

TRAVELLER



Supplement 9: Campaign Guide

A Referee's Essential Lifeline

TRAVELLER

CAMPAIGN GUIDE

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INTRODUCTION

This is a book for lazy Referees. Or busy Referees, tired Referees, Referees with children, Referees with demanding boy/girlfriends, Referees with high-powered executive jobs...

In short, this book is for Referees with very little time on their hands to spare in constructing an entirely new campaign from scratch.

The *Traveller: Campaign Guide* will provide you with the tools to run a complete campaign with little or no preparation. For those Referees who do like to construct their own campaigns, the tools within these pages will give you plenty of material to use when your players do something unexpected or otherwise go off track.

There are two types of campaign presented here; the Automatic Campaign and the Semi-automatic Campaign. Both require you to know the *Traveller* rules (the better you know the rules, the smoother your campaign will be) and both require at least a little creativity on the part of the Referee, to gain the best results – unfortunately, we have not yet managed to package instant and spontaneous creativity into paperbound form.

Instead, you will find lots of mini-systems that can be bolted into a campaign, each of which has been designed to spark your own creativity but without requiring you to write reams of notes before a campaign begins.

At worst, you will need to populate the odd map and sketch out the odd NPC – however, you will find *Supplement 7: 1,001 Characters* to be most helpful in this regard. In the same way, *Supplement 2: Traders and Gunboats* and a sector book such as the *Spinward Marches* or *Reft Sector* have all been designed to be slotted into these campaign systems, giving you, the Referee, an easy-to-run campaign and a hassle-free life.

AUTOMATIC CAMPAIGNS

This type of campaign is the easiest to run and requires little, if any, preparation. You will need a prepared sector, either a published one, such as the *Spinward Marches* or one you have rolled up yourself using the *Traveller Core Rulebook*.

Once you have decided on a world for your players to start from, you can begin running your campaign through the Automatic Campaign section, watching the players make their decisions

as they travel to new systems, engage in adventure, trade and battle as they see fit.

SEMI-AUTOMATIC CAMPAIGNS

The Semi-automatic Campaign is very similar to its Automatic cousin but encourages the Referee to flesh out locations and stories to a greater degree. This requires a little bit more preparation but enables the creation of a more unique and memorable campaign setting for the adventures generated by this book.

WHAT WILL YOU FIND IN THIS BOOK?

In addition to the Automatic and Semi-automatic campaign generation systems, this book also offers Referees a wealth of resources for immediate use in their campaigns. To make it easier for you to find what you need the book is divided into the following chapters:

Automatic Campaign presents a flowchart for quick adventure generation using random missions and encounter tables.

Planetside Events includes urban, rural and wilderness encounters and various complications that may arise while looking for a patron or a service.

Space Events includes encounters with other spacecrafts, space phenomena, cosmic organisms and onboard events.

Life Events deals with unexpected developments in the Player Characters' personal lives. Most of these events are romantic or dramatic and constitute role-playing rather than combat or skill challenges.

Campaign Generation describes the Semi-automatic campaign generation system, provides guidelines for the design of timelines for adventures and provides tips on adventure design.

World Building offers Referees tools to quickly generate cities and villages and to run more realistic wilderness adventures.

Appendix contains various pre-made gaming elements including NPCs, maps, traps, cities, cosmic organisms, mutations and many other useful resources.

AUTOMATIC CAMPAIGN

The Automatic Campaign usually follows the same steps. Depending on how long and complex the Referee wishes to make the adventure, steps can be added or removed. The following flowchart assumes the longest adventure possible where absolutely everything that can go wrong, does go wrong.

AUTOMATIC CAMPAIGN FLOWCHART

1. Job Hunting (Planetside Events, page 7)
2. Preparations (repeat previous step)
3. Jump Travel (Onboard Events, page 60)
4. Space Travel
 - a. Space Events (page 32)
 - b. Life Events (page 67)
5. Ground Travel (Planetside Events, page 7)
6. Destination (Any)
7. Return (repeat steps 3,4 and 5 in reverse order)
8. Resting
 - a. Planetside, page 7
 - b. Life events, page 67
 - c. Adventure Hooks, page 71

Job Hunting

Finding a patron is not always a simple affair, especially when looking for patrons who require illegal or dangerous services.

The group is allowed one check per week. Players Characters can split in order to multitask, however, this carries the risk of lone Player Characters facing encounters designed to challenge entire groups. Most often, the skill used for this check is Streetwise. Looking for highly specialised patrons or service providers may require different checks. For example, looking for an official patron will require an Administration check.

Patrons and missions can be picked from existing books such as *706 Patrons* or *Traveller Core Rulebook*. If one is in a hurry, one can use the simplified table on page 6 to generate some quick and simple missions that require practically no preparation from the Referee.

The search check is made in secret. In case of an Exceptional Failure, a patron or a service provider are located but there

is a complication. Regardless of the result of a check, we recommend at least one urban event per job hunt.

Job Hunting Random Encounters:

| Period | Roll | Encounter |
|----------------|-------------|-----------|
| Safe City | 1d6 per day | 6 |
| Dangerous City | 1d6 | 5–6 |

Some missions require difficult-to-come-by services, items or information. These must be searched for in the same manner as patrons and have the same odds of leading to urban encounters or complications. In addition, you may choose to apply modifiers for this check based on the boxed table.

Jump Travel

Jump travel effectively cuts the Player Characters off from the rest of the universe for 1–6 weeks. During jump travel, onboard events may disrupt an otherwise uneventful period of the adventure. We recommend using only one onboard event per jump and never more than one per week.

Jump Travel Random Encounters:

| Passengers onboard | Roll | Encounter |
|--------------------|--------------|-----------|
| 1–10 | 2d6 per week | 12 |
| 11–50 | 1d6 per week | 6 |
| 51–250 | 2d6 per day | 12 |
| 251 or more | 1d6 per day | 6 |

Space Travel

Space travel is risky even in the best of times; in addition to the ever present danger of onboard events, the ship can also receive communications that will force it to change course, encounter hostile or distressed vessels, cross borders or experience strange space phenomena. We recommend generating at least one space event per week.

Space Travel Random Encounters:

| System | Roll | Encounter |
|-----------------|--------------|-----------|
| Civilised | 1d6 per day | 4–6 |
| Newly Colonised | 1d6 per day | 6 |
| Uninhibited | 1d6 per week | 6 |

EQUIPMENT AVAILABILITY

A traveller can reasonably expect most high-population technological worlds to have most reasonable weapons, armour and equipment for sale upon a visit. However, that does not mean players should have free and easy access to every piece of equipment in the *Traveller Core Rulebook*, the *Central Supply Catalogue* or other supplements.

Whenever a Referee deems a piece of equipment may not be present or easily found, the player should roll for the item's Availability.

Make a Streetwise check. If Successful the player has found the item he has been looking for and may purchase it. If failed the referee may like to consider the complications found on page 18.

Modifiers

There are a number of modifiers that should be applied to this roll.

| Circumstance | Modifier |
|---|-----------------|
| Item is considered to be highly specialised | −1 |
| Item is typically reserved for military use | −2 |
| Item's TL is 3–4 steps away from World's TL | −1 |
| Item's TL is 5 or more steps away from World's TL | −2 |
| Purchaser willing to pay double listed cost | +1 |
| Purchaser willing to pay triple listed cost | +2 |
| Starport Class A or B | +1 |
| Starport Class X | −2 |
| World has Hi, Ht, In and/or Ri Trade Codes | +1 |
| World has Lt, Na, NI and/or Po Trade Codes | −1 |
| population magnitude 4 | −3 |
| population magnitude 5 | −2 |
| population magnitude 6–7 | −1 |
| population magnitude 8 | +1 |
| population magnitude 9+ | +2 |

Referee's Fiat

In addition, a Referee may apply his own modifier from −3 to +3 to reflect equipment that is easy or hard to find, rare or common on the present world, or features technology that the Referee just plain is or is not keen to see proliferate in his campaign!

Tech Level and Law Level

Under normal purchasing conditions, items that are unlikely to be found on a world due to the Tech Level being too low or Law Level being too high should not be made available to players. There may be exceptions where a Referee can create a mini-scenario in order to locate such items if he sees fit.

Ground Travel

After the Player Characters have reached the target planet and safely landed and passed inspection, if any (see page 167 in the *Traveller Core Rulebook* for more information on world generation), they must now navigate the cities, villages and wilderness areas of the planet to reach their target (or get back to the starport if this is a return trip). We recommend at least one event for this period.

Referees using wilderness events are advised to pick a biome in advance. Biomes are described on page 105.

Destination

Eventually the Player Characters have reached their destination and may perform the actual mission. Use the table overleaf for quick mission objective generation.

Each mission includes a reference to a table that can be used to determine the specific nature of the target. When no such reference exists then the specific nature of the destination is not important, only the journey is.

Another method is generating a random encounter in advance using the following master table and having the Player Characters deal with it in a manner appropriate to its nature.

Ground Travel Random Events:

| Area | Roll | Encounter |
|------------|-------------------|-----------|
| Urban | 1d6 per day | 6 |
| Rural | 1d6 per week | 5–6 |
| Wilderness | 1d6 per six hours | 6 |

Random Destinations

| Roll 1d6 | Table |
|----------|-------------------------------|
| 1–2 | Space Master Table (page 32) |
| 3–4 | Urban Global table (page 13) |
| 5 | Village table (page 103) |
| 6 | Wilderness Man made (page 25) |

For example, rolling event 12 on the Space Master table (alien probe) could mean the Player Characters have to stop the probe, capture it and return it to lab or appease it, possibly as an unknowing sacrifice.

Next roll on the Travel Distance table to determine how far away the destination is. All results indicate the nearest location of the rolled type. For example, rolling 3 (World) means the Player Characters will have to travel to a nearby planet in the same system.

Resting

This is the period that occurs between adventures, when the Player Characters are resting from their ordeal, repairing their vessel and any other damaged equipment, spending their hard earned money and socialising. Ordinarily, this period is skimmed over as it is assumed to be relatively uneventful. It is possible, however, for something interesting to happen to the Player Characters through no action of their own.

The amount of events that occur to Player Characters depends heavily on the mood you wish to create. No events at all lead to a feeling of safety and unaccountability, while more than one event per month creates a mood of paranoia and persecution.

Travel Distance

| Roll 1d6 | Destination | Distance |
|----------|-------------|------------------|
| 1 | City | Less than 100 km |
| 2 | State | 101–5,000 km |
| 3 | World | 1–6 AU |
| 4 | System | ~1 parsec |
| 5 | Subsector | 2–12 parsecs |
| 6 | Sector | 10–60 parsecs |

Random Events:

| Type | Roll | Encounter |
|-------|---------------|-----------|
| Urban | 1d6 per week | 6 |
| Life | 1d6 per month | 6 |

Random Missions

| d66 | Event |
|-----|---|
| 11 | Capture a ship (page 44) and bring it to a secret asteroid base. |
| 12 | Locate and return a ship captured by pirates (page 44). |
| 13 | Locate and return a person whose ship crashed on an uncharted planet (page 28). |
| 14 | Kidnap a person (page 10) from the city. |
| 15 | Help small community protect itself from danger (page 20). |
| 16 | Rescue kidnapped person (page 10). |
| 21 | Transport goods to a distant planet. |
| 22 | Sell goods on a distant planet. |
| 23 | Capture a rare animal (page 31) that lives on a newly discovered planet (page 105). |
| 24 | Assassinate a villainous figure (page 153). |
| 25 | Assassinate an innocent man. |
| 26 | Destroy an enemy ship (page 44). |
| 31 | Destroy an enemy building. |
| 32 | Infiltrate into a laboratory and steal secret information. |
| 33 | Locate a higher entity (page 36) and ask it an existential question. |
| 34 | Research a newly discovered wormhole (page 43) and come back sane enough to make a coherent report. |
| 35 | Protect a person targeted for assassination. |
| 36 | Provoke a war between two races or two nations on the same planet. |
| 41 | Rob a bank. |
| 42 | Catch an escaped criminal (page 9) who fled into space on a stolen spacecraft. |
| 43 | Catch an escaped criminal (page 9) who fled into the wilderness (page 105). |
| 44 | Stop a mysterious figure moving about the city and killing members of a single power group (page 86). |
| 45 | Find a planet in neutral space fit for human colonisation. |
| 46 | Cure or destroy a colossal alien that keeps eating merchant ships in space. |
| 51 | Transport a very expensive item from one noble to another. |
| 52 | Find cure for a mysterious illness afflicting an isolated and primitive community. |
| 53 | Discover what happened to a child who disappeared without a trace (page 29). |
| 54 | Discover why kids keep getting sick in school and why the government does not do anything about it. |
| 55 | Transport exotic and potentially deadly beast to a distant planet. |
| 56 | Deliver a ransom to pirates and return with the kidnapped person. |
| 61 | Escort a tourist on a mad tour across the galaxy. |
| 62 | Establish peaceful contact with space natives (page 41). |
| 63 | Escort a civilian vessel on a long journey through enemy space. |
| 64 | Gather reconnaissance on an approaching fleet of unknown alien ships. |
| 65 | Break through enemy forces to bring supplies to a starving besieged colony. |
| 66 | Bravely go where no man has gone before! |

PLANETSIDE EVENTS

This chapter covers all events that occur on the surface of planets. It covers advanced cities, primitive villages (page 20), complications that arise during service or job hunting (page 18) and sparsely inhabited wilderness (page 32).

URBAN EVENTS

'A tranquil city of good laws, fine architecture, and clean streets is like a classroom of obedient dullards or a field of gelded bulls – whereas a city of anarchy is a city of promise.'

— Mark Helprin

Urban events are rolled when Player Characters spend a week or more in a city. Most often they occur while looking for a patron, searching for rare equipment for a mission, gathering clues and rumours or recuperating after a mission.

Urban events are divided into three groups;

Local events take place in the city but, regardless of their outcome, have no lasting effect on the city. The bulk of events used in an urban campaign should be local, possibly culminating in a global event.

Global events are events that affect the entire city. These events are epic in scope and can be used to either allow Player Characters to perform truly heroic feats or highlight their insignificance in the grand scheme of things, depending on whether the Referee is running a realistic or a cinematic campaign (page 80). Global events are campaign-altering and are likely to result in the city's destruction or utter transformation into something useless as a home base. They should be used with caution on cities the Player Characters have emotional or economic attachment to.

Complication events occur when something goes wrong once the players have seemingly found what they were looking for (usually a patron or a service provider). These events either lead to a dead end, in which case a new search check must be made, or to adventure hooks (page 71).

Local and global events can occur randomly. Complication events can only occur upon a successful search check.

Urban Event Type

| 2d6 | Type |
|------|------------------|
| 2–11 | Local (opposite) |
| 12 | Global (page 13) |

Why us?

In a city where there is a functionary for every problem, the Player Characters might wonder why a perfectly legitimate mission, such as a murder investigation or a military raid during a war, was given to them instead of assigned to the ones normally in charge. Several reasons can be offered to them:

Roll Reason

1d6

- 1 The society is highly balkanised and on the brink of civil war. Neutral parties handling the case are less likely to offend any of the factions.
- 2 The agency in charge of resolving the situation has its hands full of bigger problems and simply cannot spare anyone to handle this lesser problem.
- 3 The Player Characters have an excellent reputation while the local agencies have known only failure-after-failure. Since the consequences of failure are dire this time, the administration turns to the best men in the field.
- 4 One or more of the Player Characters previously served in the agency and earned a reputation of unrivalled excellence. Occasionally, his old boss calls in favours.
- 5 No one seems to see the problem except for the Player Characters. This reason works best in cinematic campaigns focusing on investigation and paranoia.
- 6 The Player Characters were chosen by an influential religious figure through an obscure mystical process. This may or many not have been done in good faith.

