children, runaways, missing civilians.
- **Non-Violent** – Embezzlers, petty thieves, the physically unfit or infirm.
- **Potentially Violent** – Bail jumpers, trained soldiers, street gangsters and escaped convicts.
- **Violent** – Murderers, formerly violent offenders, Life sentenced convicts.
- **Dangerously Volatile** – Sociopaths, lunatics, mass murderers.

Once the target's criminality category is determined, the Referee then rolls 2d6 and consults the table below to determine how long the bounty hunter(s) have before the target moves to a new location.

The Referee, having determined how long before the target moves local hideouts, now gives the bounty hunter(s) a chance to use their skills, Contacts and other ideas to close in on the target and deal with them.

The bounty hunters must then use their skill base to work out the best plan to find and trap the target, earning an amount of Effect from their successes. The characters can use the following skills to corner the target and gain the ability to interact with it on their terms: Carouse, Computers, Investigate, Navigation, Persuade, Sensors, Stealth, Streetwise and Tactics. These skill checks begin at an Average difficulty level and should take 1 to 6 hours each. A character with a Cover Identity can add the bonus of his Cover

Identity's rating (Weak, Strong, etc) to the Effect of *each* successful skill check.

Some hunter characters will have useful local Contacts or Allies they might want to tap for good territorial information. For every Contact a character uses for information, 1d6 Effect is gained toward learning the target's current hideout; Allies grant 1d6+3 Effect instead.

The amount of Effect that the bounty hunter(s) must gain in the secret time limit is based on the previously chosen criminality category.

- **Non-Criminal** – 8 Effect
- **Non-Violent** – 12 Effect
- **Potentially Violent** – 16 Effect
- **Violent** – 20 Effect
- **Dangerously Volatile** – 24 Effect

If the hunter(s) accumulate the listed Effect before the secret time allotment is up, they have successfully cornered the target in a suitable place to initiate an interaction with them. Whether this is a negotiation, conversation, kidnapping or all-out gunfight is down to the bounty hunter, the target and the contract.

If the time runs out before the character(s) gain enough Effect, the target has moved on to a new hideout and might even be made aware the bounty hunter is after them. The Referee should *not* inform the characters that they did not corner their target successfully; rather he should let them get to the target's expected location and compare the amount of Effect the hunter was short by on the following table – explaining what the characters find at the target's previous hideout.

Effect Amount Shortage	The Target...	Game Effects
1-3	...just barely got out in time and did not have time to grab all of their possessions.	The bounty hunter gains 2d6 Effect toward cornering the target on the next set of skill checks.
4-6	...left behind an important clue.	The bounty hunter gains 1d6 Effect toward cornering the target on the next set of skill checks.
7-9	...is nowhere to be found.	—
10-12	...learned about the hunters.	The next roll on the Cornering Timetable suffers a –2 DM.
13-15	...has laid a trap.	The bounty hunters must roll Investigate 10+ or suffer 1d6 damage from a hidden explosive (if appropriate).
16+	...has prepared an ambush.	The target and his allies will attack the bounty hunters when they arrive (if appropriate).

Eventually the characters will manage to corner the target before he moves on to a new hideout. When that happens the target is then put into a position for the bounty hunter to interact with on his own terms.

NON-CRIMINAL ARCHETYPES

	Career Path	Str	Dex	End	Int	Edu	Soc
Runaway Adolescent	Civilian (colonist) 1	5	7	5	6	6	6
Deception 1, Melee (unarmed) 0, Stealth 1							
Common Missing Person	Civilian (colonist) 1, Civilian (worker) 1	7	7	8	7	7	7
Computers 0, Deception 1, Gun (slug pistol) 1, Melee (blade) 1, Persuade 1, Stealth 1							
Body pistol (3d6–3), Knife (1d6+1), Clothing (2)							

Continuing our previous example, Renton made it to Bongol Waystation and immediately begins planning on how to get the pilot in a place where he can be taken into custody. Renton begins by seeking out other military types and questioning them. His skill checks give excellent results, amassing the 16 Effect quickly in only twenty hours time. The Referee explains that Renton has cornered the pilot in an old safe house and now all he has to do is decide how to bring him in.

Criminal Target Archetypes

When a bounty hunter eventually corners his target he will then have to deal with him in whatever way is best for the hunter, the contract and the employer. A target that must be brought in alive cannot be risked by starting a gunfight; a peaceful runaway should not be manhandled, especially if the employer has asked for these things *not* to happen.

However the bounty hunter wishes to start his target interaction (conversation, combat, and so on), the following statistic entries will be helpful for the Referee to run these scenes. These are more specific than those found on pages 84-85 in the *Traveller Core Rulebook* but those templates can be used as criminal targets just as easily.

Runaway Adolescent: This is a young man or woman that has been living on the run, trying to evade capture for his or her own personal reasons.

Common Missing Person: A civilian that has been trying to stay away from his captors and knows how to protect himself.

NON-VIOLENT CRIMINAL ARCHETYPES

	Career Path	Str	Dex	End	Int	Edu	Soc
Embezzler	Civilian (worker) 1, Merchant (free trader) 2	6	7	6	9	8	9
Admin 1, Broker 2, Computers 2, Deception 2, Persuade 2, Trade 3							
Revolver (3d6-3)							
Petty Thief	Rogue (thief) 3	7	9	7	8	6	6
Athletics (co-ordination) 1, Computers 1, Deception 2, Gun (slug pistol) 1, Melee (blade) 1, Stealth 2, Streetwise 1							
Silenced body pistol (3d6-3), Dagger (1d6+2), Cloth Armour (3)							

Embezzler: This is a professional, executive or financial officer that has made a small fortune by stealing from his employers. He will use his Persuade skill to try and get his captors to accept a bribe in exchange for his continued freedom.

Petty Thief: Making money by stealing somewhat insignificant items or amounts of cash at a time, this thief is a 'small time' player in the local criminal scene.

POTENTIALLY VIOLENT CRIMINAL ARCHETYPES

	Career Path	Str	Dex	End	Int	Edu	Soc
Common AWOL Soldier	Army (infantry) 1, Striker (rifleman) 1	8	8	8	7	7	7
Athletics (co-ordination) 1, Deception 1, Gun (slug rifle) 2, Melee (blade) 1, Stealth 1, Tactics 1							
Assault rifle (3d6), Dagger (1d6+2), Flak Jacket (6)							
Bail Jumper	Civilian (worker) 1, Rogue (thief) 2	8	8	8	7	7	6
Computers 0, Deception 1, Gun (slug pistol) 1, Melee (blade) 1, Persuade 1, Recon 1, Stealth 2							
Autopistol (3d6-3), Cutlass (2d6+4), Cloth Armour (3)							
Street Ganger	Rogue (enforcer) 3	9	9	10	6	5	5
Athletics (strength) 1, Deception 0, Gun (slug pistol) 2, Melee (blade) 1, Melee (unarmed) 2, Stealth 1, Streetwise 1							
Heavy Revolver (4d6-4), Blade (2d6), Leather Armour (6)							

Common AWOL Soldier: Having failed to report to his unit for duty, this soldier is on the run from his former military unit. He is a dangerous opponent and rarely goes into custody without a fight.

Bail Jumper: This is a convicted criminal that has skipped out on his sentencing and the payments to his bondsman.

Street Ganger: A common street thug that lives on the street in the urban sprawl, taking advantage of the less fortunate.

VIOLENT CRIMINAL ARCHETYPES

	Career Path	Str	Dex	End	Int	Edu	Soc
Murderer	Civilian (colonist) 1, Rogue (enforcer) 2	8	8	10	8	6	6
Deception 2, Medic 1, Melee (blade) 2, Persuade 2, Stealth 3, Streetwise 2 Cutlass (2d6+4), Flak Jacket (6)							
Escaped Life Prisoner	Rogue (thief) 1, Rogue (enforcer) 2	10	7	11	8	7	4
Athletics (strength) 3, Deception 2, Gun (slug pistol) 1, Melee (blade) 2, Melee (unarmed) 3, Persuade 1, Recon 1, Stealth 2, Streetwise 3 Revolver (3d6-3), Blade (2d6), Cloth Armour (3)							

Murderer: A person that has been capable of killing in the past, this criminal is more than ready to kill again to avoid capture.

Escaped Life Prisoner: This criminal learned a lot of his survival skills while spending several years in a maximum-security prison facility and will do anything to keep from going back to incarceration.

DANGEROUSLY VOLATILE CRIMINAL ARCHETYPES

	Career Path	Str	Dex	End	Int	Edu	Soc
Mass Murderer	Drifter (Scavenger) 2, Rogue (enforcer) 1	8	9	9	7	7	7
Deception 2, Gun Combat (slug pistol) 1, Investigate 1, Melee (blade) 2, Persuade 1, Stealth 3, Streetwise 2 Autopistol (3d6-3), Blade (2d6), Cloth Armour (4)							
Sociopath/Lunatic	Drifter (vagabond) 1, (worker) 1, Rogue (enforcer) 1	9 (12')	8 (11')	9 (10')	7(6')	7 (5')	6
Athletics (strength) 2, Computers 1, Deception 2, Jack of All Trades 2, Melee (blade) 3, Melee (unarmed) 2, Persuade 1, Stealth 2, Streetwise 1 Axe (4d6), Combat Drugs ¹							

Mass Murderer: A criminal with more than five known murders to his name, this criminal will not hesitate to kill anyone that stands in the way of his freedom. Bystanders and legal system agents are no different than any other person on the street to him.

Sociopath/Lunatic: Deranged, detached and flooded with dangerous narcotic combat drugs; this criminal is a frenzy of bloodlust and savagery.



ASSASSINATION

The main rule of assassinations is that the target must be dispatched in a very specific way by the chosen bounty hunter, as denoted by the employer in the contract. Some targets must look like they died of natural causes; others might want bloody shows of exploding craniums on public television. It is the employer's money, so any good assassin will carry out their wishes for the right wages.

Assassination contracts are predominantly private bounties offered to reputable hunters that have earned the title of 'assassin' by taking on these murderous jobs in the past. Beginning with easy kills for small payoffs from street gangs and criminal syndicates, a bounty hunter can get his name in the kinds of circles employers go to for a hired killer. Professional assassins are frighteningly good at their job and never work for cheap.

Taking Assassination Contracts

Not all bounty hunters have what it takes to be a professional killer. Anyone can earn a few hundred credits for putting a bullet in someone but a true assassin does so while protecting his own assets and the wishes of his employer. It can take years of low-wage deals and hired hits before employers come looking for the bounty hunter with an offer for an assassination bounty.

In order for a bounty hunter character to qualify for private assassination contracts, he must first meet the following requirements:

- Must have purposefully killed at least 5 bounties in the past (whether contracted to do so or not) or succeeded in 5 Paid Hits (see Bounty Missions for details).

If a bounty hunter character meets these requirements they can choose to take on Assassination Missions (see Bounty Missions later in this chapter) or be approached in game by employers looking to have someone professionally killed.

The Art of Assassination

A simple explosion or bullet to the head can kill a target but sometimes the employer wants the target assassinated in specific or detailed ways. This makes things more difficult for the bounty hunter but also allows him to ask for a higher wage.

Whenever a bounty hunter takes on an assassination contract, the Referee should determine whether or not the employers want the killing to have special requirements. About 50% of professional hits have these instructions in order to send messages, avoid prosecution or get a particular brand of revenge upon the target.

If the Referee decides or randomly determines that the contract has special assassination requirements, he should choose or roll on the table below to decide what those requirements are for this contract. Descriptions and game mechanic adjustments of each type of requirement can be found below the table.

2d6 Result	Assassination Requirement
2	Natural Causes
3-4	Poison
5-6	Blade
7	Public Display
8-9	Accidental Death
10-11	No Remains
12	Explosion/Arson

Natural Causes – The employer wants the target to seem like he died of completely natural causes; disease, organ failure, cardiac failure, and so on. This will be extremely difficult for the average bounty hunter to accomplish, requiring several very difficult checks of the Medic or Science (biology) skills. If successful however, the assassin may add +3 to the Mission Payout roll.

Poison – The target must be killed by some kind of poison, normally named by the employer. Delivered orally, injected or maybe in gas form, the target has to die based on this poison. This will likely require Science (chemistry) or Streetwise skill tests to make or acquire the poison. If successful, the assassin may add +2 to the Mission Payout roll.

Blade – The employer wants the target to die as a result of one or more stabbing, slashing or rending wounds. This will require the

assassin to get close to the target and deliver the blows in melee range. There is a +1 bonus to the Mission Payout roll for achieving this.

Public Display – The target must be killed in a violent and public manner, in front of as many witnesses as possible. There is no bonus to the Mission Payout but the assassin can re-roll any ‘1’ result instead.

Accidental Death – The employer wants the target’s death to look like an accident. Car accidents, equipment failures and similar situations can be arranged for with the Engineer or Mechanic skills, perhaps using Deception or Stealth to ensure the death takes place at the right moment. This will add +2 to the Mission Payout roll.

No Remains – The employer does not care at all how the target dies, just that no bodily remains ever resurface. The assassin may use special equipment or ingenuity to make this happen, earning a +2 bonus to the Mission Payout if they succeed.

Explosion/Arson – The target is to be blown to bits or burnt to a cinder, preferably in his own home or workplace. This can inflict serious collateral damage and potentially injure non-contracted lives, requiring difficult Explosives skill rolls to ensure the target dies without flattening the neighbourhood in the process. A successful assassin will add +2 to his Mission Payout roll and re-roll any natural ‘1’ results.

BOUNTY MISSIONS

We encourage Referees to use actual gaming sessions to narrate their Player Character’s bounty hunting escapades using the methods detailed in the rest of this chapter, but some mixed-career *Traveller* groups might not find the time to do so. In order to give bounty hunter characters the same fast-track mission options as we have for Espionage and Corporate-based Agents, this section reveals another version of the quick format for missions based on bounty hunters.

How to Generate a Bounty Mission

The Referee should walk the agent going on the mission through the following steps in order:

- Decide Mission Type
- Determine Difficulty of Mission
- Determine Agent Success/Failure
- Determine Mission Payout if Successful; otherwise Determine Failure Mishap

Decide Mission Type

Unlike most other types of Agent missions, bounty hunting is rarely a random assignment. In this system the bounty hunter character is allowed to choose from the following list of Bounty Mission types, instead of rolling randomly. Note that only a character that qualifies for Assassination Missions may choose them.

Each of the Mission Types is defined in short by a group of three listed skills. The bounty hunter will need to take each of these skill checks (in any order) in addition to a special skill check using his Intelligence DM and the level of one of his Cover Identities as modifiers. The total Effect of these checks will be used later to determine the success or failure of the mission.

There is a dice modifier listed in parenthesis for these mission types (except Assassination); this is the inherent Mission Payout modifier to that type of Bounty Mission. Assassination Missions base their modifier on any special target-based circumstances (see *The Art of Assassination* above).

Ship Trace, Locate: This is a mission based on finding the current location of a specific vessel. The bounty hunter will be using Astrogation, Computers and Investigate. (–1 DM)

Ship Trace, Capture: This is a mission that requires the character to find and capture a starship currently abroad. The bounty hunter will be using Astrogation, Engineering and Gun Combat. (+1 DM)

Criminal, Locate: This bounty will pay for the hunter to find the exact location of a specific criminal. The character will be using Investigate, Persuade and Streetwise. (–1 DM)

Criminal, Capture: This mission sends the character after a specific criminal target to be found, captured and turned in to the employing agency or individual. The bounty hunter will be using Investigate, Melee and Stealth. (+1 DM)

Criminal, Dead-or-Alive: This bounty places the character on the trail of a criminal target that has been labelled as a potential threat; enough to allow for his death. As long as the bounty hunter returns with the body, alive or not, he will get paid. The bounty hunter will be using Deception, Gun Combat and Stealth. (+0 DM)

Criminal, Paid Hit: This bounty mission is a simple affair of finding and killing the target for his crimes against the employer. The agent will be using Gun Combat, Melee and Stealth. (+0 DM)

Assassination: Reserved only for tested and well-known assassins, this mission is a professional hit placed upon a sentient target, criminal or not. The bounty hunter will need to use Gun Combat, Stealth and Tactics.

Determine Difficulty of Mission

The following table shows how difficult each type of mission will be for the bounty hunter to accomplish. This is measured in a total amount of Effect the agent character will have to generate from his successful skill and Cover Identity checks (based on the Mission Type, above) during the Mission.

The Referee should roll 1d6 or choose on the following table to determine how difficult the agent’s mission will be in terms of

Effect necessary. Bounty hunters with a Trust rating of 2 or less will add +1 to the die roll, whereas a Trust of 4 or higher may subtract -1 if they choose to do so. The difficulty may or may not have a modifier to the Mission Payout if successful, as detailed on a secondary table below.

Bounty Mission Difficulty	Mission Payout Modifier
Training Level	-3 DM
Very Easy	-2 DM
Easy	-1 DM
Routine	—
Medium	—
Challenging	+1 DM
Difficult	+2 DM
Arduous	+3 DM

Determine Agent Success/Failure

Once the bounty hunter has determined how difficult the Bounty Mission will be to complete, he must then attempt all three of the skill checks listed in the Mission Type category along with the special Cover Identity check. These checks are made at the standard 8+ difficulty, with the skill checks modified with any reasonable characteristic. The Cover Identity check is made with Intelligence as a modifier.

For example, a clever bounty hunter working a Dead-or-Alive Criminal bounty may attempt to modify his Deception and Stealth rolls using his high Education modifier. He does this reasonably by saying that he has practiced and memorised the passwords to several criminal taverns (Deception) and wants to use his knowledge of the noisy local mass transit system to cover his footsteps (Stealth). His Cover Identity is rated as Strong (+1) and his Intelligence has a +1 modifier as well, giving him a total +2 DM on the obligatory Cover Identity check to help him blend in with the locals long enough to get his prey in his sights.

Once all of these checks are rolled and the total Effect is calculated, the bounty hunter checks his total against the amount required by the Mission Difficulty.

If the total is equal to or more than the amount required, the mission is a success and the bounty hunter may now Determine Mission Payout.

If the total is less than what is required for success however, the bounty hunter has failed and must instead roll upon the Failure Mishap table (or Assassination Mishap table); subtracting -1 for each point of Effect they scored lower than the required amount for success.

1d6 Result	Ship Trace, Locate	Ship Trace, Capture	Criminal, Locate	Criminal, Capture	Criminal, Dead-or-Alive	Criminal, Paid Hit	Assassination
0 - Training	2 Effect	5 Effect	3 Effect	5 Effect	4 Effect	4 Effect	5 Effect
1 - Very Easy	3 Effect	6 Effect	4 Effect	6 Effect	5 Effect	5 Effect	6 Effect
2 - Easy	4 Effect	7 Effect	5 Effect	7 Effect	6 Effect	6 Effect	7 Effect
3 - Routine	5 Effect	8 Effect	6 Effect	8 Effect	7 Effect	7 Effect	8 Effect
4 - Medium	7 Effect	10 Effect	8 Effect	10 Effect	9 Effect	10 Effect	10 Effect
5 - Challenging	10 Effect	12 Effect	10 Effect	12 Effect	11 Effect	12 Effect	13 Effect
6 - Difficult	12 Effect	13 Effect	13 Effect	14 Effect	13 Effect	14 Effect	15 Effect
7 - Arduous	15 Effect	18 Effect	16 Effect	18 Effect	15 Effect	17 Effect	18 Effect

1d6 Result	Assassination Mishap
0 or less	You suffer a terrible injury; roll twice on the Injury table (see page 37 of the <i>Traveller Core Rulebook</i>), taking the lower result.
1	You are forced to abandon the contract in order to avoid legal persecution; lose 1 Trust and all Contacts, Allies or Networks involving the law enforcement or justice system (Referee's discretion).
2	The target's security finds you and tries to kill you; roll on the Injury table and subtract 1 (minimum of 1).
3	The target becomes unreachable and the employer is unhappy with your services; lose 1 Trust.
4	You are caught on a security system recording; lose any one Cover Identity or -1 Social Standing.
5	Your target turns out to have had an excellent body double that you killed; lose 1 Trust and gain the target as an Enemy.

Determine Mission Payout

The following table shows how well the bounty hunter will be paid for his successful Bounty Mission. The Referee should roll 2d6 or choose on the following table to determine how well the bounty hunter is compensated for a completed contract, remembering all modifiers from the earlier facets of the mission, character adjustments and so forth.

2d6	Bounty Mission Payout
1 or less	1d6x100 Credits
2	1d6x250 Credits
3	2d6x500 Credits
4	2d6x1,000 Credits
5	2d6x2,000 Credits
6	2d6x3,000 Credits
7	2d6x4,000 Credits
8	2d6x5,000 Credits
9	2d6x7,000 Credits; +1 Trust
10	2d6x9,000 Credits; +1 Trust
11	2d6x10,000 Credits; +1 Trust; +1 Social Standing
12	2d6x12,000 Credits; +1 Trust; +1 Social Standing
13	2d6x15,000 Credits; +1 Trust; +1 Social Standing
14+	2d6x20,000 Credits; +1 Trust; +2 Social Standing

Determine Failure Mishap

The following tables show what has happened to a bounty hunter when he fails in his mission. The Referee should roll 2d6 or choose on the following table to determine the fate of the bounty hunter in question, remembering the modifier for a lower mission Effect total.

2d6 Result	Bounty Failure Mishap
0 or less	You suffer a terrible injury; roll twice on the Injury Table (see page 37 of the <i>Traveller Core Rulebook</i>), taking the lower result.
1	You are injured; roll on the Injury table.
2	Your bounty is nowhere to be found; lose 1 Trust.
3	A competing bounty hunter gets to the target first and takes the wages; gain him as a Rival.
4	Someone affiliated with the target confronts you about 'wrongful harassment'; you are dragged through litigation that harms your reputation and costs you -1 Social Standing.
5	You chase your target into a high-radiation area; roll on the Injury table or lose 1 Endurance from radiation poisoning.
6	Your target does not like being hunted and sets up many traps and dangers; roll twice on the Injury table, taking the higher result.
7	You manage to anger your employer through 'sloppy work'; lose 1 Trust or gain the employer as a Rival.
8	The target writes a letter to the media about you and your bounty hunting business; lower all of your Cover Identity levels by one stage (minimum of Weak rating).
9	A competing bounty hunter barely beats you to the target and you react unprofessionally; gain a new Rival or turn an existing Rival into an Enemy.
10	You endanger one of your allied informants in order to get to the target; turn a Contact or Informant into an Enemy. Gain a Rival if you do not have any Contacts or Informants.
11+	The bounty contract was cancelled by the employer, who forgot to inform you before you went as far as you did. You do not get paid but you gain +1 Trust.

Assassination missions that go wrong have graver consequences, requiring them to have their own abbreviated Mishap table for those unlucky professional killers to roll upon when they fail in their contracts.



AGENT TECHNOLOGY

This chapter details equipment and vehicles specific to the agent career.

TECHNOLOGICAL PROTOTYPES

Agents in *Traveller* that work with certain agencies will come in contact with new and potentially powerful devices. They might have stolen an untested product from a corporate research lab, been given a device to do field research upon or tasked with smuggling unique software to an employer's mainframe. Agents are constantly exposed to these technological prototypes in their line of work.

A prototype is a new or improved piece of technology that an agent comes into contact with for a variety of reasons based on their employer's wishes. Exactly what the prototype does or what the employer wants done with it depends on the situation.