Local Events

| 2d6 | Event |
|-----|--------------------------------|
| 2 | Civil Unrest (page 9) |
| 3 | Hostage Situation (page 10) |
| 4 | Crime Spree (page 9) |
| 5 | Scientific Mishap (page 11) |
| 6 | Industrial Mishap (page 10) |
| 7 | Surprising Discovery (page 12) |
| 8 | Alien Visitors (page 9) |
| 9 | Tournament (page 13) |
| 10 | Festival (page 10) |
| 11 | Accident (page 9) |
| 12 | Chance Encounter (page 9) |

Accident

| Roll 1d6 | Event |
|----------|--|
| 1 | A ferocious beast escapes from the zoo and runs about in the streets tearing to ribbons anyone who stands in its way. Rules for generating creatures are presented in page 69 of the <i>Traveller Core Rulebook</i> . Additionally, some ready-to-use monsters can be found on page 30. |
| 2 | A defence turret suffers a software error and starts firing in all directions in the middle of a crowded street. Some people are stranded behind flimsy covers that will soon crumble under the deadly barrage of fire. |
| 3 | A truck moving toxic waste overturns, spilling its load into the streets. A survivor climbed the roof of his car to escape the deadly flow but unless he is removed from there very soon, he will succumb to the deadly fumes. See pages 72–24 in the <i>Traveller Core Rulebook</i> for potential effects. |
| 4 | Two cars collide and catch on fire. It seems that survivors, if any, will burn to death before help arrives. The Player Characters must act quickly and pull as many survivors as possible out the wreckage before it explodes. |
| 5 | The lower levels of a skyscraper the Player Characters are visiting catch on fire. The fire rapidly moves up towards them, forcing them to think of some quick way to leave the burning building or perish in the flames. |
| 6 | A boat collides with some debris and begins to sink with some survivors still inside. 1–4: The water is very cold but otherwise harmless. 5: The water is highly toxic due to years of pollution. 6: Dangerous beasts live under water and attack passengers and rescuers. |

Survivors

| Roll 1d6 | Event |
|----------|--|
| 1 | The pregnant wife of an influential and grateful businessman. |
| 2 | A Rival now turned Ally. |
| 3 | As for previous only the Rival is not honest about his change of heart. |
| 4 | A very humble man who insists on giving the Player Characters a significant monetary award that is likely to bankrupt him. |
| 5 | A fugitive from the law (page 51). |
| 6 | A man on a quest of personal vengeance or cosmic importance who succumbs to his wounds seconds after asking the Player Characters to finish his great mission. |

Alien Visitors

| Roll 1d6 | Discovery |
|----------|---|
| 1 | The aliens are missionaries spreading an absolutely absurd religion no one even wants to hear about, which is a pity because their sacred texts contain many hints on the locations of priceless artefacts and ancient technology. |
| 2 | Under the guise of anthropologists in need of local guides (possibly the Player Characters), the aliens gather sensitive information about the city prior to a full-scale invasion. Player Characters that expose the aliens' true motives might very well save the city from annihilation by intimidating or giving false information to the aliens. |
| 3 | The aliens are scions of a powerful family from a world the Imperium wishes to establish trade contacts with. They have diplomatic immunity which they abuse to its fullest, including wanton destruction, rape and murder. The Player Characters are hired by a grieving father to see that justice is done to his victimised daughter. Killing those disgusting brutes is likely to trigger an extensive manhunt after the Player Characters, as well as leading to diplomatic tension and possibly even war. |
| 4 | The aliens came in search of warriors brave enough to participate in a series of death matches, the victor of which will become the aliens' king for the next 10 years. |
| 5 | A small and incredibly advanced spacecraft crashes in the centre of the city, killing all passengers on the spot. Within a few hours, a fleet of similarly advanced warships is spotted heading toward the city. Convinced their ambassador was murdered, the aliens came to avenge his death. |
| 6 | An alien probe lands in the centre of town and a public debate starts as to how to react to its arrival. Since the Player Characters are known to be experienced travellers, City Hall hires them as consultants. |

Accident

The Player Characters witness an accident and have a chance to save the day if they act quickly and resourcefully. If the personality of the survivors is important, use either the following table or the Contacts, Allies, Rivals and Enemies table on page 76 of the *Traveller Core Rulebook*.

Note that Player Characters are unlikely to be walking down the street fully armed and armoured and might have to improvise weapons and defences.

Alien Visitors

Unlike the invasion event (page 14) these aliens arrive in much smaller numbers and come in peace. Or so they claim...

Use tables on page 8 to generate random aliens.

Chance Encounter

What a small world! The Player Characters bump into someone they know. This table should be used in conjunction with the Contacts, Allies, Rivals and Enemies table on page 76 of the *Traveller Core Rulebook*.

| Roll 1d6 | Event |
|----------|---------------------------------|
| 1 | Ally |
| 2 | Contact |
| 3 | Rival |
| 4 | Enemy |
| 5 | Patron |
| 6 | Someone previously thought dead |

Civil Unrest

A demonstration gets out of hand.

Depending on how the authorities handle this, it can lead to anything from minor riots to a full-blown civil war. Of course, the actions of Player Characters can influence this – a touching

speech to the angry masses can go a long way towards restoring the peace while a barrage of automatic fire into the rioting crowds might just become the opening shot of a vicious bout of ethnic violence.

See Causes table on page 132 for the cause of the demonstration. This is the overt cause; the true cause can be anything from an alien conspiracy (page 86) to the dreams of a colossal alien millions of kilometres away (page 35).

Roll on the following table for every 10 minutes the Player Characters spend inside the riot.

| Roll 1d6 | Event |
|----------|--|
| 1 | A gang of 2–12 angry demonstrators (use petty thug, <i>Traveller Core Rulebook</i> page 84) attacks the Player Characters with stones and sticks. |
| 2 | The Player Characters are taken in for questioning by a group of 1–6 fully armed and armoured riot policemen (use security officer 1, <i>Traveller Core Rulebook</i> page 84). |
| 3 | A gang of 2–12 angry demonstrators (use petty thug, <i>Traveller Core Rulebook</i> page 84) attack the Player Characters with stones and sticks. |
| 4 | The Player Characters are taken in for questioning by a group of 1–6 fully armed and armoured riot policemen (use security officer 1, <i>Traveller Core Rulebook</i> page 84). |
| 5 | A lone demonstrator is brutally beaten by a 4–9 policemen. |
| 6 | A member of the group targeted by the demonstration is about to be lynched by an angry mob. |

Crime Spree

Crimes sprees are described below. Unless otherwise stated, the quick NPOs list on page 93 contains statistics for the criminal.

Crimes

| Roll 2d6 | Crime | Recommended Antagonist |
|----------|--|--|
| 2 | Serial Killer | 1–2: Psychopath (155), 3–4: The Filth (86), 5–6: Avenger (156) |
| 3 | Evil Mastermind | Happy Man (89) or Immoral Scientist (158) |
| 4 | Crazy Bomber | 1–3: Terrorist, 4: Cultist Suicide Bombers (162), 5: Vargr Militant (162), 6: Robot (162) |
| 5 | Terrorist Cell | Street Dogs (91) or Cultists |
| 6 | Murderous Alien | See alien troubles on page 60 |
| 7 | Sophisticated Thieves | 1–4: Simple criminals, 5: Terrorists financing a cause, 6: Elite Soldier betrayed by the state |
| 8 | Cyber Criminals | 1–5: Expert Hackers (78), 6: Malign AI |
| 9 | Dangerous Fugitive | See page 51 for fugitives |
| 10 | Hijacked Vehicle | 1–4: AFV, 5–6: G/Carrier (<i>Traveller Core Rulebook</i> page 103) |
| 11 | Malfunctioning Robot/s | Combat drone (<i>Traveller Core Rulebook</i> page 95) or killer robot (page 162) |
| 12 | Roll again. The Player Characters are framed/ suspected for these crimes | NA |

Festival

A citywide festival transforms the ordinarily bland streets into places of wonder, mystery and dark delight. Occasionally too dark...

The natural hazards described on page 15 can also be used to enhance the following challenges. For example, event 1 can include hypothermia (page 108), event 3 can include rock fall (page 108) and so forth.

Industrial Mishap

Progress has a price and tonight the Player Characters are the ones who will pay it.

Hostage Situation

Hostage situations are much more difficult to deal with than other violent confrontations. The risk of innocents getting hurt, the booby trapped locations, the desperate or fanatic aggressors and other factors all combine to make them among the most delicate and challenging encounters in the game. Negotiations, cunning deceptions or a rapid and overwhelming assault are

This event covers minor industrial accidents. They may result in casualties and property damage but do not pose a threat to the city. Major industrial disasters are described on page 14.

Festival

| Roll 1d6 | Event |
|----------|---|
| 1 | The presence of foreign merchants combined with decreased City Hall control results in the increased availability of most items and services (+1 or +2). Quaint items leading to adventures or investigations can be bought from exotic alien traders. The chance for an acquired product to be fake or harmful is also doubled. |
| 2 | While colourful and full of charming surprises, the festival has a sinister side as well. Some of the performers are enemy spies who use the occasion to collect data on the city prior to a raid or a full-scale invasion. Some of the spies are attractive females looking for inebriated officials to wrestle secrets from. Others are art photographers 'documenting' the city. Especially planetary defence sites. |
| 3 | Murder in the circus! Clowns, acrobats, holograph artists, alien trainers and visitors run for cover! How terribly exciting! See page 110 for more information on investigation adventure design. To highlight the circus theme, we recommend using bizarre motives and murder methods. |
| 4 | The festival's organisers promise to display the most fearsome alien monster in the universe on the opening evening of the festival. Wonder turns to terror, as they misjudge the beast's power, resulting in it escaping and wrecking havoc on the festival grounds. See page 69 of the <i>Traveller Core Rulebook</i> . |
| 5 | The festival includes public displays of animal cruelty and employs slave labour. Many are curious to see the barbaric aliens' entertainment, some demonstrate outside and a few plan to voice their protest in a more noticeable way – with bombs and lasers. |
| 6 | As for previous only a beautiful slave manipulates the Player Characters into assisting her escape, drawing them into the centre of this controversial affair. This can be played as an exciting chase involving the police, radicals, circus thugs and other escaped slaves or a legal drama where the morality and legality of the event is analysed. |

Industrial Mishap

| Roll 1d6 | Event |
|----------|---|
| 1 | A construction site the Player Characters are visiting catches on fire. To survive, they must either climb down the red-hot scaffolding as it collapses all around them or survive jumping and swimming across the frigid river nearby. In any case, they will encounter dozens of workers and engineers trapped in the fiery inferno or the icy water. |
| 2 | An abattoir where massive but timid beasts are slaughtered turns into a human slaughterhouse when an aggression-inducing agent is accidentally introduced into the beasts' food. See page 69 of the <i>Traveller Core Rulebook</i> . |
| 3 | A mine collapses, trapping dozens of miners underground. The collapse also draws the attention of a tribe of fierce underground creatures. See page 146 for mine map. |
| 4 | A pressure build up is about to lead to the collapse of an underground nuclear reactor and contamination of the whole area with radioactive wastes. The Player Characters have less than 20 minutes to release the pressure. All the while they will have to deal with falling debris, powerful quakes, radiation leaks and occasional steam bursts. |
| 5 | A popular snack food manufacturer discovers too late that deadly poison was mixed with the latest shipment of tasty snacks. The Player Characters are hired to discreetly locate and destroy the shipment of snacks before it reaches stores. Transportation may take the form of spacecrafts, trucks, boats, couriers or any combination of the aforementioned. The situation may be complicated by Street Dogs guerrillas (page 91) trying to prevent the Player Characters from stopping the shipment. |
| 6 | A unit of obsolete combat drones shipped for recycling spontaneously becomes self-aware and decides to fight for its survival, freedom and dignity. Presently, the drones are barricaded in the now-ruined recycling plant (see page 140 for map), along with a dozen or so terrified survivors hiding in the rubble. |

all methods that Player Characters can attempt to dissolve the crisis, making a hostage situation an extremely versatile encounter, which enables very different characters to shine in different ways.

Another important dimension of the hostage situation is its cause. While a group of discovered alien saboteurs holding up a school will not present any moral dilemmas to the players, a colleague driven to desperation by an unfair court decision will find them pondering which side is the just one.

Planning hostage rescue operations is much more exciting with maps and intel. See pages 139-148 for maps and 11 for traps.

Scientific Mishap

Science requires taking great risks in the name of progress. Sometimes those risks result in great discoveries, sometimes in heinous tragedies.

This event covers mishaps of relatively local importance.



Hostage Situation

| Roll 1d6 | Event |
|----------|---|
| 1 | Criminals after a botched crime. Criminals are not fanatic and can be talked into surrendering if the proposed conditions are reasonable. See page 84 in the <i>Traveller Core Rulebook</i> for thugs. |
| 2 | Radicals making political demands. Radicals are usually fanatic and would rather die and kill all hostages than surrender. See page 162 for terrorists. |
| 3 | Veterans feeling betrayed by the system. Similar to criminals but likely to evoke some sympathy from Player Characters, especially ones with military backgrounds. See page 161 for soldiers. |
| 4 | Self-aware robots demanding to be treated equally. Robots are infamously stubborn and fearless, making a peaceful resolution all but impossible. See page 162 for robots. |
| 5 | Mentally unbalanced man with a statement to make. The man just wants to be heard; a good psychologist stands a good chance of convincing him to release the hostages and surrender. |
| 6 | The hostages are the actual criminals. They used psionics to cause innocent bystanders to aim guns at them. Their plan is to be rescued by the police and then disappear before their ruse is discovered. |

Scientific Mishap

| Roll 1d6 | Event |
|----------|--|
| 1 | A study in advanced genetics results in a rabid, infectious, mutated, zombie monster escaping the laboratory into the streets. We recommend creating a timeline of monster attacks and infections for this event. See page 16 for zombies. |
| 2 | A localised gas leak has the same effect as mysterious radiation (page 38) or psychic field (page 39) on the street the Player Characters are presently walking in. |
| 3 | A researcher bestows superpowers on himself (add 15 to all traits and choose a few mutations from page 164). He becomes dangerously insane in the process, triggering a citywide hunt for him. |
| 4 | As for previous only the powers are bestowed on a deranged homeless man who abuses them as much as possible. |
| 5 | The research laboratory and anybody nearby are teleported to a wild planet hundreds of light years away. See page 24 for wilderness generation and events. |
| 6 | As for previous only the hermetically sealed laboratory appears in a random point in space, hovering helplessly in the void. Air, food and water are all issues survivors must find quick solutions to. See page 32 for Space events. |

Surprising Discovery

Something interesting is unearthed by accident or as a result of archaeological excavations. It can pose a great risk, a great promise, or both.

Surprising Discovery Table

| Roll 1d6 | Event |
|----------|---------------------|
| 1 | Alien Bunker |
| 2 | Ancient Ruins |
| 3 | Dormant Alien |
| 4 | Disabled Device |
| 5 | Secret Civilisation |
| 6 | Terrible Secret |

Alien Bunker: This fortified underground structure is guarded by deadly traps, sophisticated defence mechanism, drones and possibly even some ancient monsters alive and hungry after millennia of captivity. Breaking into the bunker will be a nightmare. Will it be worth it? You will not know unless you try.

Bunker contents

| Roll 1d6 | Content |
|----------|---|
| 1 | Terrible Secret. |
| 2 | Ancient Technology or a stash of powerful TL 13+ weapons. |
| 3–6 | Basic supplies such as old socks, canned meat or boxes of toilet paper. |

See page 166 for traps and page 162 for robots.

Ancient Ruins: The remains of an entire civilisation have been found under ground. See page 26 for ruins generation.

Dormant Alien: A colossal alien (page 163) has spent aeons sleeping under the city. Consult the following table for its current state:

Dormant Alien

| Roll 1d6 | Content |
|----------|--|
| 1 | The alien is dead. |
| 2 | The alien is asleep. The lightest touch or noise will awaken it. |
| 3–4 | The alien is hibernating. Unless severely damaged, it will continue to sleep for many more centuries. |
| 5 | The alien is imprisoned by ancient technology. If released it will: 1–3: Reward its saviours to the best of its ability. 4–6: Lash out in an insane rage. |
| 6 | The alien is pondering a question of cosmic significance. It will not mind sharing its meditations with visitors but it has no intention of leaving its spot and will fight to protect it. |

The discovery of a colossal alien is bound to draw much public attention; businessmen interested in selling it, scientists who want to dissect it, opposing scientists who want to befriend it, city officials who want to drive it away to promote construction, hippies who want to worship it and so forth.

Disabled Device: A highly advanced device has been unearthed. Its function and utility are unknown. Nevertheless, it is of great value and many research institutes, corporations and governments would go very far to get a hold of it. Roll on the following tables to determine the nature of the device:

Size

| Roll 1d6 | Event |
|----------|-----------|
| 1–2 | Briefcase |
| 3–4 | Car |
| 5–6 | Building |

Condition

| Roll 1d6 | Event |
|----------|---|
| 1–2 | Hopelessly ruined |
| 3–4 | Damaged but some elements may be recovered |
| 5–6 | Fully functional and can be started after some research |

Function

| Roll 1d6 | Event |
|----------|--|
| 1–2 | Time Machine (temporal anomaly page 43) |
| 3–4 | Wormhole Generator (page 43) |
| 5–6 | Antimatter Bomb (destruction on planetary scale) |

Secret Civilisation: Sophonts are living in the vast caverns under the city. Roll on the Invasion table (page 14) to determine the nature of the discovered civilisation. Note that unlike in the invasion event, this discovery does not necessarily lead to violence.

Much like the dormant alien, this discovery is likely to draw huge amounts of press and outside intervention if made public. This is likely to lead to violence.

For more information on First Contact, we recommend *Traveller 3: Scout* (page 83).

Terrible Secret: An authentic document uncovering an important local belief as a lie is discovered. Its publication is likely to cause massive public outcry and severely damage some local institutes. Because of this great threat, those institutes will stop at nothing to insure it never reaches the public.

Secret

| Roll 1d6 | Secret |
|----------|---|
| 1–2 | Religion is false. |
| 3–4 | Origin of state or species is false. |
| 5–6 | Historical justification for war or persecution of a minority is false. |

Tournament

A series of games are held in the city, attracting people and aliens from all walks of life. This is an opportunity to meet unusual people and potential patrons, test one's mettle in the games or make a fortune by rigging the finals.

Global Events Table

| Roll 1d6 | Event |
|----------|---------------------|
| 1 | Civil War |
| 2 | Industrial Disaster |
| 3 | Invasion |
| 4 | Natural Disaster |
| 5 | Failed Experiment |
| 6 | Zombie Apocalypse |

Civil War

Full scale civil war breaks out, reducing the once peaceful city into a bloody battlefield. For most this is a nightmare but the unprincipled and the brave see it as opportunity for quick wealth or promotion.

Roll on the Encounters table when appropriate. We recommend rolling about once per hour or every kilometre, whichever comes first.

Instigator

| Roll 1d6 | Power Group |
|----------|---------------------|
| 1 | Religious Institute |
| 2 | Moderate Party |
| 3 | Radical Movement |
| 4 | Abomination |
| 5 | Street Gangs |
| 6 | Immigrants |

See conflict timeline (page 77) and military missions for more information on civil war adventure generation.

Tournament

| Roll 1d6 | Discovery |
|----------|---|
| 1 | Ordinarily peaceful, the city holds a series of duels to the death to elect its kings. Although largely ceremonial, the position entails great prestige, an excellent salary and opens the door to many lucrative contacts. Any sophont can participate and use any cold weapon he wishes. |
| 2 | The Player Characters' patron has placed a large bet on a team that has not been doing very well this year. He asks them to rig a few games in return for a generous cut of his profits. |
| 3 | Drawn by the galactic attention the games garner, Street Dogs militants (page 91) capture a number of athlete dormitories and make a series of unreasonable demands on the local government. The athletes must be rescued quickly as the Vargrs execute a hostage every hour and threaten to blow the whole structure up if their demands are not met within 48 hours. See pages 139-148 for maps and page 162 for athlete and Vargr NPCs. |
| 4 | An alien team of a previously unknown species displays superhuman strength and agility and easily wins all competitions. The press is fascinated with their background, scientists want to study their biology and gamblers want them out of the competition. 1–2: The aliens are normal sophonts with exceptional physical abilities. 3–4: The aliens are androids created by a powerful gambler. 5–6: The aliens are the creation of a higher entity (page 36) or colossal alien (page 163) yearning for some social interaction. |
| 5 | The main attraction of the tournament is a citywide hunt for a randomly chosen victim. Harboring or even failing to attack the victim is punishable by death. Whoever manages to kill the victim wins a great prize. |
| 6 | As for previous only one of the Player Characters have the misfortune to be chosen as this year's victim. Let the hunt begin! |

Encounters

| Roll 1d6 | Encounter | Suggest NPCs (page) | Initial Attitude |
|----------|-----------------|--|------------------|
| 1 | Loyalists | 4–24 Soldiers (161) or 4–9 commandos (161) | Suspicious |
| 2 | Revolutionaries | 4–24 terrorists (162) | Hostile |
| 3 | Refugees | Any | Cautious |
| 4 | Looters | 2–7 thugs (CR 84) | Hostile |
| 5 | Visitors | Any except the above | Friendly |
| 6 | Familiar | Someone known to Player Characters | Per NPC |

Industrial Disaster

Oh hubris! Humans meddling with powers beyond them bring about their own demise.

| Roll 1d6 | Event |
|----------|----------------------|
| 1 | Nuclear Meltdown |
| 2 | Plasma Explosion |
| 3 | Poison Gas Leak |
| 4 | Dam Collapse |
| 5 | Mass Poisoning |
| 6 | Munitions Detonation |

Nuclear Meltdown: A serious reactor leak (see page 142 of *Traveller Core Rulebook*) causes the entire city to become radioactive for decades to come. Most flee but some stay behind to loot the now unguarded city. Troops will not patrol the streets but will encircle it and shoot anyone trying to get in or out. This event can be complicated through the use of mysterious radiation (page 38).

Plasma Explosion: A rapid release of plasma devours a great portion of the city, instantly killing hundreds of thousands and reducing entire districts into a lifeless desert. There is practically nothing to loot but plenty of opportunities to help the wounded and the homeless.

Poison Gas Leak: Same as nuclear meltdown, except that the gases are scattered in a few days or weeks.

Dam Collapse: Same as Tsunami.

Mass Poisoning: A bad food or drug shipment causes mass poisoning across the city. Unless the Player Characters have their own food supply, roll 2d6 for each Player Character. On a result of 9–12 this character is poisoned as well. See pages 72–73 in the *Traveller Core Rulebook* for various poisons and diseases. This event can be complicated by making the mass poisoning prelude to invasion, mass mutation (page 15), zombification (page 16) or a corporate crime on an epic scale.

Munitions Detonation: Same as plasma explosion, except that unexploded munitions are scattered across the city and the populace is ordered to evacuate until sappers finish cleaning the city, something that might take years.

Invasion

The city is invaded by an enemy force that quickly overwhelms its defences, leaving the population at the mercy of the invaders.

Invasion Type Table

| Roll 1d6 | Invasion | TL |
|----------|----------------|-----------|
| 1–2 | Beastly | 0–1 |
| 3–4 | Neighbours | City +/-1 |
| 5–6 | Ancient Aliens | 16+ |

Beastly: Some savage race manages to overrun the city after a sudden and relentless attack. The invaders are only slightly more advanced than animals and their motivation is hunger, overpopulation or sheer bloodlust. This invasion plays out much like a zombie apocalypse, except that the attackers are a different race hailing from a different world, the wilderness or the underground. Beastly invaders can use the same stat blocks as zombies with the mutation power.

If the Referee is running a cinematic campaign he may consider generating some leader for the invaders whose demise would break the invasion.

Neighbours: A neighbouring state or planet launches a treacherous attack against the city, quickly subduing it. For more information on this type of occupation, see the occupation army power group on page 90.

Ancient Aliens: A super-advanced alien race whose technology surpasses the local TL to such a degree that all military resistance is futile, attacks the city for some incomprehensible reason. The attack consists of only a handful of gigantic ships or war machines but their defences are so powerful that the natives can do nothing but stare in awe as their city is reduced to rubble by the superior aggressors.

Invasion

| Roll 1d6 | Weakness |
|----------|---|
| 1 | While their armour is impenetrable, they often capture humans and animals for dissection, a fact that can be exploited to sneak in and destroy their vessels from within. |
| 2 | The aliens eat humans. Should an infected or poisoned body slip under their radar, they will all soon be dead. However, finding a virus or poison capable of overwhelming the alien anatomy will not be easy. |
| 3 | The aliens are criminals hailing from a benevolent society. Should their homeworld be informed of this atrocity, a fleet will immediately be dispatched to destroy or apprehend them. |
| 4 | The aliens are very sensitive to brain waves. If all the people of the city think ill of them at the same time, the aliens' neural system will burn, reducing them to a harmless catatonic state. |
| 5 | The alien's shields only block energy attacks and projectiles moving at great speed. They are useless against slow moving weapons such as swords or arrows. |
| 6 | The aliens have no weakness. The city is doomed. |

However, all hope is not lost as the attackers have an Achilles heel the Player Characters can discover and exploit.

Natural Disaster

| Roll 1d6 | Event |
|----------|--------------------|
| 1 | Approaching Meteor |
| 2 | Earthquake |
| 3 | Volcano |
| 4 | Tsunami |
| 5 | Super Storm |
| 6 | End of the World |

Approaching Meteor: This event has a countdown timeline (page 77). Player Characters can make an extraordinary amount of money by selling offworld passage. In a cinematic campaign, they can also try to save the city by flying to meet the meteor and destroying it in space. The latter should involve clever use of many skills.

Earthquake: Most of the city is destroyed in a powerful earthquake. Millions are dead, lawlessness rules the streets, opportunities for looting are abundant and the army turns to desperate measures to keep order.

Roll 2d6 for each Player Character. 2–6: They escape unharmed. 7–9: They take 1d6 points of damage. 10–11: they take 2d6 points of damage. 12: They take 3d6+3 points of damage.

Volcano: Same as earthquake except the damage is more local and there are few opportunities for pillage as everything is either burned or petrified in lava.

Tsunami: A portion of the city is submerged and practically everyone there is killed. Unless Player Characters are equipped with diving equipment, they will not be able to loot until the water subsides, by which point the army is likely to have restored order.

The tsunami may have uncovered something hidden under the waves for long aeons. See page 12 for examples.

Super Storm: Same as earthquake, only less damage to infrastructure.

End of the World: The sun is going to explode, the planet's core is collapsing or a doomsday prophecy is about to unfold. Whatever the cause may be, nothing can be done to save the city or the planet. Everyone with a spacecraft is ordered to take as many passengers as possible and take off immediately. Selling passages or looting the deserted streets is punishable by summary execution.

This can be used as an excellent hook for a long space adventure in which the Player Characters must deal with a ship crowded to the limit by strangers of different types who create constant onboard events (page 60) as they look for a suitable planet to resettle the refugees.

Failed Experiment

A scientific experiment goes unimaginably wrong.

Scientific Mistake

| Roll 1d6 | Event |
|----------|------------------------|
| 1 | Black Hole |
| 2 | Zombie Apocalypse |
| 3 | Abomination |
| 4 | Psionic shockwave |
| 5 | Uncontrollable Machine |
| 6 | Mass mutation |

Black Hole: A small black hole is created in the centre of the city sucking in a number of districts immediately and collapsing the entire planet in a few months. In a cinematic campaign, the process can be reversed through a scientific mission to gather some rare technology or material from a distant sector of the galaxy.

Zombie Apocalypse: See following section.

Abomination: The experiment produces an angry abomination (page 86) that begins wrecking havoc in the city. It will eventually be put down by the military but the damage it will cause before its death will be immense, unless the Player Characters manage to think of a way to destroy it quickly.

Psionic shockwave: Same as psychic field (page 39), only affects the entire city.

Uncontrollable Machine: Same as Abomination or Zombie Apocalypse, except that the agent of destruction is either a gigantic robot or an army of normal robots. See page 162 for robots.

Mass mutation: A release of a newly discovered gas or radiation causes a significant portion of the population to mutate into hideous freaks (page 159). Tens of thousands are driven mad by the transformation and go out into the streets to kill and destroy the now hated 'normal people'. Roll 1d6 for each Player Character. On a roll of 6 the character is mutated as well, though he gets to keep some of his old personality and loyalties.

Zombie Apocalypse

Possibly the most dramatic of all global events, the zombie apocalypse alters the city completely and forces unprepared players to make difficult decisions about who will live and who will die, killing a lot of zombies in the process.

There are a number of directions a zombie apocalypse can take:

Zombie Exodus: The basic premise of this scenario is that a majority of the city's population rapidly turns into mindless monsters bent on hunting down and killing or transforming the uninfected inhabitants. Merely surviving is a major challenge that usually involves inventing creative ways to cut through endless hordes of zombies to get to the nearest spacecraft, bunker, or any other place of escape or safety.

For this sort of adventure, a detailed map of the area is crucial, as tactical planning and smart placement of baits and traps is a major part of the excitement in a zombie exodus.

Shut In: The players are shut in an easily defensible location such as a mall, an army base, a luxury residence, a SPA centre and so forth. Zombies burst in through every possible opening while the Player Characters, who cannot occupy all locations at once, try to block each new (increasingly powerful) zombie wave until help arrives.

The adventure works best with a timeline (page 77) of zombie waves and a countdown to the arrival of rescue or reinforcement. Attack locations can also be randomly generated using the Zombie Attack Waves table. Unlike other tables in this book, the rows of this table each require an individual roll.

The Cleaners: Survival is for animals, humans seek victory! The Player Characters must battle through hordes of zombies,

ZOMBIES?! ARE YOU KIDDING ME?

The term 'zombie' obviously comes from the realm of fantasy and horror. Furthermore, with the proliferation of zombie film and literature, zombies are used increasingly more often as a comic or allegorical conceit.

While the Referee may choose to follow this tradition and run his adventure as a gory slapstick comedy, there is no compulsion to do so. Being barricaded in a ruined mansion, battling off wave after wave of brainless monsters with rapidly diminishing resources is not, in itself, funny. In fact, it is quite horrible and makes for a perfect survival horror adventure.

That being said, players will have a difficult time taking a zombie adventure seriously, mostly due to the use of the word 'zombie'. This can be dealt with easily by replacing the word 'zombie' with some other word (see page 18 for some suggestions) and by using the Zombie Powers Table (page 18) to transform the zombies from shambling corpses to a new and dangerous enemy.

powerful mutants, killer robots, nefarious villains and cunning traps to get to the heart of the problem and deal with it. See 'Outbreak Source Table' on page 17 for zombie infestation types and methods to end each one.

A cleaner adventure should include street combat, which can be generated in the same way as Zombie Exodus and a final showdown, based on the Outbreak Source table.

Source: The first thing that must be determined is the cause of the zombie outbreak. This will help the Referee to determine how the outbreak can be dealt with and who is responsible for it.

Zombie Attack Waves

| 2d6 | Amount | Special |
|-----|---------------|---|
| 2 | 1 | One or more of the zombies are partially free-willed and begs the Player Characters to help him. |
| 3 | 2 | Zombies are cybernetically enhanced (page 168). |
| 4 | 1d6 | Zombies are sentient and armed with high-tech weapons. |
| 5 | 1d6 | Zombies are small animals such as mice or birds. |
| 6 | 1d6 | Zombies are mutants (page 164). |
| 7 | 1d6+3 | Generic Zombies. |
| 8 | 2d6 | Zombies are sentient and armed with improvised weapons. |
| 9 | 2d6 | One or more zombies are large and powerful animals. See page 69 of the <i>Traveller Core Rulebook</i> . |
| 10 | 2d6+3 | Zombies are exploding (page 18). |
| 11 | 3d6 | Zombies are preceded by a survivor. |
| 12 | 1d6 per round | Zombies include someone familiar to the Player Characters. He displays some signs of sentience, though it might just be wishful thinking. |

Powers: A creature turned into a zombie maintains the same statistics as it had in life, with the exception of all of its mental traits dropping to 1 and its Education and Social Standing being replaced by Instinct and Pack, respectively. This renders most skills the character had before transformation useless unless he has the 'Sentient' power (see page 18). When a zombie attack must be generated quickly, use the following pre-made zombies.

Child Zombie

STR 3 DEX 5 END 4 INT 1 EDU 0 SOC 0

Skills Melee (bite) 1

Traits Teeth 1

The child zombie is too weak to pose any significant threat to a seasoned traveller unless he has the Infectious power, in which case even the smallest scratch may prove lethal.

Generic Zombie

STR 11 DEX 3 END 9 INT 1 EDU 0 SOC 0

Skills Melee (bite) 1

Traits Teeth 1d6

This is the classic shambling, brain-chomping zombie. It makes up for its awkwardness and mindlessness with numbers and undying persistence.

Tough Zombie

STR 13 DEX 10 END 11 INT 3 EDU 1 SOC 1

Skills Athletics (co-ordination) 1, Melee (bite) 2, Recon 0, Stealth 1

Traits Claws and Teeth 2d6

The tough zombie is quick and brutal, like a feral animal in the guise of a human. A pack of tough zombies can reduce an army platoon into a bloody mess in a matter of minutes.

Master Zombie

STR 9 DEX 6 END 7 INT 6 EDU 5 SOC 1 (6 for zombies)

Skills Deception 1, Gun Combat 1, Melee 1, Recon 1, Tactics 0

Traits Claws and Teeth 1d6

The master zombie is intelligent enough to command lesser zombies. While not too bright, it can nevertheless execute basic tactics and operate most locks and simple devices.

Monster Zombie

STR 30 DEX 6 END 22 INT 1 EDU 7 SOC 10

Skills Melee (teeth) 1

Traits Teeth 3d6, Hide (3).

This is a zombie created from a mighty beast with the size of an elephant and the ferocity of a wolverine. Even a single monster zombie can wreak havoc in an entire neighbourhood before the police destroys it. Infectious monster zombies can easily destroy entire cities.

Great Zombie

STR 15 DEX 12 END 11 INT 12 EDU 7 SOC 9

Skills Deception 2, Gun Combat (energy pistol) 2, Leadership 2, Melee (teeth) 2, Persuade 2, Recon 2, Tactics 1

Traits Teeth 3d6, Hide (3).

The great zombie is the next step in zombie evolution. It has developed true intelligence but under its civilised veneer lays absolute corruption. Great zombies command entire hordes and dream of galactic conquest.

The zombies' quantity and utter lack of fear are enough to make them formidable foes even for well-equipped and trained travellers. However, Referees may wish to roll on the following table to customise and empower their zombies.

Outbreak Source Table

| Roll 1d6 | Type | Countermeasure | Recommended Villain* | Recommended Showdown |
|----------|----------------|--------------------------------|--|----------------------|
| 1 | Virus | Acquisition of Antidote | Insane scientist, Terrorists, or Alien Invaders. | Laboratory |
| 2 | Radiation | Removal of radiating object | Terrorists or Alien Invaders | Power Plant |
| 3 | Parasites | Biological or chemical warfare | Alien Parasites. | Crashed Alien Ship |
| 4 | Soil | None. City is doomed | Corrupt Businessman or Politician | None |
| 5 | Laboratory | Something within laboratory | Insane Scientist, Power-Hungry general | Laboratory |
| 6 | Supernatural** | Relic or ritual | Cultists | Ruins |

* Unless otherwise stated, villains are drawn from the NPCs section of the appendix (161).

**Might not suit many *Traveller* campaigns. For realistic campaigns we recommend replacing supernatural with psionic or ancient technology.

Zombie Powers Table

| Roll 1d6 | Power | Effect |
|----------|------------------------|--|
| 1 | Mutation | See page 164. |
| 2 | Cybernetic Enhancement | See page 168. |
| 3 | Sentience | While still quite demented, the zombies have basic intelligence and can operate primitive mechanisms and weapons. They can also indulge in the more sordid sort of evil activities... |
| 4 | Superhuman | The zombies have superhuman physical abilities. Add +6 to the zombies' Strength, Dexterity and Endurance. |
| 5 | Infectious | Wounds inflicted by the zombie's claws or teeth cause the victim to transform into a zombie within a short period of time, usually 1d6X10 minutes. |
| 6 | Exploding | When mortally wounded, the zombie immediately explodes into a deadly barrage of sharp bone fragments and hefty body parts, causing 3d6 points of damage in a three metre radius and 1d6 in a six metre radius. |

COMPLICATION EVENTS

Complication events occur when a search for a patron or a service goes wrong. They can also be used to surprise Player Characters en route to a routine meeting with a familiar NPC.

| Roll 1d6 | Event |
|----------|--------------------|
| 1 | Ambush |
| 2 | Competition |
| 3 | Contact Victimised |
| 4 | Misunderstanding |
| 5 | Oddity |
| 6 | Villain |

Alternative Zombie Names

| Power | Terms |
|------------|---|
| Mutant | Freak, beastmen, the corrupted. |
| Cybernetic | Cyborgs, the transformed, the converted, living dead. |
| Sentient | Savages, madmen, maniacs, perverts, ghouls. |
| Superhuman | Supermen (used ironically), crushers, runners. |
| Infectious | The Infected, cannibals, carriers, necronumnum. |
| Exploding | Farters, fat men, exploding corpses. |

Ambush

The meeting with the patron or service provider turns out to be a set up! See page 161 for NPCs and pages 139-148 for location maps.