This section details a quick system for Referees to design prototype pieces of technology. This creates devices that can be used in Agent missions or other *Traveller* scenarios.

Referees can create a prototypical piece of technology through a series of random dice rolls applied on the following tables.

Step One – Determine the Technology Type

The Referee must roll or choose on the following table what type of equipment the prototype device is. This will determine the general form the prototype will take; the exact nature of the device should be decided by the Referee.

d66	Technological Type
11-13	Weapons
14-16	Armour
21-23	Tools
24-26	Electronics
31-33	Medical
34-36	Drugs
41-43	Communications
44-46	Computers
51-53	Software
54-56	Robotics
61-63	Augments
64-66	Psionics

Weapons: All melee, personal and support firearms, including energy weaponry.

Armour: All shields, armour and other protective devices.

Tools: All field kits, career-based equipment and skill-related gear.

Electronics: Basic electronics packages, tools and hardware.

Medical: All first aid, surgical and medical-grade pharmaceutical equipment.

Drugs: All non-medical chemicals, narcotics and combat stimulants.

Communications: All sensors and electronic communication devices.

Computers: All computer hardware.

Software: All computer software, data packages and programs.

Robotics: All drones, androids and self-contained robotic equipment.

Augments: All bionics, cybernetics and bodily-augmenting devices.

Psionics: All equipment based on the use or effect of psionic abilities.

Step Two – Determine the Prototype's Distinction

The Referee must roll or choose on the following table as to what makes the prototype equipment new or unique. This will determine how the prototype is different from other pieces of technology in the same type category.

Roll	Prototype Distinction
1	Characteristic Reduction
2	Characteristic Increase
3	Skill Penalty
4	Skill Bonus
5	Extensive Damage Potential
6	Special Ability

Characteristic Reduction/Increase: The prototype somehow reduces or increases a base Characteristic of either the user or a given target.

Skill Penalty/Bonus: The prototype either imposes a Skill penalty to a specific target or grants a bonus to one or more of the user's Skills.

Extensive Damage Potential: Something about the prototype gives it the ability to inflict heavy damage upon targets when used.

Special Ability: The prototype has the ability to grant otherwise unheard of powers, effects or skills to the user of the device.

Step Three – Determine the Prototype's Power Level

The Referee must roll or choose on the following table to determine how powerful the prototype's will be. This will affect the financial worth of the item, noted on the table below as a modifier to the Prototype Value roll (see below).

Roll	Prototype Power Level	Prototype Value DM
1	Menial	-2 (minimum 0)
2	Mundane	-1 (minimum 0)
3	Moderate	+0
4	Strong	+0
5	Impressive	+1
6	Unbelievable	+2

The power level of the prototype will be instrumental in figuring out exactly what the device does for its user.

Step Four – Decide the Prototype’s Effects

Now knowing what power level the prototype device is supposed to have, the Referee can decide what the device does for the user. This is a somewhat generic description, allowing the Referee to come up with the specifics to best fit his own game setting.

The Effects table shows examples for each of the Prototype Distinctions at the Power Levels possible for any device. These are not the only effects that a prototype could have; we encourage Referees to come up with their own to work within their own games.

EFFECTS

	Characteristic Reduction/ Increase	Skill Penalty/Bonus	Extensive Damage Potential	Special Ability ¹
Menial	+/- 1 to a single Characteristic	+/- 1 DM to a specific Skill task	Inflicts 1d6 additional damage	1d6-4 (minimum 0)
Mundane	+/- 2 to a single Characteristic	+/- 2 DM to a specific Skill task	Inflicts 1d6+1 additional damage	1d6-2 (minimum 0)
Moderate	+/- 3 to a single Characteristic	+/- 4 DM to a specific Skill task	Inflicts 1d6+2 additional damage	1d6-1 (minimum 0)
Strong	+/- 4 to a single Characteristic	+/- 1 DM to all checks made with a single Skill	Inflicts 2d6 additional damage	1d6
Impressive	+/- 5 to a single Characteristic	+/- 2 DM to all checks made with a single Skill	Inflicts 2d6+2 additional damage	1d6+1
Unbelievable	+/- 5 to all Characteristics	+/- 5 DM to all checks made with a single Skill	Inflicts 3d6 additional damage	1d6+2

¹ The dice listed are rolled on the Special Ability table below.

PROTOTYPE SPECIAL ABILITIES

Roll	Special Ability	Example
0	Lesser Gimmick	Performs useless task (changes colour, produces odour, and so on).
1	Gimmick	Performs minor task (cancels noise, recognises vocal commands, and so on).
2	Greater Gimmick	Performs useful task (becomes weightless, self-repairs, and so on).
3	Utility	Performs useful set of tasks (opens locks, fixes broken machinery, and so on).
4	Greater Utility	Performs highly useful set of tasks (solves computer encryption, aims and fires weaponry, and so on).
5	Boon	Performs a beneficial service (produces drinkable water, cools ambient temperatures, and so on).
6	Greater Boon	Performs a highly beneficial service (knits wounds, extends Jump Drive ranges, and so on).
7	Bends Reality	Performs an action that defies most logical reasoning (teleports, is seemingly indestructible, and so on).
8	Breaks Reality	Defies all forms of known logic and science (creates matter, time travel, and so on).

STEP FIVE – DETERMINE THE PROTOTYPE'S VALUE

The Referee must roll or choose on the following table to determine how much prototype is actually worth on the open market. This is what the device would sell for if the Agent found a neutral party to purchase it.

1d6 Result	Prototype Value
0	Between 1,000-5,000 Credits
1	Between 5,001-10,000 Credits
2	Between 10,001-20,000 Credits
3	Between 20,001-50,000 Credits
4	Between 50,001-100,000 Credits
5	Between 100,001-500,000 Credits
6	Between 500,001-999,999 Credits
7	Between 1 million to 10 million Credits
8	Priceless – upwards of 1 billion Credits

STEALTH EQUIPMENT

Agents oftentimes must try to perform their activities without others seeing, hearing, sensing or knowing that they have done so. They rely on their training and skills but every good agent will know that better equipment can make all the difference.

This section is devoted to a number of new pieces of technology aimed directly at being stealthy or dealing with those occasions when an agent cannot avoid detection.

Weaponry and Related Equipment

Firearm Sound-Baffle (TL12): An electronic device fitted to the barrel of a firearm, the sound-baffle emits the exact opposite wavelength of sound that the report of the weapon being fired causes. This reduces the sound the weapon makes to a dull 'click'. A sound-baffled weapon imposes a –6 DM on attempts to detect to locate it using sound. Cr. 500. Sound-baffles for one weapon are not interchangeable with different types; one must be purchased for each specific model of weapon.

Laser Pistol, Invisibeam (TL12): Using special lenses and computerised goggles to aim with the output, the Invisibeam technology creates a completely visually undetectable streak of coherent light. This grants the firer a +4 DM bonus to Stealth checks for the purposes of hiding where an attack comes from. The weapon is still dependent on a bulky belt power pack, which costs Cr. 1,000 and weighs 2kg and is good for 75 shots.

Laser Rifle, Invisibeam (TL12): This is a rifle version of the standard Invisibeam Laser Pistol. The power pack (Cr. 2500, 2kg) is slightly lighter than that of the standard laser rifle.

Weapon	TL	Range	Required Skill	Damage	Magazine	Auto	Cost (Cr.)	Mass (Kg)	Ammo Cost (Cr)
Invisibeam Laser Pistol	12	Pistol	Gun Combat (Energy Pistol)	3d6+1	75	No	5,000	3.5	1,000
Invisibeam Laser Rifle	12	Rifle	Gun Combat (Energy Rifle)	5d6+1	75	No	10,000	6	2,500

Needeletto (TL7): A reinforced but thin metal 'needle' used for precision killing strikes. Needelettos have no edge but have a very sharp point with an angled tip for severing nerves and arteries. Non-rigid armour (such as jack, cloth, mesh and the like) is not very effective against a needeletto; their value is halved (rounding down). The Effect of this weapon is always considered to be one point higher for the purposes of damage.

Weapon	TL	Required Skill	Damage	Heft	Cost (Cr.)	Mass (Kg)	Special
Needeletto	7	Melee (Blade)	1d6+1	–1	75	0.5	Armour reduced

Vocal Trigger (TL10): Attached to any firearm of TL8 or higher, the vocal trigger is an electronic counter-safety that allows agents to 'tell' their weapon to fire even if the trigger cannot be depressed or the weapon's safety is engaged. It is coded to a specific three-word phrase and tone of voice, making it very difficult (–4 DM) to mimic. It also only works in a speaking tone up to twelve metres away; not a shouted command or a whisper. Cr. 750. Vocal triggers for one weapon are not interchangeable with different types; one must be purchased for each specific model of weapon.

Armour and Armour Components

Stealth Bodyglove, Armoured (TL10): A protective bodyglove worn to cushion against impacts and potentially deflect low calibre rounds, this armour is designed to help blend into shadows and undergrowth equally well, adding a +2 bonus to all Stealth skill checks in darkness and foliage.

Armour Type	TL	Protection	Required Skill	Cost (Cr.)	Mass (Kg)
Armoured Stealth Bodyglove	10	4	None	2,000	2

X-Ray Chameleon (TL11): This technology can be applied to any vacc suit, combat environment suit, combat armour, powered armour or battle dress. Thin layers of inert radioactive materials shield the wearer from appearing on X-ray scanners, scopes or goggles. This baffles X-ray based detection and tracking systems, imposing a -4 DM on attempts to discover or track the wearer with that technology. Cr. 3,000.

Field Equipment

Compact Communication Suite (TL10): A special communications transmitter/receiver set that is worn inside the mouth and ear. Fastened around a rear tooth, the transmitter is triggered by the user clenching his teeth and then whispering barely audibly. This allows the user to keep a communication range of 3 kilometres without worrying about giving away his position, adding a +2 DM to Stealth skill checks for these purposes. Cr. 750.

Holographic Decoy (TL9): This small and easily hidden projector creates intermittent flickers of holographic movement throughout a nine-metre area that can be seen for over a hundred metres, attracting attention to that area and away from the user. An active holographic decoy will add a +4 DM to Stealth skill checks within fifty metres but not within nine of the projector. Cr. 800.

Intrusion Kit (TL5+): This is a collection of useful tools and implements used to break into locked perimeters. Lock picks, hinge grease, glass cutters and the like make breaking and entering much easier, granting a +1 DM bonus to all skill checks pertaining to intrusion into a building, plus an additional +1 DM for every two technology levels higher the kit is compared to the building it is being used upon. Cr. 50 multiplied by the technology level of the kit.

Rope, Dissolving (TL9): This rope is chemically adjusted to melt away into an alcohol-based fluid after one hour of being spooled out of its container. 10m of this corded material can hold up to 175 kilograms before breaking. Cr. 150.

Sensor Goggles (TL7): Special polarised lenses with alternating filament currents running through them, these goggles are used

for seeing the otherwise invisible beams of motion sensors and IR trackers. Wearing the sensor goggles add a +2 DM to any skill checks made to avoid security systems that use these components. Cr. 1,000.

Medical Equipment

Body Stall Injector (TL8): This one-use, disposable syringe contains a potent toxin that renders the recipient's bodily functions and bio-electric activity to almost nothing for several hours. Taking effect in 1d6 minutes after being injected, just one dose will put the recipient in a deathlike state for 3d6 hours. During this state it requires a Difficult (-2 DM) Medic check or a similar procedure to sense life in the body. One dose costs Cr. 500.

Chemi-Mute (TL6): Stored in a chewable gelatine capsule, this disgusting chemical robs the imbiber of any use of his vocal chords for 3d6 days. This is useful for an operative that has been caught by the enemy and needs to ensure that he cannot be forced to leak information via truth serums and torture. A set of five capsules is Cr. 250.

Personal Augments

Camodermis (TL10): This is a layer of image-altering fibres inserted into the epidermis to break up the distinctive outline of the individual. Camodermis imposes a -2 DM to see or hit the individual at ranges of Long or greater, as long as they are in some kind of cover. Camodermis can be defeated by any infrared or other detection systems that operate beyond the normal visual spectrum. Cr. 40,000.

Subdermal Sensor Shielding (TL11): Adds a mesh of reactive fibres to the skin similar to those used in IR chameleonic armours, giving the character a natural version of the same kind of stealth-increasing attributes. This imposes a -2 DM on attempts to detect or track the wearer with infra-red sensors. Subdermal sensor shielding stacks with armour but not other types of *subdermal* armour. Cr. 25,000.

Technoscramble Emitter (TL11): A wired transmitter that runs down the spinal cord, the technoscramble emitter amplifies nerve impulse energy into a wavelength discordant to those used by radio receivers. Any radio-based device of a technology level 10 within 30 metres or less is jammed by the emitter, imposing -6 DM on all skill checks using the device. The emitter is not an optional device, as it cannot be turned off once implanted. Cr. 75,000.

SPECIALIST AGENT EQUIPMENT

There is much more to the Agent career paths than sneaking around and trying not to get caught; this section is devoted to numerous pieces of equipment that can help characters perform a variety of tasks. This equipment is divided by Agent career paths but it could be obtained and used by any *Traveller* character.

Law Enforcement

Bullhorn Helm (TL8): An armoured helmet with an electronic face grille used to amplify the wearer's voice in the same way that a bullhorn does, allowing a police officer to project his voice with added authority. The wearer of this helmet can be heard clearly for 200 metres, gaining a +1 DM on all Persuade and Leadership rolls to targets within half that distance. 5 kg, Cr. 200.

Charged Shield (TL11): A new version of the standard riot shield. A charged shield is an advanced riot shield with a grid of conduits built onto its surface. These are powered by a small backpack which has 20 'power points' available before needing to be recharged at any central recharging station. If anything crosses more than one of the sensitive wires, it erupts in a powerful burst of electricity. This costs 1 power point per burst and inflicts 1d6+2 Stun damage upon any target struck with the shield or anyone that strikes the shield with a metallic melee weapon (see page 101 of the *Traveller Core Rulebook* for rules on stun weapons). Attacks that hit will fall on the shield on 8+; its armour value is 8.

Weapon	TL	Required Skill	Parry Value or Armour Value	Heft	Cost (Cr.)	Mass (Kg)	Special
Charged Shield	11	Varies	8	1	2,000	3	Shield, Special

Cyberstunner (TL12): One of the most frightening suspects a peace officer has to deal with is one that has been heavily augmented with cybernetics. The cyberstunner is a modified stun carbine that is keyed to affect the advanced neurotransmitters that are used to connect a living being with its cybernetics. When a hit is scored upon a target, roll 1d6 (2d6 if the target has subdermal augments) – if this is greater than the target's armour rating, the stun effect is rolled. The stun damage is doubled against a cybernetically augmented target.

Weapon	TL	Range	Required Skill	Damage	Magazine	Auto	Recoil	Cost (Cr.)	Mass (Kg)	Ammo Cost (Cr)
Cyberstunner	12	Thrown	Gun Combat (Slug Carbine)	2d6+1 Stun	6	No	—	1,200	5	100

Law Enforcement Package (TL8): This is the standard Law Enforcement Agent equipment package that comes with several different and useful items. It includes: a Flak Jacket (TL7), standard collar-mounted Commdot, Stunstick, Autopistol with two magazines (standard ammunition) or Stunner (TL8) and two Smoke Grenades. Total cost is Cr. 500.

Nausea Baton (TL8): The so-called 'sick stick' looks like a light security baton but with a luminescent tip that produces a specific wavelength of vibration that froths and curdles stomach acid upon contact. In addition to the normal damage, 1d6+1 stun damage is delivered to any unarmoured target from stomach cramps and vomiting. The baton's generator takes 1d6+1 rounds to recharge after this but the baton can still be used as a club in this period.

Weapon	TL	Required Skill	Damage	Heft	Cost (Cr.)	Mass (Kg)	Special
Nausea Baton	8	Melee (Bludgeon)	2d6 + 1d6+1 Stun)	0	400	0.85	Stun

Scan Baton (TL9): Used primarily by customs agents to verify the contents of cargo containers, the scan baton is a handheld electronic chemical sweeper that can be programmed to look for an assortment of chemicals, drugs or explosives. Using the baton adds a +4 DM bonus to the Investigate skill check to search for contraband. 1kg. Cr. 150.

Investigator

Autocam (TL7): This high resolution, perfect zoom camera is a private detective's best choice for setting up an investigative stakeout. With a successful Routine Sensors skill test the camera can be programmed to take pictures in specific intervals, allowing the character to make Investigate skill checks regularly despite being elsewhere. Cr. 150.

Code Turner Software (TL9): A complex program that turns defensive software programs against themselves to create a viewable 'window' through the code; making computerised information gathering far easier. The drawback to this form of program is that it only works as a viewer – no data may be transmitted or downloaded while the code turner is on. This adds a +2 DM bonus to the Computers skill when dealing with an actively defended network or data stream. Cr. 5,000.

DNA Sampler/Storage Kit (TL8): This is a small handgun-like device that takes a cubic millimetre of living tissue from anything the muzzle is pushed against when the trigger is depressed. It is used by investigators to take and keep DNA samples bottled and logged for all justice casework. The kit automatically seals every sample in a small test tube and labels them based on what is keyed into the handle. Cr. 500.

Holographic Disguise Generator (TL12): An undercover agent's best friend, the HDG is a very complex device made up of projector wrist cuffs, anklets, a waistband and a collar. These devices are wirelessly keyed in to a central data node that resembles a handheld communicator. The node is programmed with a three-dimensional image of a person (requiring a Computers skill check), which it emits through the projectors as a full-body image. This grants the wearer a +6 DM to Deception skill checks for the purposes of visual disguises. The holograph is not tangible and any physical contact will cause the image to flicker – getting rid of the bonus for any who see. Cr. 10,000.

Neural Flash (TL16): Used only when an undercover agent is caught in a situation that could be actionable for he or his employer, the neural flash is a small one-use device similar to a data pen or stylus. When activated, the neural flash emits an intense psionic pulse that erases the last 2d6 hours from the minds of anyone within nine metres who sees the device when it is activated. Those affected can pass a Very Difficult (–4 DM) Athletics (endurance) skill check to shrug off most of the effects, reducing the length of time to 2d6 minutes. Unauthorised use of a neural flash is an offence punishable by a steep prison sentence. Cr. 25,000.

Spy

Acidic Lockpick (TL5+): Used only in cases where access is more important than secrecy, the acidic lockpick is a thin glass tube attached to a refillable latex bulb of acid. The tube is inserted into any mechanical tumbler-based lock (TL7 or less) and the bulb rapidly squeezed to spray the acid into the workings of the lock. This softens the tumblers and springs before fusing them together into one mass of metallic sludge, allowing the spy to force the lock open with ease. The tumblers will be softened in 1d6x30 seconds, allowing an Athletics (strength) check with a +6 DM modifier to open the lock. The lock parts will re-solidify in 1d6+3 minutes after application however, making the mechanism permanently stuck in its state at the time (locked/unlocked, closed/open). Cr. 50.

Facelift Mask (TL8): A masterly crafted prosthetic mask created by a computerised image system, the facelift mask is a one-use application that perfectly adheres to the face of the wearer, effectively creating

a second skin that bears a different visage. The mask is made from organic compounds and materials, making it almost undetectable by sight, touch or even taste. The facelift mask grants a +6 DM bonus to all Deception skill checks to hide the wearer's features or mimic the features of the one whose image was used to create the mask. The organic compounds are time sensitive however and a facelift mask will begin to deteriorate rapidly after 2d6x5 hours after being removed from its airtight storage package. Removing the mask from one's face at any time will invariably tear some of its sensitive fibres, ruining it prematurely. Cr. 5,000.

Magnetic Intrusion Gear (TL9): This is a set of gloves and foot pads that contain extremely powerful electromagnets in the shape of rollers and gripping points on their palms and soles. When activated, the magnetic fields hold up to 175kg of weight against any ferrous metallic surface. The roller points allow the wearer to move, although slowly, while adhered (1.5 metres per significant action). The magnetic intrusion gear adds a +2 DM to climbing-based Athletics skill checks on a metallic surface, as well as granting the ability described above. Cr. 750.

Pocket Scrambler (TL10): A powerful transmission scrambler fitted into a small ovoid roughly the size and shape of a bar of soap. The pocket scrambler emits a constant cacophony of feedback and noise into most radio frequencies within 50 metres. It only functions for up to one half-hour per battery charge but any unsecured radio networks (such as the communications between security guards) will be extremely difficult to use (–4 DM to skill checks) during that time. Cr. 500.

Whisperkill Pistol (TL11): An amazingly powerful sidearm that is surprisingly small, light and extremely quiet. The Whisperkill is a small, twin-barrelled slug pistol with one shot per silenced barrel. Like all suppressed or silenced weapons, the Whisperkill imposes a –4 DM on attempts to locate it using sound. The weapon can either be fired as two single shots or a single powerful attack using both barrels. This second firing mode uses the damage and recoil values listed in the parenthesis.

Analyst

Auto-Destruct Security Case (TL7): This is a specialised metal case used to transport documents and other important items without fear they may land in enemy hands. The case has miniature explosive devices wired throughout its interior, which are rigged to the locking and hinge mechanisms. If anyone tries to pry, cut or otherwise open the case without putting in the six-digit code first, the explosives detonate into the case, rendering anything inside to ash and flakes of shrapnel. The explosion is harmless to anything outside the case when it is closed; but act as a fragmentation grenade if they

Weapon	TL	Range	Required Skill	Damage	Magazine	Auto	Recoil	Cost (Cr.)	Mass (Kg)	Ammo Cost (Cr)
Whisperkill Pistol	11	Pistol	Gun Combat (Pistols)	3d6–3 (5d6–3)	2	No	0 (1)	750	1.5	20

detonate while the case is open. The locks are considered Very Difficult to bypass and the explosive devices Formidable (–6 DM). If ever used as cover, the security case is worth 3 points of armour. 2kg; Cr. 500.

Displacement Barrier (TL13): It is hardest for security and bodyguards to protect their employer from the single surprising shot made by a distant sniper. The displacement barrier is a semi-mobile sheet of advanced translucent polymers that are woven with several layers of useful technology. The primary use for the barriers is that visual images seen through them are shifted by nearly a half-metre, making it impossible for shooting attacks to successfully Aim at the target (aiming in any form is automatically nullified). A self-polarising element in the barrier activates as soon as any projectile moving at least as fast as a thrown object strikes the polymer pane, blackening it immediately to a one-way opaqueness to grant complete cover to anyone behind it. A displacement barrier can be set up on its stand in 1d6 minutes, covering a 90 degree angle. These devices are designed to be used in multiples, offering better all-round protection and can be networked easily for all polymer panes to blacken when one is triggered. 25kg; Cr. 2,000.

Dual-Holo Projection Suite (TL12): This pair of advanced wrist cuffs are worn by a diplomat and his bodyguard and are linked to a central imaging projector located somewhere between them. While worn and active, the projection suite casts a visually perfect hologram of each cuff's wearer upon the body of the *other* cuff's wearer. This means that anyone trying to target what they believe to be the diplomat will actually be targeting the bodyguard. This item reduces Investigate skill checks by –4 DM to see through the images. Cr. 1,000 per suite.

Protec Suit, Advanced (TL11): An enhanced version of the standard slim-fitting business suit, this protective armour is commonly used by political agents or socialite bodyguards. Can be worn under other types of armour.