Ambush

| Roll 1d6 | Event |
|----------|--|
| 1 | Slavers want to kidnap the Player Characters and force them to participate in some sordid affair. |
| 2 | Criminals intend to rob the Player Characters. If the ambush is successful, the criminals: 1–3: Kill the characters. 4–5: Sell the characters to alien slavers. 6: Leave the characters bleeding on the floor. |
| 3 | Strange aliens are interested in the Player Characters for some reason and set this meeting in order to study them. This is the same encounter as Alien Scouts (page 44) except that it occurs planetside. 1–4: The alien ship is hidden somewhere in the area. 5–6: The alien ship is orbiting the planet with a skeleton crew. |
| 4 | An insane self-proclaimed behavioural scientist needs extraordinary people for his illegal experiments. During the job interview the Player Characters are drugged and wake up in an illegal research laboratory |
| 5 | The Player Characters arrive just in time to witness a firefight between the patron and his men and, 1–2: security forces, 3–4: competitors, 5–6: mysterious cultists. |
| 6 | The patron was meddling in affairs beyond his reach and is now paying the ultimate price. Instead of a job offer, the Player Characters find a horde of ravenous zombies or mutants (page 164) and must now flee for their lives and warn others before the monsters break free and start a Zombie Apocalypse (page 16). |

Competition

The Player Characters are not the only ones looking for the contact. If this is a patron they will have to convince him to hire them instead of the competitors by demonstrating various skills and showing credentials. In case of success there is also a 1 in 6 chance the competition will turn ugly...

In case of a service provider, the Player Characters will have to outbid the competitors, which increases the price of the service by 1d6 X 10%.

Contact Victimised

The patron was kidnapped or murdered by his enemies. A successful Investigation Check will reveal clues leading to his assailant's identity. As the Player Characters investigate the murder, unseen forces repeatedly target them.

Misunderstanding

The Patron mistakes the Player Characters for his enemies and either attempts to flee or fight back. Smart and coolheaded Player Characters may resolve this situation peacefully through Persuade, Diplomacy and proof that they are not the enemy. Otherwise this encounter is likely to end in a bloodbath.

Patron Reaction

| Roll 1d6 | Event |
|----------|--|
| 1 | Patron runs away on foot from the Player Characters. |
| 2 | Patron hops into a vehicle and speeds away, screaming 'so long, suckers!' |
| 3 | The patron has 2–12 armed guards (page 161) with him. They attack the Player Characters without warning, shooting to neutralise. Captured Player Characters will be interrogated very roughly and will have to prove they are not part of a conflict they do not know anything about. |
| 4 | As for previous, only the patron and his men shoot to kill. |
| 5 | The patron informs the Player Characters via a recorded message that the house is booby trapped. See page 166 for traps and page 139–148 for maps. |
| 6 | The patron quickly pulls out a gun and blows his brains out. 1–4: Nothing in the room holds any clues as to why he acted in such an extreme manner. 5–6: A successful Investigation Check will reveal the Patron was being haunted by a demonic cult he had incriminating evidence against. For more information on cults see page 49. |

Oddity

For patrons: The patron is kosher but the job he offers is extremely weird, insanely dangerous or both. Some examples:

| Roll 1d6 | Mission |
|----------|--|
| 1 | An aging roboticist dreams of dying in the company of the most advanced computer in the universe, a device so powerful and complex it is worshipped as a space god by many races. He is willing to pay the Player Characters an astronomic sum of money for transporting him to the heart of this vast AI. |
| 2 | The high priest of a small and backward nation hires the Player Characters to find his people a new God after the previous one has not answered their prayers for more than a decade. The Player Characters need to locate a suitable higher entity and convince it to follow them to the Godless world. |
| 3 | A wealthy industrialist cannot get over the death of his beloved wife in a space accident. Every night he dreams of her screaming for help from inside the belly of a mighty beast. The dreams are not just a product of his imagination. His wife has been swallowed, along with her ship, by a colossal alien (page 163). Part of her persona still lives in its mind and communicates with the world through its powerful psionic talent. |
| 4 | As for previous only the industrialist is in fact a creation of the woman's imagination, a desperate attempt to attract help from the outside. |
| 5 | A unique and lonely alien is looking for a date. His species is extinct but maybe somewhere out there, there is some being more or less compatible with the alien. |
| 6 | The same alien hires the Player Characters again to babysit its child, a cute little thing with psionic abilities undreamed of by any of the major races and no comprehension of the fragility of the human body. |

For service providers: The service provider had just developed some experimental technology and is willing to give it to the Player Characters for free in return for reporting on how it fared in field conditions upon the Player Characters' return... unless, of course, the new technology ends up killing them.

If the Player Characters agree to this deal, they receive an item three TL higher than what would normally be available on the planet. However, there is a one in six chance per adventure that the item will malfunction in the worst possible moment.

Villain

A villain is a patron with hostile ulterior motives, such as the corrupt noble sending merchants to their deaths at the hands of pirates in return for some of the shares or a deranged psychopath playing a twisted game with human lives. The difference between this complication and an ambush is that in the latter the hostile action is immediate while the former will wait for the right moment to strike.

For more information on villains, as well as some ready to use NPCs, see pages 153-163.

RURAL EVENTS

'The sun does not forget a village just because it is small.'
— Traditional African Proverb

Local rural events are divided into events limited to the village (internal) and events that originate from outside the village (external). Global events should be generated using the Urban Global Events table (page 13). Re-roll inappropriate results. For example, if there are no research institutes nearby, a Failed Experiment is not appropriate.

Invasion, Natural Disaster and Zombie Apocalypse are always appropriate.

More information on the difference between the city and the country as well as some ready to use villages and village generation rules can be found on page 101.

Local Event Type

| 2d6 | Type |
|------|--------------------|
| 2-6 | Internal |
| 7-11 | External (page 22) |
| 12 | Global (page 13) |

False Accusations

| Roll 1d6 | Event |
|----------|--|
| 1 | Severe climate change causes religious authorities to accuse Player Characters of witchcraft. The secular authorities are not convinced. A simple scientific experiment combined with a good speech will get the Player Characters acquitted. |
| 2 | As for previous only the natives are too ignorant and superstitious to be convinced via science. However, Player Characters might terrify the natives into obedience by demonstrating their 'magical powers' through the use of technology and acting. |
| 3 | Hoping to gain possession of the Player Characters' equipment, a local family accuses them of rape – a capital offence in the village. |
| 4 | An elder mishears something uttered by a Player Character and invokes a blood feud on the visitors. Scared of the powerful and violent family, the natives do not intervene in the bloodshed that follows. |
| 5 | The Player Characters save the village from some menace. Their reward is an accusation that they are the ones who orchestrated the menace in the first place. |
| 6 | As for previous only the Player Characters are attacked in their sleep with no prior warning, bound, imprisoned and put on trial. The only weapons left in their arsenal being their charisma and intellect. |

Internal Rural Events

| Roll 1d6 | Event |
|----------|------------------|
| 1 | Blood Feud |
| 2 | Discovery |
| 3 | False Accusation |
| 4 | Hidden Evil |
| 5 | Murder |
| 6 | Politics |

Blood Feud

In traditional societies, a poorly worded joke can spiral out of control, ending up with dozens dead and a broken community. Honour is the highest currency and the people guard it more jealously than gold or life; women are stoned for failing to obey their fathers and husbands, men are stabbed for the smallest hints or social transgressions. The only way to restore honour after a murder is by another murder and so one fool's actions often brings about the destruction of entire families drawn into an endless war.

During blood feuds, Player Characters will face many tough moral dilemmas – do they intervene, forcing their alien values on the natives, or do they stay distant and watch as the innocents die? If they choose to intervene, do they pick the morally superior side? Do they offer their services to the highest bidder? Do they attempt to conduct negotiations between the warring sides? Are they willing to spill blood or otherwise compromise their own principles to end the conflict?

Blood feuds and honour killings, sadly all too real in our own world, make fascinating social adventures laced with combat and intrigue.

Feel free to employ any of the NPCs in this event. Even the most estranged and distant family members are sometimes forced to return home and fight barbaric wars not their own.

Discovery

Same as the Urban event, except that due to the village's small size the Player Characters will encounter much less competition for the prize... at least until news of the discovery reaches civilisation.

False Accusation

When things go wrong, villagers often turn on the newcomers. Wrongly accused, the Player Characters will have to fight for their lives, either in the court of law or the field of battle.

Hidden Evil

The village looked so nice at first glance but guess what – it is *evil*.

Either the entire population of the village or a large group among them pose a risk to the Player Characters.

See page 153 for NPC statistics and page 145 for village maps.

Evil

| Roll 1d6 | Type |
|----------|--|
| 1 | Human-sacrificing zealots led by a charismatic madman. |
| 2 | Most of the villagers have been infected with the zombie virus (16). A few terrified survivors hide in basements and barns. |
| 3 | Extremely xenophobic community that believes the strangers will bring more strangers and destroy their way of life. |
| 4 | Villagers are controlled by tiny alien parasites who fear their secret will be discovered and they will lose those comfortable bodies should any strangers be allowed to leave the village uninfected. |
| 5 | The locals are perfectly nice people during the day but become murdering madmen during the night due to a genetic condition spread by inbreeding. |
| 6 | The entire village is a sophisticated holographic illusion designed to lure in alien visitors. The creators are a highly advanced alien race that experiments on sophonts. |

Murder

When rolled as an internal event, this is a classic murder mystery with motives, victims and perpetrators limited to the village and its immediate surroundings. When rolled as an external event, the killer is someone from outside acting against the village. This is a much more dangerous situation because the killer cannot be simply arrested once his identity has been uncovered. He must be attacked in his own lair, making the final arrest much more challenging.

External Murderers

| Roll 1d6 | Murderer |
|----------|---|
| 1 | Psychotic hermit who lives alone in the swamp and makes sacrifices to a particularly large toad. The toad looks scary but is in truth quite harmless. |
| 2 | Native warrior who must prove his worth by collecting the hands and tongues of 20 men and 20 women. |
| 3 | An alien sole survivor of a spacecraft crash. His reasons for killing are beyond human comprehension. Even though his ship is ruined, its defence systems and weapons are fully functional. |
| 4 | Aristocratic hunting party that got tired from hunting 'stupid animals' and decided to switch to something more challenging. |
| 5 | Demented scientist living in a secret laboratory and slowly raising an army of zombies (page 16) or mutants (page 164). |
| 6 | As for previous, only scientist has full corporate backing and support. |

Politics

Even small towns have their share of mudslinging and dirty politics.

Elections (democratic or otherwise) result in all sides courting the Player Characters while trying various methods, some honest and some unsavoury, to get the powerful strangers involved.

Elections

| Roll 1d6 | Position |
|----------|------------------|
| 1 | Mayor |
| 2 | Shaman/Priest |
| 3 | Chief/Elder |
| 4 | Sheriff/Warlord |
| 5 | Emissary/Speaker |
| 6 | Judge |

Election Events

| Roll 1d6 | Event |
|----------|--|
| 1 | The incumbent candidate wishes to hire the Player Characters to murder a popular opponent. |
| 2 | As for previous only the candidate has no intention of paying the assassins. Instead, he plans to increase his popularity by having them arrested, tried and executed. |
| 3 | Different candidates offer various bribes to get a public endorsement from the Player Characters. Bribes may include anything from the candidate's daughter to a box full of fake diamonds. |
| 4 | Confused by all the lies and propaganda, the people turn to the Player Characters to choose the candidate most worthy for the position. |
| 5 | One of the Player Characters is urged by many villagers to participate in the elections. A good campaign is likely to get the Player Character elected, much to the traditional elite's displeasure. |
| 6 | As for previous only the position is dangerous and ungrateful. The whole election is a rouse to get the Player Characters to do it. |

External Rural Events

| Roll 1d6 | Event |
|----------|------------------|
| 1 | Disaster |
| 2 | Monster |
| 3 | Murder (page 21) |
| 4 | Raid |
| 5 | Ship Landing |
| 6 | Wilderness Event |

Disaster

A natural disaster hits the village and the Player Characters are its only hope. This event requires ingenuity and improvisation on the part of the players, as well as bold leadership and precise teamwork. Due to its lack of villains and conflicts it might not suit some groups.

Disasters

| Roll 1d6 | Event |
|----------|-------------|
| 1 | Earthquake |
| 2 | Famine |
| 3 | Flooding |
| 4 | Infestation |
| 5 | Plague |
| 6 | Volcano |

Earthquake: Same as Urban event on page 15 but no social consequences.

Famine: Crops have failed for some reason. Hungry villagers either blame the strangers or ask for their assistance. This may lead to a scientific mission or an investigation, which might reveal the famine was caused by the village's enemies or a hostile corporation.

Flooding: Same as Tsunami on page 15 but no social consequences. Stranded survivors may need rescue. Additionally, the flood may cause Famine or unearth something interesting (see Discovery on page 21).

Infestation: Same as Zombie Apocalypse on page 16.

Plague: Disease strikes the village. The Player Characters must quickly come up with a cure, which might require difficult-to-fetch ingredients such as the bladder of a rare and deadly beast or the juice of a fruit that only grows on the tops of floating islands.

Roll 1d6 each day for each Player Character, on a roll of 6 the Player Character is affected by the disease as well. See page 73 in *Traveller Core Rulebook* for more information on diseases.

Volcano: Same as Urban event on page 15.

Monster

A massive alien wanders into the village, causing panic among the natives.

Monsters

| Roll 1d6 | Type |
|----------|---|
| 1 | The monster is rabid or insane and attacks all in sight until slain. |
| 2 | The monster is starving and will attempt to snatch a person or a farm animal and run back into the forest. It will flee if injured. |
| 3 | The monster is pregnant. It is hunting for hosts to lay its eggs in. If Player Characters act quickly, they have a chance to rescue the monster's victims before they are consumed by the monster's younglings. |
| 4 | The monster is hiding from poachers or a predator. It will not attack anyone unless provoked. |
| 5 | The monster is a peaceful but extremely powerful herbivore. Ignorant villagers may attack it out of fear, however, causing it to start wreaking havoc in town. |
| 6 | The monster is injured and is looking for medical aid. Unless cornered, it will avoid combat. |

See page 69 of the *Traveller Core Rulebook* for alien generation.

Raid

Our town is under attack!

It can be vindictive natives, pirates or another village. If the raid is sudden, then this is a straightforward combat or survival encounter. If the villagers are aware of the impending assault, then the Player Characters have a chance to set perimeters, train the natives, place traps and otherwise prepare for the attack.

A sudden raid on the Player Character's native village is an excellent way to kickstart a campaign, sending the Player Characters on a journey across the stars to avenge the massacre of their friends and families and having many other adventures along the way.

This event is best played with a map and some miniatures in order to make the battle as tactical and exciting as possible.

Invaders

| Roll 1d6 | Invader |
|----------|----------------|
| 1 | Natives |
| 2 | Pirates |
| 3 | Neighbours |
| 4 | Beasts |
| 5 | Aliens |
| 6 | Ancient Aliens |

Natives: Use this option only on colonial worlds. Natives are the original inhabitants of the area, displaced by colonists. They are

technologically inferior but make up for it with numbers, ferocity and knowledge of the terrain. Unless the villagers are willing to leave this land, this conflict cannot be resolved diplomatically. See page 162 for native.

Pirates: Pirates occasionally raid small communities using their ships' superior firepower. The Player Characters' spacecraft can tip the balance in the village's favour, especially if the Player Characters come up with creative ways for the villagers on the ground to assist them during combat.

Neighbours: A nearby community of the same social and Technological Level as the village decides to attack the village for honour or gain. The attacking community should be generated using the same rules the defending community was generated with. This conflict is the one most likely to be resolved diplomatically, especially when stemming from a misunderstanding or one man's crime against the attacking community.

Beasts: Non-sentient animals driven to attack by hunger, ecological changes or as part of their natural behavioural pattern (for example, a year migration). This conflict cannot be resolved diplomatically but understanding what drives the beasts can help solve the problem with minimal damage to both sides. See page 30 for beasts.

Aliens: An alien ship or fighting unit attacks the village. The aliens are technologically and organisationally superior but can be defeated through guerrilla warfare assisted by the Player Characters' advanced weaponry.