Testimonial Drone (TL12): This floating drone is a combination legal advisory library, holo-recorder, audio storage system and visual image projector. It is very useful for any political officer, as it comes as standard with the Admin/2, Advocate/2 and Language/2 programs. There are a number of other minor things that the testimonial drone can do that make it useful:

- Simultaneously record up to twenty-four hours of audio and visual information.
- Project a three-dimensional playback of its recordings at 1/15th its normal size.
- Translate incoming text or audio information into its

programmed languages with a 0.05 second delay.

- Convert spoken language into text file format as quickly as it is received.

The drone is plain, matte black in colour and levitates at head level of its owner at all times, normally within six metres. Cr. 15,000.

Corporate

Chameleon Uniform (TL9): A simple set of clothing that has been patterned after any type of suit, uniform or other pattern. A chameleon uniform is an easy way for a corporate spy to vanish into the crowd when his mission is done. The uniform has a hidden button in one of the cuffs that sends a light current through the cloth, drastically altering its colour and pattern in seconds. This can be used to turn a normal set of clothing into a corporate uniform or vice-versa with a minor action and 1d6 seconds. Cr. 750.

Data-Corer (TL8): A malicious item used by corporate agents sent on data-destruction missions, the data-corer is a handheld electronic device that resembles a pistol with no barrel. When the trigger is pulled the device emits a short-ranged (1.5 metres) cone of intense electromagnetic and microwave pulses. This does very little to its environment but will invariably wipe out or corrupt all computer data on storage systems within that cone. The erasure is powerful and extremely difficult to repair, requiring a total of 30 Effect on a Formidable level Computers skill checks. A side benefit of the data-corer's effect is the ability to inflict 1d6 damage on any cybernetically augmented target caught in the area of effect as well, ignoring armour. Firing the data-corer is a significant action and it can be used for ten pulses before needing to be recharged. Cr. 1,000.

Networking Adhesion Modem (Hacktape) (TL10): A flat, 5cm piece of molecularly adhesive plastic containing a web of sensitive broadcasting filaments. Any computer the hacktape is stuck directly to (no more than six centimetres barrier between the tape and circuitry) is considered to be in direct networked connection with another pre-programmed computing device. The hacktape has a linking range of only 30 metres. This expensive and advanced computer accessory was originally designed to allow technicians to monitor vehicular computers without having to take the vehicle offline to do so. The technology has fallen into the hands of data-hackers and now is used to make stealthy connections to corporate networks without having to maintain a hard-link. Cr. 5,000.

Surveillance-Hub Helmet Rig (TL8): Keeping good security at expansive corporate grounds with several square kilometres to cover can be difficult. Setting up dozens of surveillance cameras can help increase video coverage but still requires personnel to monitor them.

Armour Type	TL	Protection	Required Skill	Cost (Cr.)	Mass (Kg)
Advanced Protec	11	3	None	1,750	1

This enclosed helmet rig allows for up to fifty different surveillance cameras to be wired into the viewing HUD of the helmet, and the wearer may flip through the channels, zooming in and saving certain images with the press of a button on the requisite glove-set. While wearing this rig decreases the user's local perception-based skill tests by -2 DM, it increases all video-based checks by +2 DM. 5 kg; Cr. 500.

Bounty Hunter

Foam Grenade (TL8): This is a non-lethal concussive delivery system of rapidly-expanding oxygenated foam. The foam is thick and dense, making movement difficult while not impeding breathing. When used, the grenade fills a 3m-cubed area with the dense foam, which becomes stringy and thick in the round following. This substance is similar to what is fired from a web rifle (see below) but is not as viscous or physically limiting. Anything caught in the grenade's area must pass an Athletics (strength) skill check to wipe away the foam before it thickens. Those that fail move at half speed and suffer a -2 DM penalty to all Dexterity-based skill checks for 2d6 minutes, until the foam evaporates. Foam grenades may be fired from all common grenade and RAM launchers.

Weapon	TL	Range	Damage	Mass (kg)	Blast Radius	Cost (Cr.)
Foam Grenade	8	Ranged (Thrown)	N/A	1	3 metres	85

Jump Filters (TL11): A very expensive hardware and software kit attached to any starship or satellite sensor suite, jump filters allow the sensor package to look for very specific element traces in space. Seeking the remnants of used fuel and a broken jump envelope, the jump filters add a +4 DM bonus to the sensor operator's skill check to discover where a ship jumped from and potentially the route it

may have taken. This is very useful for ship tracers and using jump filters to track a vessel automatically adds 2d6 Effect to the total needed to find a vessel if the rules for Ship Tracing are being used. Cr. 250,000.

Mind-Brig (TL15): An expensive and powerful detainment device used by high-end bounty hunters only, the mind-brig is a centimetre-wide circlet of a golden alloy speckled with neuron-sensitive crystal nodes. While the circlet is placed around the head (or other brain-containing area) of a living being, it nullifies the ability to make conscious thought. This effectively 'turns off' the wearer, allowing a hunter to move his bounty freely without fear of it escaping, fighting or even talking. Beings with a Psi characteristic may attempt to pass a 10+ Psi test (adding in their strongest Psion skill rating) to fight the mind-brig; success overloads the sensitive crystals and breaks the mind-brig. Cr. 100,000.

Stun-Cuffs (TL8): Effective methods for hunters to keep their bounties under control, stun-cuffs are sometimes viewed as sadistic or cruel. A target placed in stun-cuffs is detained in the same way as normal handcuffs or shackles but is administered a powerful stunning shock if he attempts to pull the cuffs taught for any reason. This automatically inflicts 1d6+1 Stun damage to the wearer. Stun-cuffs can inflict 100 of these charges before the battery needs replacing and are considered Very Difficult to remove without the proper key code. Cr. 200.

Web Rifle (TL10): A large and intimidating weapon that hurls an expanding sphere of extremely viscous material, the web rifle is used to bring down hostile targets without worrying about lethal force. Anything successfully shot by a web rifle must pass an Athletics (strength) skill check each round in order to perform any actions. The 'web' fluid lasts for 2d6 minutes before it becomes brittle and easily removed. Webbed targets move at half speed and suffer a -2 DM penalty to all Dexterity-based skill checks.

Weapon	TL	Range	Required Skill	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (Kg)	Ammo Cost (Cr)
Web Rifle	10	Shotgun	Gun Combat (Slug Rifle)	N/A	4	No	4	1,000	8	50



Laser Pistol, Invisibeam



Stealth Bodyglove, Armoured



Bullhorn Helm

Holographic Decoy



Nausea Baton



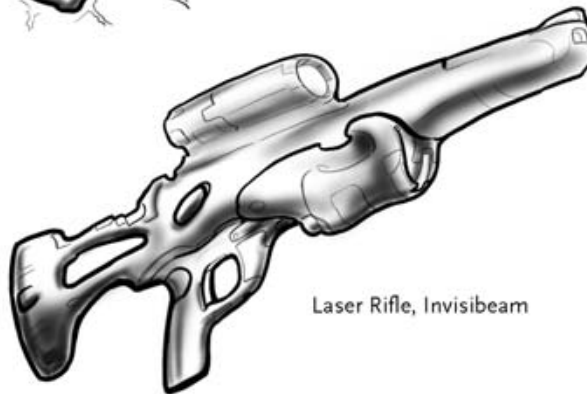
Charged Shield



Neural Flash



Firearm Sound-Baffle



Laser Rifle, Invisibeam



Compact Communication Suite

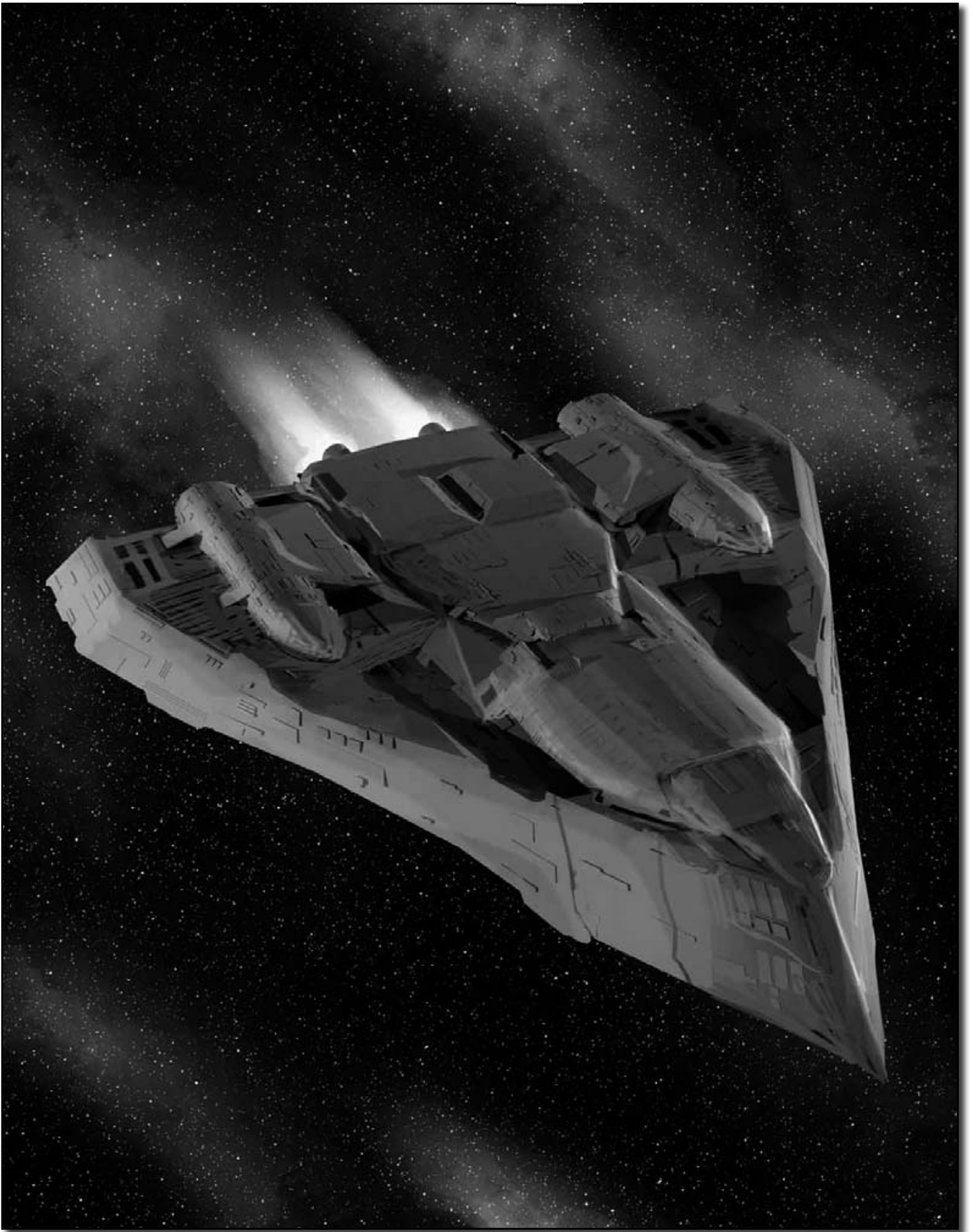
SPECIALISED AGENCY VESSELS

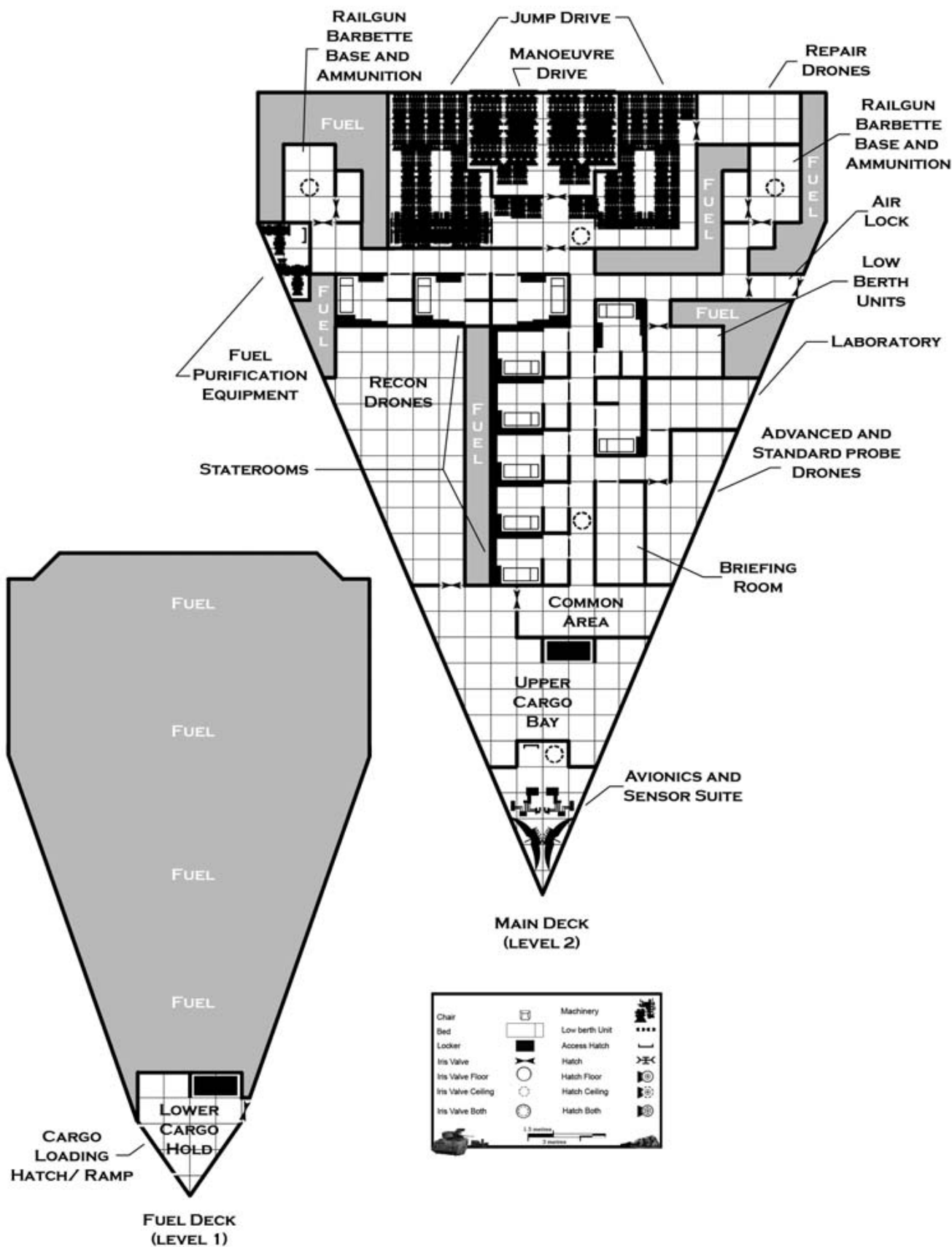
The following are spacefaring vessels that agents from different branches of the career may find useful in their missions.

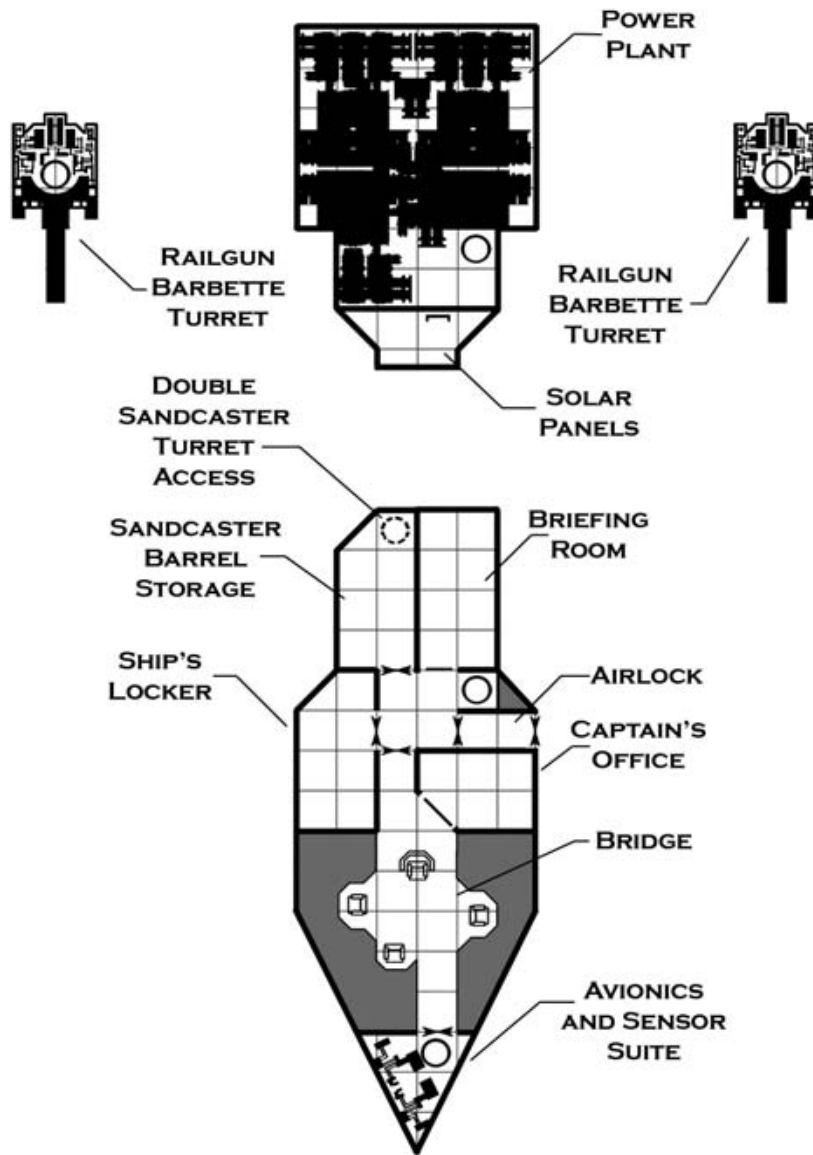
Imperial Inquisitorial Cruiser, Type G

Used by Imperial Inquisitorial agents, the Type G is a V-shaped vessel designed to release drones and watch over large areas of space. It is moderately well-armed in case it runs into unexpected trouble but not so much as to be considered a warship. The Ministry of Justice prefers these ships to remain low priority targets. Normal crew consists of captain, 3 pilots, navigator, 3 gunners and 2 engineers

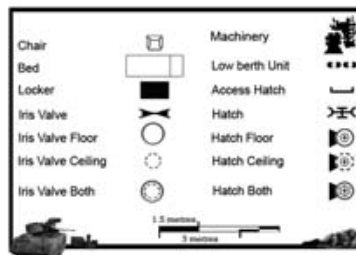
Inquisitorial Cruiser			Tons	Price (MCr.)
Hull	400	Hull8		16
		Structure 8		
		Streamlined		1.6
Armour	Crystaliron	8 pts	40	6.4
Jump Drive D		Jump 2	25	40
Manoeuvre Drive F		Thrust 3	11	24
Power Plant F		Rating 3	19	48
	Solar Panels		1.9	0.19
Bridge			20	2
Computer	Model 4 / fib	Rating 20		7.5
Electronics	Advanced	Survey Sensors, Enhanced Signal Processing (DM +1)	12	18
Weapons	Hardpoint #1	Railgun Barbette	5	4
	Hardpoint #2	Railgun Barbette	5	4
	Hardpoint #3	Double Turret (Sandcaster x 2)	1	1
	Hardpoint #4	(Empty)		
Ammunition		40 Railgun Rounds	2	
		60 sandcaster barrels	3	
Fuel	144 tons	One Jump 2 and 12 weeks of operation	144	
Cargo	33.1 tons		25.1	
10 Staterooms			40	5
6 Low Berths			3	0.3
Extras	Airlock			
	2 Reconnaissance Drones	(see Supplement 2 for details)	20	34
	Fuel Scoops			
	Fuel processor	40 tons per day	2	0.1
	Laboratory		4	1
	2 Briefing Rooms		8	1
	Probe Drones	20 Drones	4	2
	Advanced Probe Drones	8 Drones (see Book 3 for details)	2	1.6
	Repair Drones		4	0.8
Software	Manoeuvre/o			—
	Library			—
	Intellect	Rating 10		1
	Jump Control/2			
	Evade/1	Rating 10		1
	Fire Control/2	Rating 10		4
	Auto Repair/1	Rating 10		5
Maintenance Cost (monthly)				0.0188
Life Support Cost (monthly)				0.0206
Total Tonnage & Cost			400	225.49







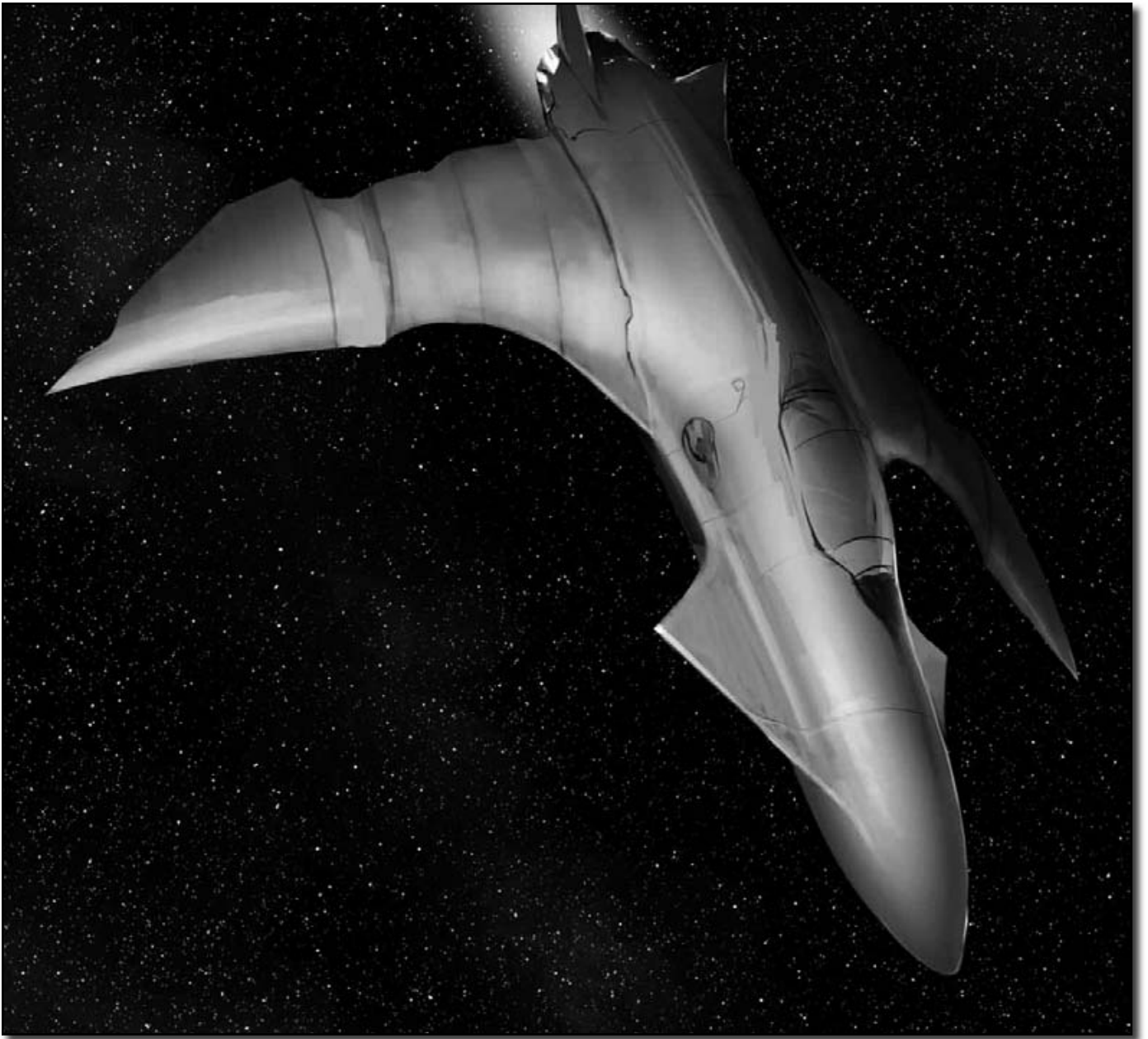
COMMAND DECK
(LEVEL 3)