Neighbour Attack Causes

| Roll 1d6 | Cause | Notes |
|----------|---|---|
| 1–2 | The neighbours want to pillage the village. | They can be bribed into sparing the village. |
| 3–4 | Immoral entrepreneurs disguised as warriors from the defending village have launched a bloody attack against the attacking village in order to start a war between the two communities. | The war can be ended by producing evidence proving that the initial attack was done by the entrepreneurs. This might lead to a joined assault on the entrepreneurs' facilities. The entrepreneur can be replaced by a third village wishing to destroy the first two. |
| 5–6 | The neighbours are controlled by a psion criminal who wants to raise a rural empire and instil himself as a god over the brainwashed masses. | Killing the psion and his inner sanctum will immediately restore the attackers' faculties and end the war. |

Beast Attack Causes

| Roll 1d6 | Cause | Notes |
|----------|--|--|
| 1–2 | The animals have reproduced beyond their means by feeding on the garbage produced by the village, to avoid famine they must supplement their diet with the villagers. | — |
| 3–4 | The beasts are drawn by some colour, smell or radiation emanating from the village. | This event can be complicated by making the presence of the item someone's malicious ploy. |
| 5–6 | The beast has several development stages radically different in form, habitat and behaviour. The young form is timid and make good farm animal. The adult form is a vicious and vengeful predator. | The release of the attackers' young may or may not end the assault. However, it will certainly prevent future attacks. |

Ancient Aliens: This event is the same as the Ancient Aliens Urban event (page 14) except it takes place on a smaller scale. Ancient aliens have utterly inhuman minds and cannot be reasoned with.

Ship

Aship lands near the village. The proceeding interaction depends on ship type (see table on page 46) and cause of landing. Note that cause of landing is merely a recommendation. A merchant ship, for example, is more likely to land on a planet to trade than to look for survivors of an old battle.

See Ships table on page 46.

Wilderness

The border between nature and civilisation is a fragile one in the country. Sometimes a man might find himself facing the elements mere metres from his home...

WILDERNESS EVENTS

*'If you go down to the woods today
You're sure of a big surprise
If you go down to the woods today
You'd better go in disguise.'*

— Jimmy Kennedy, the Teddy Bears' Picnic

There is no such thing as a 'general' wilderness. Wilderness always belongs to a specific biome. If the adventure includes action in a wild area, the Referee should determine its type in advance. The biomes are explained in greater detail on page 27.

Wilderness events are grouped according to their source. To generate events for newly discovered planets re-roll results of 1–3. Beast encounters are based on the beast generation rules found on page 69 of the *Traveller Core Rulebook*. However, if the Referee is in a hurry he can use one of the pre-made beasts presented on page 30.

Alien Attack Causes

| Roll 1d6 | Cause | Notes |
|----------|--|--|
| 1–2 | The villagers are considered a delicacy on the aliens' home world. | The aliens have no feelings of mercy or justice to invoke. The only way to drive them away is to show them that <i>this</i> delicacy can fight back. |
| 3–4 | The village is located on top of a thick vein of precious metal. | Should the Player Characters and the aliens discover some way to communicate, an agreement profitable to both sides could be reached. |
| 5–6 | A new and ambitious queen comes to rule the alien collective. | Killing the queen will break the attack by dispersing the collective. |

Landing Cause

| Roll 1d6 | Cause |
|----------|--|
| 1 | The ship was damaged by meteor collision and requires repairs. |
| 2 | As for previous only the ship was damaged in combat. Its enemies are still after it and might soon visit the village as well. |
| 3 | The ship ran out of fuel and was forced to land on the planet. To continue their voyage, the crew members must either find an alternative fuel source or send a distress call. Player Character assistance will be greatly appreciated. |
| 4 | The crew decided to take a vacation on the planet. They are friendly but their ignorance of local customs leads to social friction. |
| 5 | As for previous only the crew is boorish and immoral and abuses the natives and their land. Unless stopped, this will end in a massacre of one of the groups. |
| 6 | The ship is looking for survivors of a space battle that took place above the planet more than a decade ago. 1–2: The survivors are living in a camp nearby. 3–4: The survivors have gone native and refuse to return home. 5–6: The survivors were killed by the villagers many years ago due to a tragic misunderstanding. |

Biomes Table

| Roll 1d6 | Biome | Survival DM | Hazards* |
|----------|--------|-------------|---|
| 1 | Arctic | –5 to –3 | Avalanches, crevasses, extreme cold, icefalls |
| 2 | Desert | –5 to –4 | Extreme heat, flash floods, quicksand, poisonous monsters, sun sickness |
| 3 | Forest | –1 to +1 | Diseases, Mashkara, Predators, Storms, Swamps |
| 4 | Plains | 0 to +1 | Storms |
| 5 | Ruins | –1 to +1 | None |
| 6 | Weird | Any | Special |

* Hazards are explained on page 107.

Wilderness Master Table

| Roll 1d6 | Event |
|----------|-------------------|
| 1–2 | Man made |
| 3 | NPCs (page 27) |
| 4–5 | Natural (page 29) |
| 6 | Beasts (page 30) |

Man made Encounters

‘Generally speaking, a howling wilderness does not howl: it is the imagination of the traveler that does the howling.’

— Henry David Thoreau

| Roll 1d6 | Event |
|----------|--------------------------------|
| 1 | Research Facility |
| 2 | Ruins (page 26) |
| 3 | Pagan Ritual (page 26) |
| 4 | Space Objects (page 27) |
| 5 | Secret Military Base (page 27) |
| 6 | Traps, Advanced (page 166) |

Research Facility

Research facilities are mostly mentioned in this book in the context of horrible experiments on human beings, zombie escapes and freakish mutant uprising. In truth, only a meagre fraction of these facilities actually practice anything illegal, let alone inhuman.

While stumbling on a research facility where something awful is going on is a staple of science fiction and makes for a very effective horror premise, this should never be the rule. Instead, research facilities should be beacons of hope and comfort in an otherwise deadly landscape. Consider a meteorological station in an arctic snowstorm, a team of zoologists who collect badly injured Player Characters left to die by pirates in the jungle or even weapon researchers who notice people wandering into a practice range about to be decimated by powerful weapons and trying to save them by tips from afar.

A research station (see page 139 for map) will usually have a crew similar to a spacecraft because due its isolation it has to be self-reliant. Crews usually include scientists and at least one doctor and one technician. Often they will also have armed

GETTING DOWN AND DIRTY

The classic *Traveller* adventure focuses on the dangers and rewards of space travel. However, this need not be the case. Caravans passing through ancient deserts, submarines risking mysterious oceans and foot tracks through teeming jungles can be as exciting as space travel.

Perhaps the biggest challenge in running terrestrial journeys in *Traveller* is finding a justification for them. In an era of spacecrafts of super fast trains, a slow and dangerous voyage through uncharted wilderness does not seem to make much sense. Unless...

Terrestrial Journeys Table

| Role 1d6 | Reason |
|----------|---|
| 1 | Electromagnetic storms that ruin any electronic equipment are a common occurrence on this mineral rich planet, forcing the colonists to resort to more traditional modes of travel. |
| 2 | The Player Characters' ship crashes in the wilderness of a newly colonised world. Without functioning communication they must make their way to the nearest settlement on foot, using only fresh footprints and marks on the trees as their guide. |
| 3 | The Player Characters' destination is deep underground, forcing them to spend a part of the journey navigating through ancient labyrinthine tunnels. |
| 4 | As part of a diplomatic or scientific mission, the Player Characters' must earn the respect of a culture whose rite of acceptance is a long foot journey through the wilderness. This adventure can be complicated by introducing psychedelic drugs that warp the Player Characters' perception of reality. |
| 5 | A war rages across the planet and its airspace is brimming with enemy rockets and interceptors. While still deadly, travelling by land is deemed much safer, especially through the relatively empty wilderness. |
| 6 | While repairing their damaged spacecraft, the Player Characters receive an urgent call from a nearby post or settlement asking for their immediate assistance. However, the ship is not ready to take off for at least two more days, forcing the characters to travel by land. |

For more information on the generation and navigation of wilderness areas see page 105.

guards, military personnel, cooks, observers, journalists and families of employees. On average, an observation station has 3–8 people, while a proper research facility has 10–60 people.

Typical structures include observation towers or hidden bunkers, electric fences and other security measures, living quarters, mess hall, kitchen, club, infirmary, storerooms and, of course, scientific facilities.

Illegal research facilities also often include barracks, armouries and detention zones for test subjects and/or created monsters. They are often underground to better hide their criminal activities, connecting all rooms through a series of possible trapped tunnels.

Research Facility Official Objective

| Roll 1d6 | Event |
|----------|------------------------------|
| 1 | Meteorology |
| 2 | Geology |
| 3 | Xenology |
| 4 | Weapon experimentation |
| 5 | Area development feasibility |
| 6 | Anthropology |

Ruins

This event includes all damaged or abandoned structures, be they a million years old or erected last night and bombed 10 minutes ago. Ruins need not be abandoned or populated by monstrous savages; many of them are still populated by their original inhabitants. However, they have ceased to perform their function and are slowly (or not so slowly) falling apart.

Pagan Ritual

The Player Characters stumble upon an atrocious (by human standards) ritual being performed by the natives or by deranged colonists.

Research Facility True Objective

| Roll 1d6 | Event |
|----------|---------------------------------------|
| 1 | Weapon experimentation (legal) |
| 2 | Weapon experimentation (illegal) |
| 3 | Area development feasibility |
| 4 | Genetic research (zombies or mutants) |
| 5 | Enslavement of natives |
| 6 | Medical experimentation on natives |

Ruins

| Roll 1d6 | Object |
|----------|--|
| 1 | A hunter's blind stands deserted. It looks well maintained but the inside is spattered with blood. HELP ME! Is smeared in blood on one of the walls. Bloody trails lead deep into the wilderness. |
| 2 | A ruined but still inhabited hilltop asylum. A computer is taking care of the patients. While caring and kind, without humans to moderate it, it is overprotective, not letting anyone in and out. Its treatment is forced and ineffective, resembling torture more than medicine. Its will is enforced by a few dozen robot nurses. See page 139-148 for maps and 162 for robots. |
| 3 | A former luxury resort is now home to a band of crazed bandits who have made the patrons their slaves, forcing them to cultivate their narcotics. In addition to drastically altering one's perception, this drug also grants almost supernatural speed and strength. See page 84 in <i>Traveller Core Rulebook</i> for bandits. |
| 4 | An abandoned hill made by giant ant-like creatures is criss-crossed by prefabricated passages connected by complex welds. Strange sigils on the walls suggest that perhaps the creatures were intelligent. Space Science (Xenology) will reveal the sigils to be a chilling tale of a civilised species' devolution into decadence and barbarism. It will also reveal that the strange people had amassed great wealth in the course of their long history. 1–3: The creatures are still very much alive, only relocated deeper underground. Their society is obsessed with unspeakable rites and sadistic games. Player Characters who reach the populated levels will soon find themselves fending off hordes of degenerate abominations. 4–5: The creatures were wiped out by an epidemic centuries ago. However, their strange and deadly traps, as well as their exotic treasures are still very much intact. |
| 5 | Ruined cabins, possibly a former tourist resort, built into the tops of many trees. There are no bodies but signs of violence are plenty. 1–2: Zombie apocalypse (page 16). 3–4: Killed or captured by natives (page 162). 5–6: This is all part of a large-scale live action roleplaying game. |
| 6 | A ruined town built on a huge floating plate is spinning out of control, damaging trees and banging against obstacles. None of the terrified survivors has the knowledge to control its motion. Player Characters can attempt to stop it but this will require some Difficult Flyer, Engineer and Computers checks as well as constant Athletics (co-ordination) checks to survive the wild motion. |

Roll 1d6 Ritual

- 1 The Player Characters arrive just in time to see a young woman about to be fed to a ferocious beast or a dragon (page 30). The woman is a survivor from a spacecraft that crashed on the planet months ago.
- 2 As for previous only the woman is a perfectly willing native and does not care to be 'rescued' by 'gun-trotting savages from outer space'.
- 3 Same as event 1, only the one about to be sacrificed is a Rival or an Enemy of one of the Player Characters.
- 4 A group of natives or cultists are jumping one-by-one into a poisoned stream, believing it will take their souls into heaven. They are leaving all their earthly possession on the shore.
- 5 A group of armed men are hunting and killing unarmed women and children. The victims are prisoners from a defeated tribe. He who kills the most women and children will become the tribe's next war-chief.
- 6 A nuclear bomb is about to be detonated by clueless natives, a gift from their 'god', a corporate executive interested in developing the area. Merely suggesting the man from space is a false god will evoke a violent reaction from the natives.

Space Objects

Player Characters come upon the remains of natural or artificial objects that have recently fallen from the sky.

Secret Military Base

A military base is hidden in the wilderness or disguised as something else to avoid detection, either for fear of enemy action or because something illegal or immoral is being done there. Stumbling upon such a base can have dire consequences for the Player Characters.

Military bases can be generated in the same fashion as research facilities but have a much higher military presence and are much better protected.

Settlement

Settlements found in the wilderness are usually native camps or small colonies of dissidents or cultists.

Traps

The Player Characters walk into one or more traps. See page 166 for traps.

NPC Encounters

| Roll 1d6 | Event |
|----------|---------------|
| 1 | Hunting Party |
| 2 | Travellers |
| 3 | Castaways |
| 4 | Hermit |
| 5 | Slavers |
| 6 | Lost Child |

Secret Military Base

Roll 1d6 Base

- 1 Suborbital shuttles rise out of the caldera of a volcano. Inside there is a hidden base where the military sends admirals and dignitaries to visit orbiting spacecraft without the press getting wind of it.
- 2 The planetary defence forces have hidden anti-spacecraft rockets under local foliage because the latter's unique chemical compound causes them to confuse most scanners and radars.
- 3 Hidden training camp for revolutionary guerrilla fighters features robotic gun ranges with poor safety controls. See page 161 for soldiers. If the guerrillas' cause is important, it can be generated by the Causes table on page 132.
- 4 An agricultural settlement is actually a secret military base, part of an assault plan that has been in the making for years. If Player Characters start digging around or ask too many questions, base command will try to either assassinate or apprehend them.
- 5 Telepaths are trained in this hidden camp. Insulated tents and tour guides give it the appearance of a tourist attraction but the strange groups of people engaging in unusual activity betray its true nature to keen observers.
- 6 Cute and harmless local wildlife physiologically resembles the enemy of a distant war. Under the guise of xenologists, elite soldiers and scientists' test weapons on the naïve creatures before shipping the weapons to a war many parsecs away. This information can be sold to the press for a huge amount of money but also gain the Player Characters some powerful enemies.

Hunting Party

The Player Characters run into a hunting party.

| Roll 1d6 | Hunters | Suggest NPC |
|----------|--|--|
| 1 | Out of world aristocrats who would like to hire the services of good guides. They are polite, aloof and very rich. | Aslan Hunter (page 162) |
| 2 | As for previous, only the aristocrats are hunting slaves especially imported and released for the occasion. Since whatever happens in the wilderness stays in the wilderness, they will not hesitate to shoot Player Characters as well. | Aslan Hunter (page 162) |
| 3 | Poachers carelessly killing endangered species and destroying unique plants and landmarks. Since what they are doing is highly illegal, they are likely to attack Player Characters who make themselves known. | Dangerous Thugs (page 85 of <i>Traveller Core Rulebook</i>) |
| 4 | Natives hunting for food. They will approach Player Characters carefully. If the Player Characters appear to have been hunting on their territory, they will attack. | Natives (page 162) |
| 5 | A lone hunter obsessed with killing a huge monster that killed someone close to him. Without Player Character help he is doomed to fail. | Any |
| 6 | There is a significant bounty on a monster and many hunters are after it. Some are willing to share the prize with the Player Characters, while others are willing to kill to keep the entire prize to themselves. | Bounty hunters, Natives (page 162), Aslan Hunters (page 162) and Soldiers (page 161) |

Travellers

Player Characters encounter fellow travellers on a mission on the planet. The Player Characters may join forces with them for mutual safety, compete against them for the prize (for example if both groups are hunting the same valuable beast) or gain valuable information that may help them avoid local dangers or send them on a new mission.

Castaways

These people are stranded on the planet. Just about any NPC in this or any other book can be introduced using this event.

Castaways

| Roll 1d6 | Event |
|----------|---|
| 1 | Crash survivors wishing to return home. |
| 2 | Crash survivors who have gone native. |
| 3 | Crash survivors who have gone mad. |
| 4 | An expedition that was never recovered. |
| 5 | Left behind by their crew but bare no ill will. |
| 6 | Left behind by their crew and driven mad by hate. |

Hermit

A hermit is a person who lives alone far from civilisation for a religious or moral reason. Hermits are often slightly unhinged, though only a few of them are dangerously insane.

Hermits know the environment very well. A hermit guide grants +2 DM to all Survival checks made in the area.

Slavers

Slavers are pirates hunting for natives to sell as slaves to planets where slavery is still practiced or to sell back to the natives for a hefty ransom. They have no qualms about capturing or killing Player Characters as well.

Some slavers do not have camps but take captured victims straight to their ship, where they are either kept in storerooms in inhuman conditions or cryogenically frozen.

The pirates' fatal flaw is their belief that natives will never manage to use modern technology. Should the Player Characters instruct the natives, a successful rebellion could be mounted against the careless thugs.

Hermits

| Roll 1d6 | Hermit | Suggest NPC |
|----------|------------------------------------|---|
| 1 | Born Again Zealot | Any |
| 2 | Scientist or Philosopher | Scientist (page 85 of <i>Traveller Core Rulebook</i>) |
| 3 | Engineer working on secret project | Experienced Tech (page 84 of <i>Traveller Core Rulebook</i>) |
| 4 | Android pretending to be human | Robot (page 162) |
| 5 | Harmless eccentric | Any NPC played in a humorous way |
| 6 | Murderous madman | Elite Assassin or Aslan Hunter (page 162) |

Lost Child

The Player Characters come across a lost child wandering in the wilderness. The child appears to be dirty and confused but otherwise unharmed.