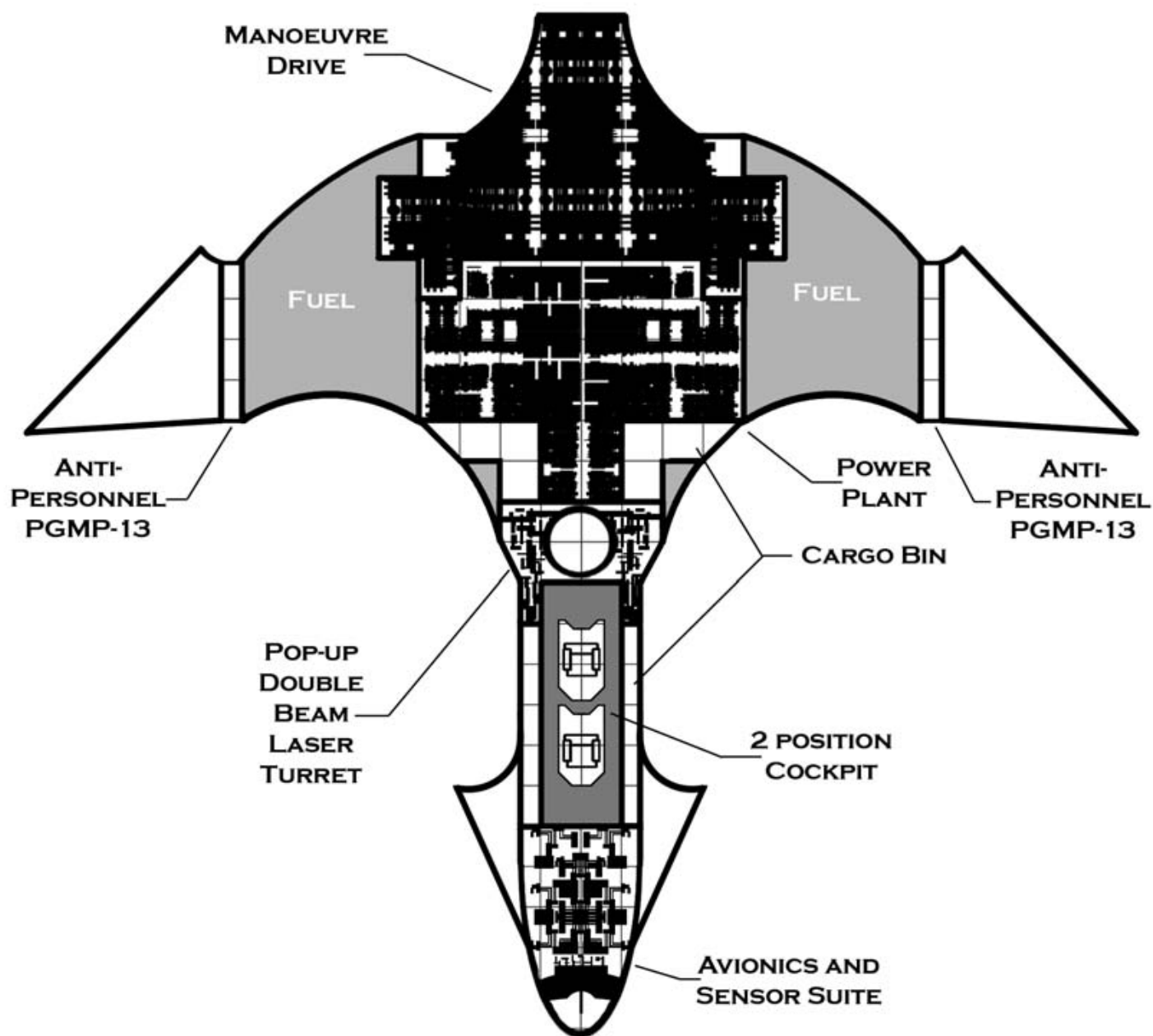


Jester-Class Covert Operations Fighter

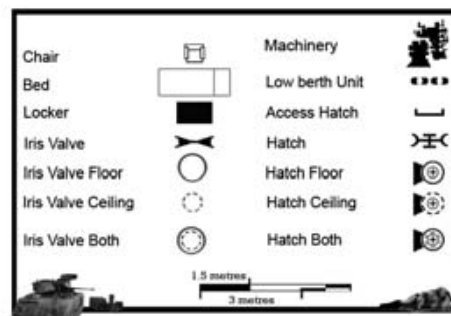
Designed originally by a genius in the space-aerodynamics industry, the *Jester*-class fighter is a fast, stealthy and sleek ship that can be used to zip in and out of dangerous situations while on spying missions. This fighter is thin, flat and very fast for the amount of firepower it contains. Its twin lasers make short work of surveillance satellites and sensor drones; a spacefaring spy's hated enemy. Its principal drawback is that it is so expensive that it very rarely (if at all) seen outside of covert operations.

Covert Operations Fighter			Tons	Price (MCr.)
Hull	40 Tons	Hull 1		1.4
	Streamlined	Structure 1		0.14
	Stealth Hull			4
	Aerofins		4	0.04
Armour	Crystaliron	8 points	4	0.56
Manoeuvre Drive	sT (TL 12)	Thrust 9	9.75	52
Power Plant	sT	Rating 9	8.7	20
Bridge	Cockpit for 2		3	0.2
Computer	Model 4/fib	Rating 20		7.5
Electronics	Advanced	DM +1	3	2
Weapons	Dual Pop-Up Turret	Beam Laser-11 x2(accurate)	2	4
	Anti-Personnel Mount	PGMP-13 x 2	1	0.04
Fuel	1.5 ton	One week of operation	1.5	
Cargo	3 tons		3 tons	
Software	Manoeuvre/o			
	Intellect	Rating 10		1
	Evade/2	Rating 15		2
	Fire Control/4	Rating 20		8
Total Tonnage & Cost			39.95	115.88





JESTER CLASS COVERT OPERATIONS FIGHTER

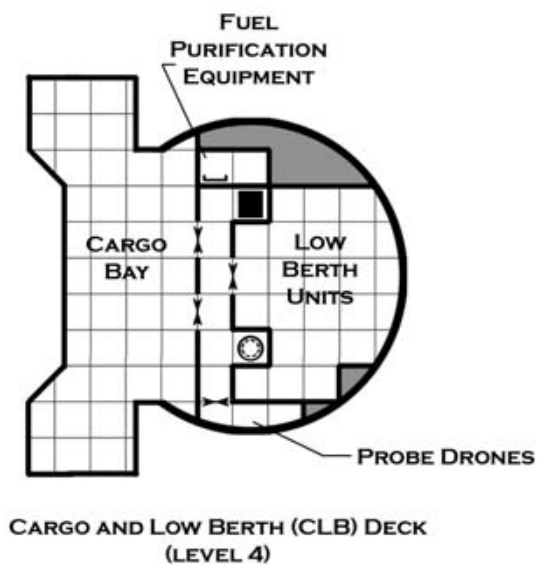
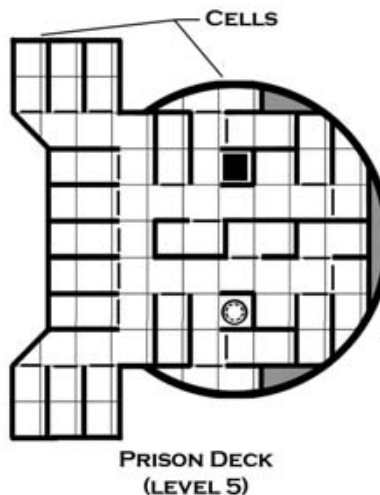
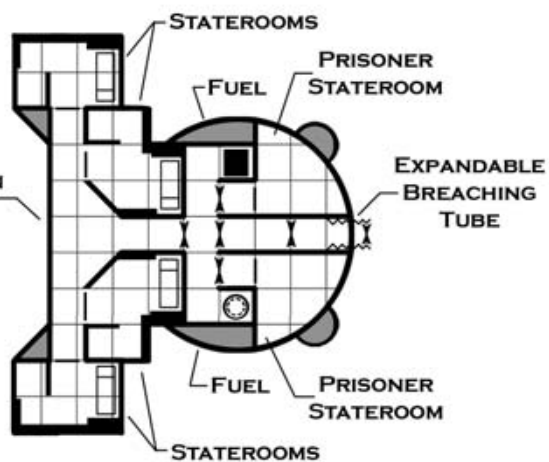
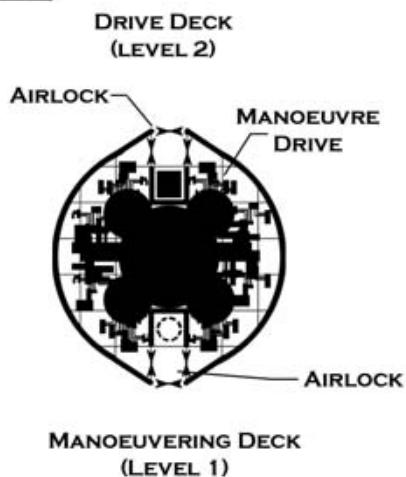
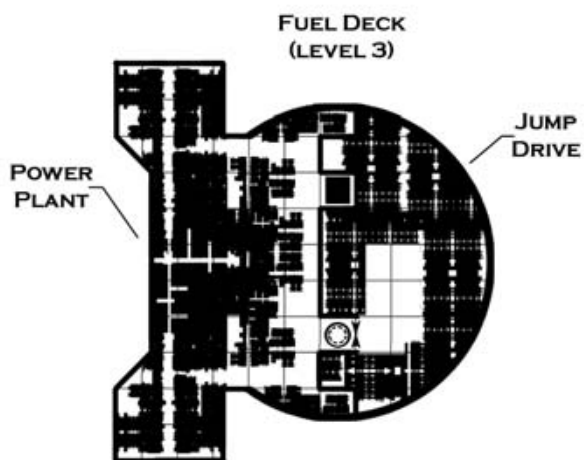
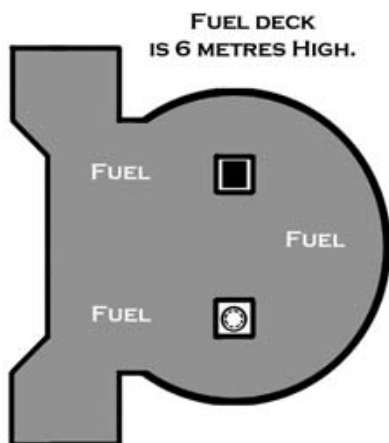
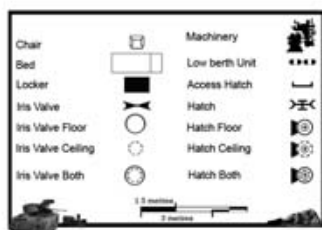


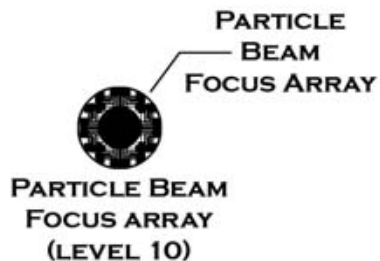
Prisoner Ferry

Prison planets or Imperial detention centres will occasionally need to take prisoners from one facility to another. They can do so with ease and safety through the use of prisoner ferry vessels. This ship is a favourite of prolific bounty hunters, who can fill their brig with multiple bounties at once to deliver them across long distances. The crew consists of a captain, pilot, navigator, 2 engineers, 3 gunners and 4 security guards. Prisoners are usually carried in low berths, although for short trips (or less scrupulous operators) additional cabin space is available for more prisoners. For prisoners requiring special treatment, there are two staterooms available.