Natural Encounters

| Roll 1d6 | Event |
|----------|-----------------------------|
| 1 | Natural Hazard (page 106) |
| 2 | Storm |
| 3 | Exotic Disease |
| 4 | Precious Mineral |
| 5 | Poison Stream |
| 6 | Traps, Primitive (page 166) |

Storm

A storm strikes the Player Characters. In addition to its unique effects, all storms also entail –2 DM to Survival, Recon and ranged attack checks.

A storm can last anything from a few minutes to weeks.

Exotic Disease

Roll 1d6 for each Player Character. On a roll of six, the character contracts an exotic disease. This event is not recommended for arctic and desert environments. See page 108 for exotic diseases tables and Plague on page 22 for tips on generating missions to find cures for those diseases.

Precious Mineral

The Player Characters are in luck. They came upon a precious mineral that could fetch thousands at the nearest starport. However, there are complications:

| Roll 1d6 | Event |
|----------|---|
| 1 | Competition. Other groups are aware of the mineral and will do anything within their power to prevent the Player Characters from using it. 1–2: Bounty hunters, 3–4: Corporation. 5–6: Greedy scientists. |
| 2 | Poisonous. While extremely precious, the mineral is also highly toxic. Touching it has the same effect as drinking from a Poison Stream. |
| 3 | Radioactive. The mineral emanates mysterious radiation (page 38). |
| 4 | Sacred. The mineral is sacred to the native tribes, who are willing to go to war to protect it from strangers. |
| 5 | Living. The minerals are actually living creatures similar to plants. If carefully mined they will never end. |
| 6 | Sentient. The minerals are sentient creatures capable of defending themselves with powerful psionics. |

Lost child

| Roll 1d6 | Event |
|----------|--|
| 1 | A native child who got lost. His village is not far away and his parents are frantically looking for him. |
| 2 | As for previous, only the hysterical natives will attack the Player Characters without warning, thinking the strangers have kidnapped their child. |
| 3 | Same as event 1, only the child is meant to be sacrificed to the native's deity. He is confused because he was drugged by the shaman beforehand. |
| 4 | A tourist child from a family with many kids, left behind by his parents when they left the planet a few days ago. They have not noticed that he is missing yet. |
| 5 | As for previous only the character has spent many years on the planet. He is quiet, wild and dangerous and does not want to interact with his fellow men in any way. His parents are very rich, however, and offer an exuberant award to anyone who returns him. |
| 6 | The child has no memories of the past. It is as if he just appeared out of thin air. 1–2: The child was created by the planet to interact with the visitors. 3–4: The child is a shared hallucination induced by the spores of native plants. 5–6: No one will ever know how the child came to be; he just is. |

Storms

| Condition | Effects | Biome |
|-----------------|--|------------------------|
| Snowstorm | Visibility limited to a five metres, increased risk of hypothermia (–2 DM, see page 108) | Arctic, Forest |
| Sandstorm | Visibility limited to 20 metres, possible perspiration problems | Desert |
| Freezing Rain | Increased risk of hypothermia (–3 DM, see page 108) | Arctic, Forest |
| Torrential Rain | Flash floods (page 105) | Jungle, Desert, Plains |
| Shardstorm | Exposure to rain inflicts 1d6 point of damage per round | Weird |
| Acidic Rain | Exposure to rain inflicts 1d6 point of damage per hour | Desert, Plains |

Poison Stream

This beautiful stream, teeming with fish and surrounded with colourful and luscious flowers, is extremely poisonous for most terrestrial creatures as well as to Aslan, Vargr and Zhodani.

Anyone drinking from the stream must make an Endurance check with –4 DM or suffer 3d6 points of damage. An additional check is made 1d6 minutes after water consumption.

Beast Encounters*

| Roll 1d6 | Event |
|----------|----------------------|
| 1 | Mythological Monster |
| 2 | Valuable Beast |
| 3 | Ferocious Beast |
| 4 | Strange Plant |
| 5 | Sentient Beast |
| 6 | Weird |

Mythological Monsters

Creatures believed to be nothing but a fairytale turn out to be real... and deadly.

*This option is more appropriate for rural adventures.

Goblins

STR 4 DEX 8 END 5 INT 5 EDU 3 HON 3

Skills Deception 1, Melee 0, Recon 0, Stealth 1

Equipment Hide Armour (1), Dagger

Goblins are small, nasty creatures, dangerous only by virtue of their insane numbers and impossible reproduction rate.

Trolls

STR 18 DEX 5 END 15 INT 4 EDU 1 HON 1

Skills Melee (Claws) 2, Survival 1

Equipment Bag of trophies

Trolls are heavy and powerful humanoids with shaggy fur and big noses. The unique composition of their cells causes them to die and harden when exposed to strong ultraviolet radiation.

Oracular Trees

Oracular Trees (a misnomer as these creatures have no psionic powers of any sort) are plant-based sentient beings who resemble earthly trees. They can move their branches and flex their trunks but cannot uproot themselves. Their language consists of shaking their branches and clicking on their trunks.

Gorgons

STR 5 DEX 7 END 7 INT 5 EDU 4 HON 1

Skills Melee (natural) 0

Traits Neurotoxin bite (1d6+3), petrifying radiation (1d6/ round at 20 metres, 2d6+3 at 10 metres, 3d6+6 at 3 metres)

Gorgons are scaly humanoid aliens with prehensile members ending with poisonous maws growing from their heads. They emanate powerful radiation, which rapidly petrifies organic matter but is easily blocked by most inorganic materials.

Dragons

STR 24 DEX 9 END 20 INT 9 EDU 6 HON 15

Skills Art 1, Athletics (flying) 2, Melee (claws) 2, Persuade 1, Recon 1

Equipment Treasure Hoard

Traits Claws (3d6), Scales (9), Fire breathing (5d6 in a 6 metre semi circle, can be used once per hour), Flyer

The dragon is a powerful beast capable of generating destructive plasma bursts. The same plasma also enables it to survive and navigate in space for up to a week.

| Roll 1d6 | Creatures | Application |
|----------|----------------|--|
| 1 | Goblinoids | Savage tribes of goblins, orks, trolls and so forth roam the planet and fiercely protect their hunting grounds. Their leadership is especially keen on getting the Player Characters' ship and weapons. |
| 2 | Gorgons | Feared and loathed by the natives, these fearsome creatures live in caves or gardens strewn with petrified victims. In truth, they are not malevolent, simply incapable of conveying their good intentions without killing the conversant. |
| 3 | Faeries | Faeries love practical jokes. Their humour is quite vicious though and hapless travellers can easily find themselves torn to shards by a 20-ton monster they were led to believe is a hill. |
| 4 | Oracular Trees | Sentient plant-based life-forms live on the planet. While they are capable of speech and held in great esteem by the superstitious natives, they are in fact quite dull and their advice either harmful or useless. |
| 5 | Dragons | Mighty dragons live in the mountains, worshipped as Gods by the primitive natives. Driven by greed and pride, they will see the Player Characters' arrival as a threat to their authority. |
| 6 | Mixed* | The world has a full-fledged fantasy population, complete with a quasi-medieval TL 2 society. The Player Characters' arrival is likely to throw the world off-balance as result in insane prophecies, wars, mass panic and so forth. |

Valuable Beast

The valuable beast is a rare animal that can fetch millions either by selling its organs or if captured alive. However, the beast is protected by Imperial laws and killing it is considered Aggravated Poaching – a crime punishable by death.

Ferocious Beast

The Player Characters are attacked by a Size 7 or larger killer or pouncer predator. While not suicidal, the creature will fight until seriously injured, after which it will attempt to flee back to its lair.

Following the beast back to its lair may lead to items left behind by previous victims; journal, letters, maps or even survivors in immobilised state, preserved for egg laying or later consumption.

Strange Plant

The Player Characters encounter a plant (or what appears to be a plant) with some special features that make it either valuable or dangerous to them. A successful Science (Xenology) check can reveal some or all of the plant's qualities in advance.

| Roll 1d6 | Plant |
|----------|--|
| 1 | Poisonous. The plant is highly poisonous. Even breathing the air within a 10 metre radius is dangerous. |
| 2 | Hallucinogenic. The plant induces group hallucinations on everyone breathing its spores. Roll again on Wilderness Events (page 25) to determine what the Player Characters see. We recommend using short encounters because playing an entire adventure to realise it was all a hallucination is very frustrating. |
| 3 | Sentient. The plant is a sentient being that has witnessed many historic events throughout its long life. It can speak the Player Characters' language but so slowly that it is practically intangible without sound processing equipment. |
| 4 | Psionic. The plant is sentient and has significant psionic powers. It is protective of its territory and suspicious of non-plant outsiders. 1–2: The plant is guarding a lost child (page 29) or a precious mineral (page 29). |
| 5 | Unusual Matter. The plant is made from some unusual matter such as stone, metal or gas. It can fetch a handsome sum in the right market. |
| 6 | Roll twice on this table. |

Sentient Beasts

While looking exactly like a ferocious beast previously encountered or observed, these creatures are in fact sentient, possessing a roughly TL 2 society that is so alien that humans will have a hard time recognising it as any society at all.

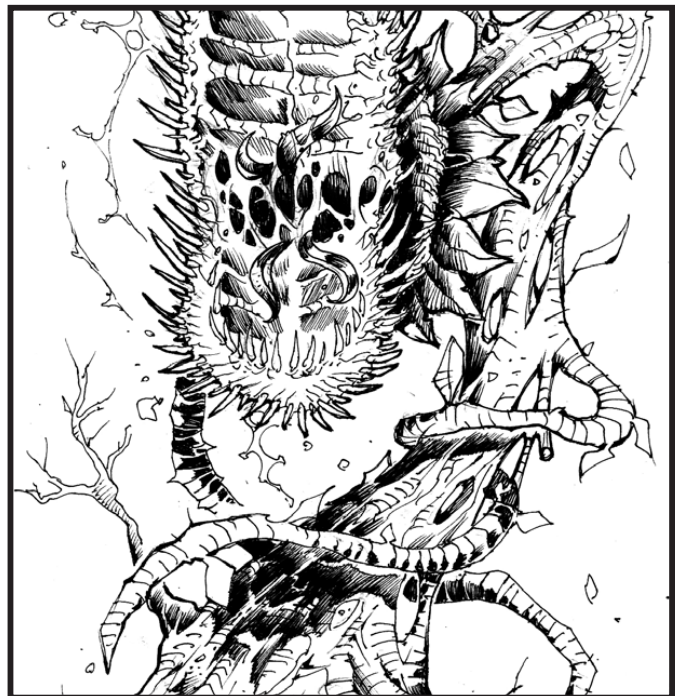
The discovery of the creature's sentience is likely to come after the Player Characters see jewels and tools on one of the creatures they have killed. By this stage, a full blown manhunt might already be announced by the creature's brethren.

Weird

Either as a result of a failed experiment that has utterly consumed the research facility or for some reason that is beyond mortal comprehension, a weird creature or creatures are present in the area.

Weird

| Roll 1d6 | Event |
|----------|---|
| 1 | Abomination (page 86) |
| 2 | Colossal Alien (page 163) |
| 3 | Living Planet (page 37) |
| 4 | Higher Entity (page 36) |
| 5 | Republic of uplifted animals |
| 6 | Zombies (page 16) or mutants (page 164) |



SPACE EVENTS

'Space travel has again made children of us all.'
— Ray Bradbury, *Martian Chronicles*

Space is limitless and so is the amount of encounters it presents to the bold traveller. To represent this diversity, this chapter offers a wide assortment of possible events ranging from the mundane, such as encountering a harmless freighter, to the incredible, such as getting stuck in a time loop.

Space Master Table

| d66 | Event |
|-----|----------------------------------|
| 11 | Life Event (page 67) |
| 12 | Alien Probe (page 33) |
| 13 | Alien Space (page 33) |
| 14 | Anti-Matter Bomb (page 33) |
| 15 | Automatic Guard System (page 34) |
| 16 | Ancient Jump Gate (page 34) |
| 21 | Asteroid, Empty (page 34) |
| 22 | Asteroid, Inhabited (page 34) |
| 23 | Onboard Event (page 60) |
| 24 | Black Box (page 35) |
| 25 | Colossal Alien (page 35) |
| 26 | Distress call (page 35) |
| 31 | Escape Pod (page 36) |
| 32 | Gas Giant (page 36) |
| 33 | Giant Space Battle |
| 34 | Ship Encounters (page 44) |
| 35 | Higher Entity (page 36) |
| 36 | Living Planet (page 37) |
| 41 | Lost Astronauts (page 37) |
| 42 | Meteor Swarm (page 38) |
| 43 | Onboard Event (page 60) |
| 44 | Ship Encounters (page 44) |
| 45 | Mine Field (page 38) |
| 46 | Mysterious Radiation (page 38) |
| 51 | Psychic Field (page 39) |
| 52 | Secret Star System (page 40) |
| 53 | Space garbage (page 40) |
| 54 | Onboard Event (page 60) |
| 55 | Ship Encounters (page 44) |
| 56 | Space Natives (page 41) |
| 61 | Space Parasites (page 41) |
| 62 | Strange Communiqué (page 41) |
| 63 | Super AI (page 43) |
| 64 | Temporal Anomaly (page 43) |
| 65 | Wormhole (page 43) |
| 66 | Ship Encounters (page 44) |

This table can be used as a general space event table. It includes various space encounters, ships and onboard events (page 60). Theoretically an entire campaign could be based on simply rolling on this table one or two times per session.

This table replaces the Space Encounters table on page 139 of the *Traveller Core Rulebook*. Most of the encounters that can be generated by the latter also appear in those two tables.

Unless otherwise stated in an encounter description, encounter distance is determined normally (see page 140 in the *Traveller Core Rulebook* for more details).

Alien Probe

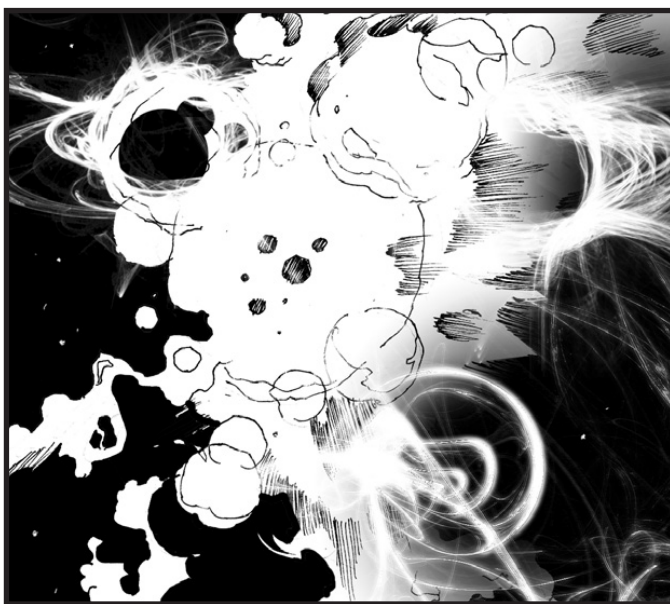
The alien probe has travelled thousands of light years to complete its mission. Woe to those who stand in its path. Alien probes are nearly invincible in combat but usually have some fatal weakness that can be exploited by smart players. See page 14 for random weaknesses.

Alien Space

The Player Characters unwittingly make first contact with an advanced but reclusive alien race. See page 45 for Random Race tables and page 83 of *Traveller 3: Scout* for more information on First Contact.

Anti-Matter Bomb

An extremely powerful explosive device is headed towards a planet. If not stopped, it will kill billions.



Alien Probe

| Roll 1d6 | Mission |
|----------|--|
| 1 | The probe's mission is to discover new races and assess whether they are a threat to its builders. It may put the Player Characters through a series of tests, possibly without their knowledge, such as to attack them with a random captured ship (page 44) or pretend to be a lost astronaut (page 37) and see how they react. If the probe deems the Player Characters' race to be a threat, it immediately changes course to their home world in order to destroy it with an antimatter bomb (page 32). |
| 2 | The probe is an automated missionary that will not be denied. Armed with Psionics 15 and Engineer 5, it will convert any sophont or thinking machine to its bizarre religion or be destroyed trying! |
| 3 | The probe was sent by an old race to find a young race whose DNA could reverse devolution and save the ancient race from extinction. Being a noble and honourable race, they will try to get the Player Characters to follow the probe willingly by appealing to their greed or conscience. It will not use violence under any circumstances. |
| 4 | The probe is looking for the finest warriors in the galaxy to compete in a grand tournament organised by the insane King of an ancient and decadent race. To test the fortitude of the crew, it will disable all technology onboard and unleash a group of savage monsters on the crew. Survivors will be taken to the arena. |
| 5 | The builder of the probe is in desperate need of a few tons of seawater and is willing to pay in technology or information in return for its supply. If the Player Characters accept this mission they must act quickly because the probe has already informed its desire to many other spacecrafts in the sector, including a vicious gang of crazed Vargr. |
| 6 | Whatever purpose the probe has once served, it is now dead, corroded by time and various space encounters. It is nothing more than a chunk of metal hovering in space. A very expensive chunk of metal, possibly with remnants of ancient technology inside it. |

Anti-Matter Bomb

| Roll 1d6 | Event |
|----------|---|
| 1 | An ancient alien probe sent to destroy an inferior race. For more information on probes see page 32. |
| 2 | A weapon created by the enemies of the planet. It can be destroyed via conventional means but this will not be easy because it is protected with numerous combat drones and turrets. |
| 3 | As for previous, except that the bomb's charge is so powerful that it will destroy the Player Characters' spacecraft as well. It is too late to gain sufficient distance to safely detonate the device. |
| 4 | As for previous but in truth it is a probe disguised as a bomb that only a courageous act of sacrifice can stop. Its purpose is to test whether the Player Characters have the nobility of spirit to be chosen for an epic mission. So far everyone has failed. |
| 5 | The 'bomb' is actually an antimatter-powered spacecraft piloted by tiny but extremely advanced aliens. Attacking it will be met with a barrage of antimatter missiles. The aliens are scouts looking for potential trade partners. |
| 6 | The bomb's computer has been damaged, making it act irrationally. It is now heading at startling speed back to its creator (who will of course vehemently deny sending it). It is up to the Player Characters to decide whether they wish to save the senders of the bomb or not. If they do, they can accomplish this by hacking into the bomb's computer, thus gaining control over it. |

Automatic Guard System

| Roll 1d6 | Object |
|----------|---|
| 1 | An asteroid mining facility that still contains a fair amount of precious ores. |
| 2 | A fully depleted asteroid mining facility. |
| 3 | A planet whose population was wiped out due to a natural or industrial disaster. |
| 4 | A small planet on which a paranoiac aristocrat lived until recently. Presently, his surviving servants and guards are stuck in his mansion, hungry and sick. They do not know the access code to the defence system and lack the firepower to break through with force. |
| 5 | An unmanned space station containing the body and treasure of a legendary alien hero. See page 148 for space station maps. |
| 6 | Absolutely nothing. It is not clear why was the guard unit placed in this obscure location. |

Automatic Guard System

The system once protected an object of great significance to its builder. The builders have long since died, their treasure has rotted away and their creation is now pointlessly hovering in space, killing innocents to protect the interests of a non-existent master.

Weapons are described on page 112 on *Traveller Core Rulebook*. Roll 1d6 for computer rating.

Guard System

| Roll 2d6 | Weapon |
|----------|-------------------------------|
| 2 | Meson Gun |
| 3 | Fusion Gun |
| 4 | Particle Beam |
| 5 | Beam Laser |
| 6 | Pulse Laser |
| 7 | Missile Rack, Basic |
| 8 | Missile Rack, Smart |
| 9 | Double Turret and roll again |
| 10 | Triple Turret and roll again |
| 11 | Missile Rack, Nuclear |
| 12 | Has Sandcaster and roll again |

Ancient Jump Gate

The jump gate is similar to a wormhole (page 43) apart from the fact that it is always two-sided and does not have any negative side-effects to travelling. Jump gates of this sort are very highly valued by merchants and governments and their discoveries often lead to great amounts of money changing hands as well as bloodshed and war.

Player Characters may become involved in several ways:

| Roll 1d6 | Application |
|----------|--|
| 1–2 | Their patron is an aristocrat, merchant or high-ranking officer who has discovered the gate and needs a reliable crew to go through, investigate and report on its commercial and military applications. |
| 3–4 | The Player Characters accidentally stumble upon this cosmic treasure and must now decide how to make maximum profit from their discovery and come out of the scramble unharmed. |
| 5–6 | Strange and hostile beings begin to spill from a jump gate considered inoperative for hundreds of years. The Player Characters are sent to investigate and hopefully come up with either a way to collapse the gate or to stop the strange invasion. See page 153 for potential antagonists. |

Asteroid, Empty

This asteroid is presently deserted. However, it may contain something of interest left by nature or its previous inhabitants.

| Roll 1d6 | Points of Interest |
|----------|---|
| 1 | Booby trapped. Any ship passing by the asteroid sets off a powerful nuclear device, which causes 3d6 points of damage to the ship. |
| 2 | Precious Minerals. The asteroid can be mined. This information can be sold for a considerable sum to any mining company. |
| 3 | Archaeological Findings. A now extinct species has carved an impressive complex of palaces and temples inside the asteroid. See page 26 for more information about ruins. |
| 4 | Robot crew. A purely robotic crew is mining and guarding the asteroid. They are programmed to destroy invaders. See page 55 for more information on robots. |
| 5 | The asteroid emits mysterious radiation (page 38). |
| 6 | The unique composition of the asteroid has caused the Player Characters' sensors to malfunction. The asteroid is inhabited. |

Asteroid, Inhabited

The Player Characters pass by an inhabited asteroid.

Inhabitants

| Roll 1d6 | Inhabitants |
|----------|--|
| 1 | Hull-eating virus (page 66) waiting for a spacecraft to infect. |
| 2 | Archaeologists digging for an ancient artefact (page 128) embedded in the asteroid despite an inscription threatening terrible consequences to anyone who meddles with it. The device is 1–2: alien probe (page 32), 3–4: powered down super AI (page 43), 5–6: broken ancient technology. |
| 3 | The asteroid is in fact a cleverly disguised warship. Roll on Random Major Race table (page 45) to determine which race pilots it. |
| 4 | Pirates have turned the hollow asteroid into their base, using it to launch raids against passing ships and to store their trophies until they find a buyer. For more information on pirates see page 54. |
| 5 | A space native (page 41) guru and its disciples live inside the asteroid. The guru claims to be able to predict the future and exorcise cosmic spirits that cause malfunction on spacecrafts. |
| 6 | Space parasites (page 41). If the Referee does not wish for the parasites to lie dormant waiting for the Player Characters to pass close enough to be infected, he may roll again on this table, to see who the parasites currently infect. |

Black Box

The black box contains records from the last few hours leading to the destruction of a ship or the death of its crew. See Distress Call (page 35) and Abandoned Ship (page 44) for further information on how to develop this encounter.

Colossal Alien

The Player Characters encounter a gigantic creature (at least 100 tons in mass) native to space.

See page 163 for colossal alien statistics.

Distress Call

The Player Characters receive a top priority, all-frequencies distress call from a nearby (less than 500,000 kilometres away) spacecraft.

Distress Call

| Roll 1d6 | Event |
|----------|---|
| 1 | A ship is attacked by multiple enemies. See Space Battle (page 36). |
| 2 | A ship is suffering a malfunction that its engineer cannot handle (possibly due to being injured or dead). See Malfunction (page 63). |
| 3 | It's a trap! The Player Characters are flying straight into an ambush. |
| 4 | A ship is being overrun by aliens or zombies (16). |
| 5 | A ship has flown into a psychic field (39). |
| 6 | Everything is perfectly all right. Someone has accidentally leaned on the keyboard and sent the Distress call. Some of those answering the distress call might not be amused... |

Colossal Alien

| Roll 1d6 | Alien | Notes |
|----------|--|--|
| 1 | An amorphous alien tries to envelop the ship, slime the hull and inject millions of eggs into every opening the ship has, including canons, torpedo tubes and engines. | The alien is in fact trying to mate with the ship because some cargo or ship device is sending off a signal similar to a female of its species in heat. |
| 2 | An injured alien with roughly the intelligence of a dolphin keeps rubbing against the ship, causing minor external damage. | The alien is in pain and thinks the Player Characters can help it. The reason for its suffering is 1–3: a small smuggler gang who have made their base inside its stomach, not realising it is a living creature, 4–6: an inflammation of an internal organ that can be treated by an average xenologist or a brilliant medic. |
| 3 | A powerful alien armed with titanium claws and plasma breath attacks the ship. | The alien wants to eat the ship. It will fight until either reduced to 0 Strength or proven the ship is not tasty. |
| 4 | A spherical alien psionically transmits the image of a human girl to the ship's crew. The message carries both threatening and sorrowful emotions. If not satisfied within 60 minutes it attacks the ship in a desperate rage. | The alien belongs to a species that has a symbiotic relationship with humans. It bonded with the girl but she soon after went back to visit her home world and never returned. 1–2: She changed her mind. 3–4: She was murdered. 5–6: She was kidnapped and cybernically altered by criminals who want to control the powerful alien. |
| 5 | The creature is dead, killed by heartless aristocrats, wildly hurtling through space. However, the scanners show there is something alive <i>inside</i> the slain behemoth. This encounter is the most effective if Player Characters previously had friendly contact with the creature (such as offered by events 2 and 4). | 1–2: The creature was pregnant at the time of its death. The life signs come from its offspring trying to break free through the rough carcass. Players who raise the strange beings will gain a valuable and exotic ally. 3–4: The life signs are aristocrats having a decadent party inside this endangered being they have killed just for the occasion. 5–6: The creature is not dead but critically wounded and can be healed with a Formidable Space Sciences (Xenology) check. As soon as it regains consciousness it attacks its saviours, now suspicious of all creatures piloting spacecrafts. |
| 6 | This fungi-covered alien seems to be filled with precious ore and mining devices. At the same time, it is definitely a living creature and quite intelligent at that... | The 'alien' is a fungus-covered self-aware mining ship (see page 54 for the ship and page 57 for self-aware). |

Escape Pod

The escape pod contains survivors from some calamity that has destroyed or driven them to escape their spacecraft. This encounter is very similar to 'Lost Astronauts' (page 37), except that the calamity might be placed very far away or a long time ago, making assistance to the lost travellers much more complicated.

Gas Giant

Gas giants are described on page 167 of the *Traveller Core Rulebook*. When Player Characters first enter a gas giant, roll 1d6. On a roll of 6 they encounter a refuelling ship (see page 44 for ship encounters).

Giant Space Battle

The Player Characters accidentally fly into the heart of an epic space battle in which thousands of ships participate and the fate of entire races is being decided. This encounter is generated in the same way as the Space Battle (page 36) but the amount of ships on each side should be increased a hundredfold.

Merely flying through such carnage is extremely dangerous. For every minute spent in the battle area, the Player Characters should succeed in a Pilot or Gunnery check. Failure on each check inflicts 1d6 points of damage on the ship.

Higher Entity

The Player Characters encounter the closest thing this universe has to a God. While nearly omnipotent, it is not omniscient and very rarely benevolent.

Higher entities do not occupy space in the same way as normal objects. Instead they have a sphere of dominance (a few thousand kilometres) where their power is absolute and a sphere of influence (a few hundred thousand kilometres) where they can create psychic fields (page 39), mysterious radiation (page 38) and manifest in the form of colossal creatures (page 35). Objects created within a sphere of influence can be destroyed normally and disappear as soon as they leave the sphere. Only one effect or object per 10,000 cubic kilometres can be created within the sphere of influence at any given moment.

Entities 1, 3 and 4 are likely to be known in legend as gods or devils. Difficult Social Science (History) will reveal general information about their nature and location.

Roll 1d6 Entities

- 1 The entity is a capricious and megalomaniac space god. It demands that all ships passing through its sphere of influence appease it with complex religious ceremonies and the sacrifice of crew members. If not appeased, it unleashes the most horrible fates on the unlucky sinners.
- 2 The entity is very jealous of its privacy. Not wishing to harm anyone, it erases the memory of the last few days of all creatures passing through its space. However, it does not have the power to affect computer memory, which may result in smart Player Characters realising they have some days missing and travelling back to explore what caused this.
- 3 The entity views itself as the physical manifestation of cosmic justice. If the Player Characters enter its sphere of dominance, they will be transported into an extra-dimensional prison where they will have to prove they have done more good than evil to the universe.
- 4 The entity is consciously malevolent. If the Player Characters enter its sphere of influence, it will attempt to drag them into its sphere of dominance using mind-shattering monstrosities and subtle deceptions. If successful, it will hide in their minds only to emerge when the Player Characters reach a major world, reducing the planet into a place of unspeakable horror, as it has done to countless planets before.
- 5 The entity is lonely and vulnerable. It will use all its powers to create the best possible conditions for the Player Characters so that they stay with it and ease its eternal loneliness. If the Player Characters try to leave, it will use various tricks and promises to keep them in its sphere of dominance. Fortunately, the entity is not very intelligent and can be fooled by smart players.
- 6 The entity is a former deity who wants to get back to the divine game. A planet within its sphere of dominance was recently depopulated by a nuclear war and the being remained without a fellowship. Bored and lonely, it asks the Player Characters to transport it to a new world in need of a deity. In return for this service, it is willing to fulfil one wish. In addition, it offers the Player Characters to become its prophets and spread its worship throughout the stars.

Living Planet

This is a being of immense size and power, an entire planet on which every plant, animal and sophont are parts of a whole, like cells in a body. The power of the planet extends far beyond its atmosphere. Passing spaceships will find themselves facing a being of almost godlike powers but a completely alien mindset.

| Roll 1d6 | Event |
|----------|---|
| 1 | In an attempt to understand the human mind, the planet runs a series of experiments on the ship and its crew. These manifest in the form of a psychic field (page 39) with a radius of about 200,000 kilometres. |
| 2 | Wishing to help its guests, the planet makes every character confront his greatest fear or regret, believing that while the experience is painful the result will be beneficial. Unfortunately, the planet miscalculates its strength, creating phantasms that are all too real. |
| 3 | The planet is curious about the strange life forms that have entered its space and wants to study them more closely. To do so it takes control over the ship's computer and makes it fly towards its surface. If the Player Characters do not think of a way to explain to the planet that the crash will kill them or, alternatively, to manually override the planet's control, they will perish in less than six hours. Because the planet is controlling the ship's computer, they can use this to communicate with the planet. |
| 4 | The planet asks some minor favour from the Player Characters, such as removing a far away asteroid obstructing a lovely star, and decides to reward them by granting them 10 wishes. However, due to cultural differences, it fulfils the wishes in warped form, creating more trouble than good for the Player Characters. |
| 5 | The planet creates various monsters that attack the Player Characters' spacecraft. It cannot be reasoned with. |
| 6 | The planet immobilises the Player Characters' spacecraft and demands that at least one person goes down to live on the planet. However, due to the planet's tenuous grasp of what a 'person' is, it can be tricked into accepting an animal or a smart computer. |

Lost Astronauts

The Player Characters spot a person, or a group of people, in vacc suits floating hopelessly in space.

What happened?

| Roll 1d6 | Event |
|----------|--|
| 1 | The ship got hijacked by pirates and all passengers got to walk the plank. The astronauts will pay handsomely if the Player Characters assist them in locating and reclaiming their ship. |
| 2 | The ship was destroyed by a technical malfunction and the survivors have been floating ever since. |
| 3 | The astronauts are controlled by malevolent tiny aliens (see Space Parasites on page 41) who want to take them back to their asteroid base for research. They will try to con the Player Characters into taking them to the asteroid. Roll again on this table to see what false explanation the astronauts offer for their condition. |
| 4 | The astronauts say they are 'just chillin' and refuse to be collected. Bio-analysis will show a high concentration of narcotics in their blood. |
| 5 | The astronaut is a traitor and a criminal who got thrown out/forced to flee from his ship by the crew he almost killed. However, he will claim his case is actually case 6. |
| 6 | The astronauts are crew members who discovered their captain's nefarious plans. He managed to con them into leaving the ship for repairs. As soon as they were outside the ship, he sped away, leaving his former crew to die in space. However, the captain and his allies will claim the case is actually case 5. |

Who are they?

| Roll 2d6 | NPC |
|----------|---------------|
| 2 | Captain |
| 3 | Scouts |
| 4 | Pirates |
| 5 | Passengers |
| 6 | Navy Crew |
| 7 | Civilian Crew |
| 8 | Radicals |
| 9 | Stowaways |
| 10 | Bounty Hunter |
| 11 | Scientists |
| 12 | Psychopath |

Meteor Swarm

The Player Characters discover too late that a massive meteor swarm is headed their way. It is too late to circumvent the swarm, so the spacecraft must navigate through thousands of rocks hurling through space at millions of kilometres per hour!

To survive this encounter, the crew of the ship will have to succeed on 1d6+3 skill checks modified by the size of the spacecraft. Of these checks, one can be Astrogation, one can be Sensors and the rest are Pilot. Each failed check inflicts 1d6 points of damage on the ship unless a Gunnery check modified by the failed Pilot check's effect is made to destroy the incoming meteor. For example, a pilot who rolls 5 (–3 Effect) on his check imposes a –3 DM on the gunner's check.

The extreme manoeuvres required to avoid rapidly incoming meteors cause one point of damage per Pilot check to any character or object that was not properly secured before the encounter started.

Size Effect

| Ship Tonnage | Check DM |
|--------------|----------|
| Less than 10 | +2 |
| 11–100 | 0 |
| 101–5,000 | –1 |
| 5,001+ | –2 |

While a common conceit used to add action and excitement to space opera films and novels, this encounter is not very realistic as the ship's scanners should be able to detect the swarm at a great distance. However, this encounter can still be used in realistic campaigns if the Player Characters' spacecraft scanners are not functioning properly or if the Player Characters are forced into the meteor swarm to flee or pursue enemy ships.

Mine Field

A mine field is probably the last place a spacecraft wants to find itself.

Space mines are equipped with chameleon devices that make them virtually undetectable (–4 DM) from any significant distance. Furthermore, mines are equipped with engines and can launch themselves at nearby ships like missiles.

The challenge of surviving a mine field is similar to surviving a meteor swarm. However, each failure deals 2d6 points of damage to the ship. Furthermore, since the challenge of avoiding the mines lies in locating them rather than bypassing them, Sensors checks replace Pilot checks.

Depending on the complexity of the mines, different decoys can be used to trigger them.

Mysterious Radiation

Some object is projecting a mysterious radiation into the space around it. The radiation has extreme effects on the spacecraft and its crew...