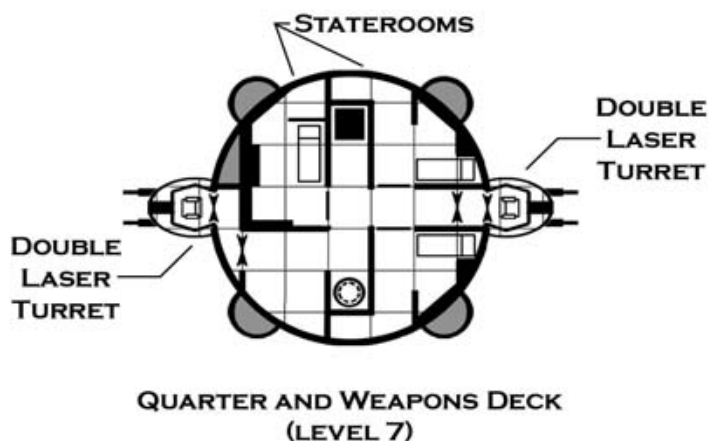
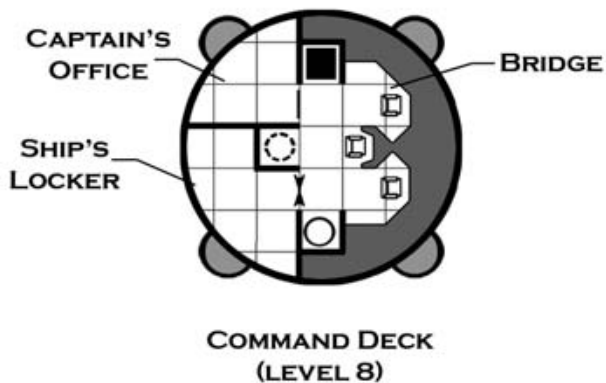
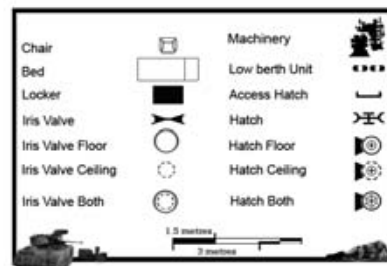
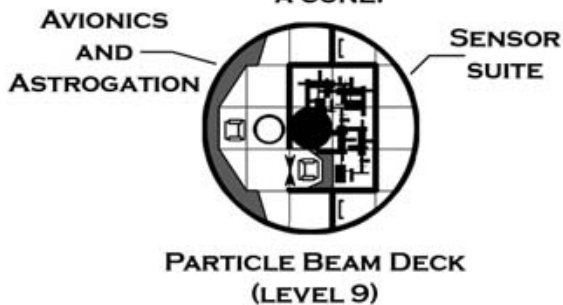
Prisoner Ferry			Tons	Price (MCr.)
Hull	300	Hull 6 Structure 6 Streamlined		12
Armour	Crystaliron	4 pts	15	0.24
Jump Drive B		Jump 1, Fast-Cycle	15	30
Manoeuvre Drive H		Thrust 5	15	32
Power Plant H		Rating 5	25	64
Bridge			20	1.5
Computer	Model 2	Rating 10		0.16
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1	Particle Beam Barbette	5	8
	Hardpoint #2	Double Turret (Beam Laser/Pulse Laser)	1	2
	Hardpoint #3	Double Turret (Beam Laser/Pulse Laser)	1	2
Fuel	92 tons	Two Jump 1 – Four weeks of operation	92	
Cargo	20 tons		20	
9 Staterooms			36	4.5
24 Low Berths			12	1.2
Extras	Fuel Scoops			
	Fuel processor	20 tons per day	1	0.05
	Breaching Tube		3	3
	Cabin Space	Room for 24 Secured Prisoners	36	1.8
	Probe Drones	5 Drones	1	0.5
Software	Manoeuvre/o			—
	Intellect	Rating 10		1
	Jump Control/1	Rating 5		
	Library			—
	Evade/1	Rating 10		1
	Fire Control/2	Rating 10		4
Maintenance Cost (monthly)				0.0143
Life Support Cost (monthly)				0.0204
Total Tonnage & Cost			300	171.15







NOTE: PARTICLE BEAM DECK IS FOUR METRES HIGH. CEILING SLOPES FORMING A CONE.



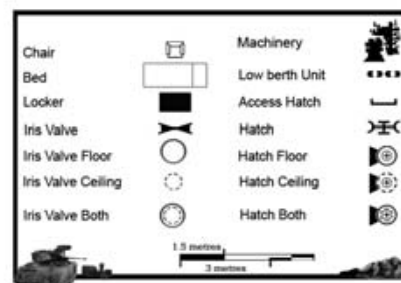
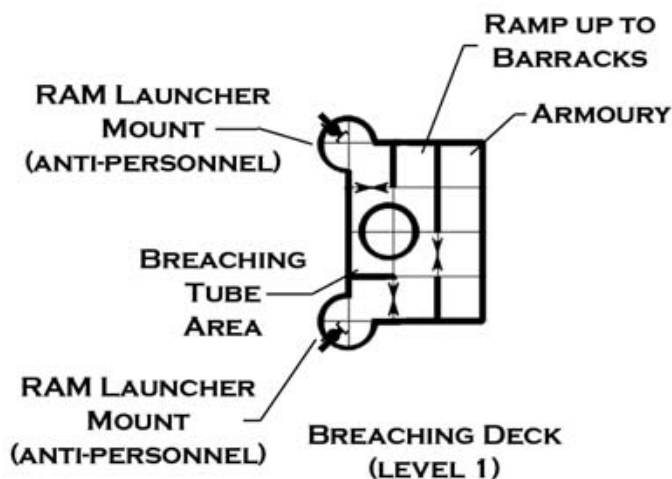
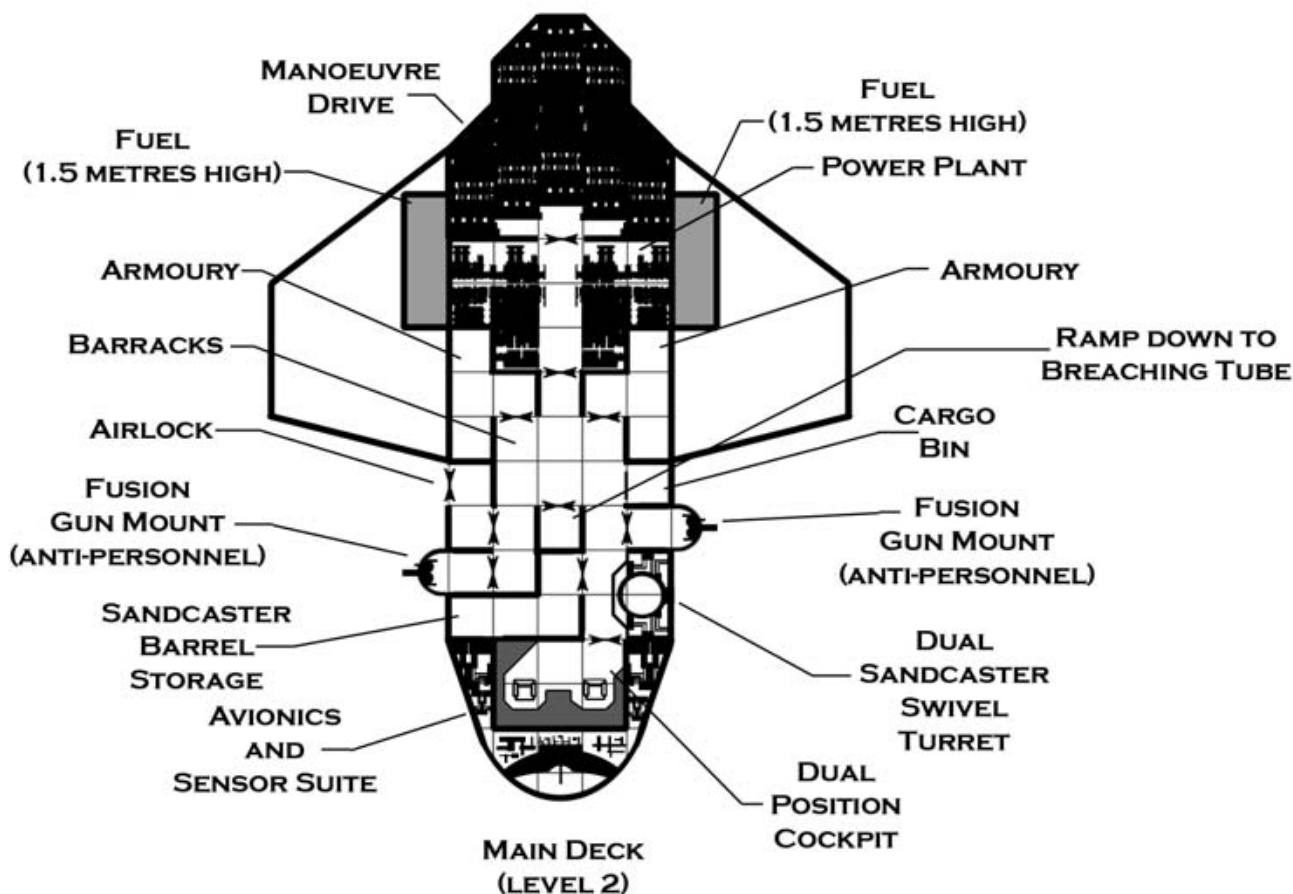
SORT Team Deployment Shuttle

This simple shuttle is used to bring squads of SORT (Special Operations Response Team) agents from carrier vessels or compounds directly into a hostile zone. Using rockets and plasma cannon fire to punch holes in enemy defences, the team can spill out quickly into a planetside or ship-based action in seconds.

SORT Team Deployment Shuttle			Tons	Price (MCr.)
Hull	50 Tons	Hull 1 Structure 1		1.5
		Streamlined		0.15
		Aerofins	5	0.05
Armour	Bonded Superdense	6 points	2.5	0.75
Manoeuvre Drive	sT (TL 12)	Thrust 7	9.75	52
Power Plant	sT (TL 15)	Rating 7	6.525	40
Bridge	Cockpit for 2		3	0.25
Computer	Model 5/fib	Rating 25		15
Electronics	Advanced	DM +1	3	2
Weapons	Swivel Turret (counts as Pop-Up)	Sandcaster x 2	2	2
	Anti-Personnel Mount	RAM Launcher x2	1	0.0016
	Anti-Personnel Mount	PGMP-14 x2	1	0.2
Ammunition		40 sandcaster barrels	2	
Fuel	0.75 tons	3 days of operation	0.75	
Cargo	0.475 tons		0.475	
Extras	Airlock		1	0.2
	Armoury x3		6	1.5
	Breaching Tube		3	3
	Barracks Area ¹	30 Troops	3	1.5
Software	Manoeuvre/o			
	Library/o			
	Evade/3	Rating 25		3
	Fire Control/2	Rating 10		4
Total Tonnage & Cost			50	127.1016

¹ This is not treated as cabin space or a barracks; it is lined with crash couches and weapons webbing. It is attached directly by ramp to the breaching tube.





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