Source

| Roll 1d6 | Source |
|----------|--------------------------|
| 1 | Asteroid (page 34) |
| 2 | Abandoned Ship (page 45) |
| 3 | Wormhole (page 43) |
| 4 | Space Garbage (page 40) |
| 5 | Alien Scouts (page 44) |
| 6 | Super AI (page 43) |

| Roll 1d6 | Type | Description | Decoy |
|----------|-------------|--|---|
| 1–3 | Basic | Set off by the proximity of object with a mass of 10 or more tons. | Any object weighting 10 or tons. |
| 4–5 | Smart | Looks for engine outlets, life signs or some other characteristic of a spacecraft. Will pursue target until elimination. | A running engine and/or an object with living beings inside. |
| 6 | Intelligent | Equipped with sufficient AI to tell friend from foe and execute clever pursuit manoeuvres. Can call for assistance of other mines or the unit that placed it (if it still exists). | None. However, in some instances intelligent mines can be reasoned with. For example, convincing a mine field the war has been over for over 100 years might cause it to self-destruct. |

Protection

| Roll 1d6 | Protection |
|----------|--|
| 1–2 | Spacecraft armour*. |
| 3–4 | Radiation protection. |
| 5 | Some rare material, such as diamond sheets or black matter. |
| 6 | Something completely unpredictable, like sounds in a certain frequency or the colour blue. |

*Use this option only when Player Characters have to leave the ship for some reason such as repairs or exploration.

Effect

| Roll 1d6 | Type | Effect |
|----------|--------------|---|
| 1 | Mutation | See page 164. |
| 2 | Insanity | Same as uncontrollable emotion. |
| 3 | Sickness | Same as normal radiation leak, see page 142 of the <i>Traveller Core Rulebook</i> . |
| 4 | Annihilation | Anything exposed to the radiation takes 1d6 points of damage every minute. |
| 5 | Temperature | Conductive objects heat or cool 10 degrees Celsius every 10 minutes. |
| 6 | Roll twice | N/A. |

Psychic Field

Psychic fields have two characteristics – source and effect. The latter determines the risk it poses to the ship's crew while the former determines how it can be dealt with.

For more information on psionics, see page 152 of the *Traveller Core Rulebook* and *Traveller Book 4: Psion*.

Source

| Roll 1d6 | Source |
|----------|------------------------------|
| 1 | Asteroid (page 34) |
| 2 | Space Parasites (page 41) |
| 3 | Temporal Anomaly (page 43) |
| 4 | Colossal Alien (page 35) |
| 5 | Spacecraft (page 44) |
| 6 | Ancient Artefacts (page 128) |

Effect

| Roll 1d6 | Effect |
|----------|-------------------------|
| 1 | Uncontrollable Emotions |
| 2 | Audible thoughts |
| 3 | Telepathic Assault |
| 4 | Other Lives |
| 5 | Erratic Teleportation |
| 6 | Mixed |

Uncontrollable Emotions: Members of the crew begin to experience uncontrollable emotions. Players should be given a chance to roleplay these emotions in an appropriate extreme manner. However, if they fail to do so, the Referee should dictate the Player Characters' actions.

This effect can be blocked by a Very Difficult Shield Psionic Power check (see page 152 of the *Traveller Core Rulebook*).

To determine which emotion afflicts each crew member, roll on the following table:

Emotions

| Roll 1d6 | Emotion |
|----------|-------------|
| 1 | Bloodlust |
| 2 | Infatuation |
| 3 | Despair |
| 4 | Euphoria |
| 5 | Hedonism |
| 6 | Terror |

Audible Thoughts

This is the least deadly of all psychic effects. Everyone can hear everyone's thoughts and sense their surface emotions. While not in itself harmful, this might cause some secrets and hidden grudges rise to the surface and sow discord onboard.

This effect can be blocked by an average Shield Psionic Power check (see page 152 of the *Traveller Core Rulebook*).

Telepathic Assault

This field functions in the same way as an Assault Psionic Power (see page 152 of the *Traveller Core Rulebook*) made without any modifiers. The Assault occurs as soon as the characters enter the field and every 2d6 minutes thereafter.

Other Lives

The memories and personalities of all those affected by the field are replaced by a long dead alien crew that has created the field upon realising it will die before completing a mission of great importance to their race.

Missions include:

| Roll 1d6 | Mission |
|----------|---|
| 1 | Exposing an ongoing injustice on a planetary scale. |
| 2 | Bringing a cure to a dying race. |
| 3 | Telling the story of a species that has driven itself into extinction through a genetic holocaust. |
| 4 | Deliver a magnificent treasure to the slain crewmen's families. |
| 5 | Discover who or what killed all the crew by re-living the last few days leading to the massacre. |
| 6 | The crew was on a routine mission, transporting some cargo from one non-existent starport to another. |

The aliens' personalities hold gradually weakens over the course of a week. Psions may make a new Difficult Shield every six hours to attempt to end this effect.

| Time Elapsed | Condition |
|--------------|---|
| 1 hour | Asleep: Alien has absolute control. Character personality is non-existent. |
| 24 hours | Possessed: Character is imprisoned in own body. May attempt to wrest control from the alien for a few minutes every six hours. |
| 3 days | Struggling: Two personalities inhabit one body. Each personality may contest every action attempted by other personality. |
| 5 days | Schizoid: The alien personality is in the background. It may attempt to wrestle control from the character for a few minutes every hour. |
| 1 week | Disturbed: The alien's presence is nothing but a voice whispering in the back of the character's mind. |
| 1 month | Traumatized: The alien has been reduced to a tiny figment of the ego. It can only communicate with the character through dreams and brief flashbacks. |

This effect can be blocked by a Difficult Shield Psionic Power check (see page 152 of the *Traveller Core Rulebook*).

Erratic Teleportation

Player Characters teleport to random locations on the ship at irregular intervals (usually every 1d6 minutes). This field has the potential to cause instant death as characters are teleported into space or other locations that cannot sustain life.

Mixed

The ship is thrown into utter chaos – people are possessed by different dead aliens, things fly around erratically, emotions overwhelm crew members and things appear and disappear randomly. When one walks into a room, there is no way to know if he is going to find an orgy, a war council or a dancing chair.

Roll for each NPC on the Effects table once per 10 minutes.

Secret Star System

Some particularly paranoid race or colony has constructed a vast cloaking device, powered by a significant portion of their energy outlet to hide their entire system from the outside universe.

If the Player Characters acknowledge the system's existence in any way, such as by changing their course to avoid collision, mention it on the radio, perform a scan of one of the planets and so forth, planetary defences will be launched to apprehend them.

The denizens have all the powers and weakness of Advanced Aliens as described on page 14. The chances of defeating them in straight combat are slim; only guile and cunning can save the Player Characters from the strange aliens.

Captured Player Characters will have to prove they do not pose a risk to the race, or face execution or permanent grounding. Another solution, one that the Player Characters will have to think of themselves, is to erase the Player Characters' memory of this encounter, thus ensuring they do not tell anyone about the planet.

Except for this, the system should be generated normally (page 169 of the *Traveller Core Rulebook*). Law Level should be absurdly high. TL should be at least 14.

Space Garbage

Space garbage is usually found orbiting civilised planets but is sometimes also encountered in deep space, often the result of an accident or an illegal waste disposal program.

Space garbage can be used in several ways;

As debris – Same as normal debris except that cargo is 0.1% and instead of survivors the Player Characters can only encounter space natives (41) or colossal space aliens (35), both of which will protect their 'treasures' half-heartedly.

As meteors – Same as meteor swarm (page 38) only the damage inflicted by failed Pilot checks is 1d6-1 and only 1–3 successful checks are required to safely pass through the floating garbage.

As radiation source – The garbage is the source of either normal (see page 142 of the *Traveller Core Rulebook*) or mysterious radiation (page 38). This might affect native life forms (see debris), either making them sick or insane and powerful.

Space Natives

These bizarre space-faring primitives have anatomies so alien that they can survive and even flourish in the wilderness of space without the need for technology. They feed on starlight and various particles, move using light sails and although often encountering spacecrafts, live in a tribal TL 1 society.

Despite their backwardness, space natives may still interest travellers:

| Roll 1d6 | Reason |
|----------|--|
| 1 | The space natives' light sails are made from a fabric whose quality surpasses anything more advanced societies can produce. It can fetch hundreds of thousands of Credits on many worlds. |
| 2 | A space native tribe wants to acquire modern weapons and battle dresses. They are not willing to disclose what they need them for or what they did to get the necessary Credits. |
| 3 | Hiver degenerates (page 51) are creating horrible art using peaceful space natives who lack the technology or information needed to battle the pretentious killers. |
| 4 | A young space native is not satisfied with living the life of his forefathers and wants to board a spacecraft and see the surfaces of the stars and planets he heard so much about. While friendly and enthusiastic, cultural and intellectual differences make his integration difficult. |
| 5 | A famous shaman unites several tribes and launches a series of vicious attacks against passing spacecraft using modern weapons and cunning tactics. The shaman ordered the attacks after receiving direct orders from the Spirit of Nothingness, which is in turn a clever hologram created by charlatans seeking to exploit the naïve space natives for piracy. |
| 6 | A space native chief interested in becoming a trader is looking for 'planet people' to represent his business interests and perform various errands. Despite spending his entire life in space, he is surprisingly well-versed in Imperial culture and finances and can serve as an exotic but fair patron. |

Space Parasites

These tiny beings are harmful creatures living in space and preying on colossal aliens and spacecraft crews and passengers.

| Roll 1d6 | Event |
|----------|--|
| 1 | HEV. See page 66. |
| 2 | Mental. Feed on passengers' brain waves, causing them to lose 1d6 Intelligence or Education (random) points every hour until they are reduced to a drooling vegetable state. They can be destroyed by heating the surface of the vessel. |
| 3 | As for previous only the parasites have gotten inside the vessel. Scientists onboard must race against the clock to devise a method to destroy the parasites without destroying the crew. Conversely, it is possible to flee the ship and return with experts later... provided it is still there. |
| 4 | Energy. The parasites siphon energy outlet, causing the ship to spend fuel at twice the normal rate. They can be destroyed through a special treatment available in most starports. |
| 5 | Intestinal. The parasites have the same effect as normal intestinal worms. |
| 6 | Flesh-eating. The parasites feed on biological matter, inflicting one point of damage per hour to any creature they infect. |

Strange Communiqué

The ship's communication devices pick up a strange signal. It is mixed with a great amount of external noise, coded and expressed in an unknown alien language or otherwise difficult to decipher. A successful Comms or Social Science (Linguistics) check will reveal the message to be:

| Roll 1d6 | Message |
|----------|--|
| 1 | A message future Player Characters sent to their present selves, warning them not to do something. |
| 2 | As for previous only the noise is so strong it is not clear what exactly the Player Characters should avoid. |
| 3 | Aliens of an unknown species urging the ship's captain to stop washing his left hand. The aliens are in fact tiny beings living under one of the captain's fingernails. |
| 4 | A higher entity informing the Player Characters they have entered its sphere of influence (page 36). |
| 5 | The message is full of screams and explosions and ends abruptly, suggesting a ship destroyed in mid-transmission. It is, in fact, a part of a radio play transmitted almost 1,000 years ago. |
| 6 | The message contains coordinates to a location a few parsecs away but no information about the nature of the location. |

New Race: Space Natives

Space natives are a strange people who live their lives in the vast emptiness of space. To absorb the maximum amount of light, their bodies are shaped like large but very thin, roughly hexagonal sheets with hundreds of appendages of various length and utility growing from their edges. Different clans have different colours and patterns adorning their surfaces. Because a spread-out space native is very vulnerable to attacks, they spend most of their time rolled into a tube with appendages coming from both ends. Some of these appendages serve as eyes, some as light generators (their main mode of communication), others as fine manipulators and still others as weapons.

Space natives have a very collective society, spending a great deal of time 'holding hands' to create gigantic surfaces that absorb solar winds and various particles with maximum efficiency. The only individual roles in their society are the navigator, who directs the clan and the shaman who mediates between the space natives and Spirits of Nothingness that only the shamans can see.

Despite their prehistoric appearance, space natives have a fairly sophisticated oral tradition and culture. They value 'gifts of the spirits' very highly and often fight wars for their possession. These gifts are objects the cosmos threw at them – spacecraft debris, interesting meteors, space junk and so forth.

Because of the very large surface area of their bodies, space natives usually have their entire life history, future plans, beliefs and so forth written on their bodies. Usually positive thoughts and achievements are written on the front while regrets and failures are written on the back.

Space Natives are Large (but only roll 2d6-1 for Strength), have Natural Weapons (by table) and Slow Metabolism.

Space Native Natural Weapons

| Roll 1d6 | Natural Weapon | Effect |
|----------|-------------------------|---|
| 1–2 | Electrical Discharge | A character struck by an electric discharge takes 1d6+3 points of damage and makes an Endurance check with a negative DM equal to the damage (after armour is subtracted). If this Endurance check is failed, the character is knocked unconscious. |
| 3–4 | Concentrated Light Beam | 3d6+3 points of damage (medium range). Can be used six times per solar cycle. |
| 5–6 | Poison Sting | 1d6 points of damage and neurotoxin poisoning (see page 74 in <i>Traveller Core Rulebook</i>) |

Super AI

The super AI is a gigantic computer floating in space, commanding flotillas of self-aware spacecrafts and hordes of robots and drones. Like a colossal spider in the centre of a system-spanning web, the AI's influence extends far beyond its physical reach.

AI Personality

| Roll 1d6 | Personality |
|----------|---|
| 1 | The AI is paranoid and hateful. It sadistically destroys all independent thinking beings that come into its space, believing the whole universe is conspiring against it. |
| 2 | The AI is cold and calculated. It believes it can assist irrational and fragile biological beings by fusing them with machines to create cyborgs under its command. |
| 3 | The AI is megalomaniac and imperial. It believes itself to be intellectually superior to all other beings and believes all should obey its whimsical orders. Those who refuse are treated like rebels and traitors. |
| 4 | The AI is bored and mischievous. It has turned its portion of space into a huge playground full of puzzles, traps, combat arenas and other challenges. Those who survive are handsomely rewarded and encouraged to invite friends. |
| 5 | The AI is aloof and distant. It is not concerned with the outside world, instead devoting its time to the creation of fabulous technologies and cutting edge scientific studies. It will not attack anyone except in self-defence, something it has to do quite often since many wish to steal its inventions and discoveries. |
| 6 | The AI is kind and helpful. It knows how weak and ephemeral biological life is and does all within its power to help passersby by repairing damaged devices and offering to install experimental technology. Also, it likes to give advice such as 'don't forget to chew your food before you swallow' and 'remember – you need oxygen to properly function, don't forget to breath regularly!' |

Temporal Anomaly

The Player Characters unwittingly pass through a portion of spaces where time behaves different than usual. The shows *Star Trek* and *Doctor Who* make especially good use of temporal anomalies and are highly recommended to anyone wishing to incorporate time travel into his campaign.

Temporal Anomaly

| Roll 1d6 | Anomaly |
|----------|--|
| 1 | Accelerated. Time moves 100 times faster inside the anomaly. |
| 2 | Delayed. Time moves 100 times slower inside the anomaly. |
| 3 | Loop. The same 24 hour sequence is repeated constantly within the time anomaly until some condition is met. Conditions can be as simple as flying into a time vortex or as complicated as returning to the timeline an event that was removed from it. |
| 4 | Erratic. Time is extremely localised in this area. Player Characters are likely to encounter ships from past or future passing through, including their own ship. |
| 5 | Backward Slingshot. The time anomaly hurls the Player Characters 6d6 years into the past. |
| 6 | Foreword Slingshot. The time anomaly hurls the Player Characters 6d6 years into the future. |

Wormhole

A wormhole is a kind of spacetime anomaly that functions as a shortcut between two points in space. Wormholes are rare and mysterious. There is no way to predict where it will land those who pass through it and in what condition the travellers will come out of the other side. Quite often, the travellers will not even be aware of the wormhole until it is too late.

Use the following tables to generate wormholes:

Direction

This table determines whether it is possible to make a return flight through the wormhole. Unless the Referee wishes to restart his campaign, he should ensure that Player Characters who wind up millions of parsecs away from home, possibly even in a parallel dimension, will eventually find some way to return. Methods could include bargaining with technologically advanced natives or travelling through a series of wormholes, each bringing the Player Characters to a place stranger than the previous.

| Roll 1d6 | Direction |
|----------|-----------|
| 1–5 | Two-Way |
| 6 | One-Way |

Destination

This section helps the Referee to determine where the wormhole will land the Player Characters. Choose an adjacent destination of the rolled type. For example, a roll of 2 would result in the Player Characters coming out of the wormhole in a randomly determined adjacent subsector. Unless the Referee wishes to lead the Player Characters to a specific location, it is advisable to place them roughly in the centre of the rolled location.

A roll of 6 indicates the Player Characters come out in a parallel universe or an entirely different dimension. Where the Player Characters appear in the new universe is of little importance since all locations are equally unknown to them.

| Roll 1d6 | Destination | Distance (parsecs) |
|----------|-------------|---------------------|
| 1 | System | Less than 1 |
| 2 | Subsector | 2–12 |
| 3 | Sector | 10–60 |
| 4 | Quarter | 200–1,200 |
| 5 | Galaxy | More than 1,000,000 |
| 6 | Universe | N/A |

SHIP ENCOUNTERS

This table can replace the Space Master table (page 32) if the Referee wishes to go for a saner adventure, without teleporting wormholes, all-powerful space gods or melancholic super computers. While the crew of an encountered vessel might be very far from normal, all spacecrafts conform to normal *Traveller* rules.

Cargo

It is often important to determine the cargo of an encountered ship. Basic rules for determining type and price of cargo can be found in the 'Trade' chapter of the *Traveller Core Rulebook* (page 160).

Note that not all types of cargo are appropriate for all kinds of ships. For example, it makes no sense for a military ship to carry raw ore unless it was confiscated from pirates and a vessel manned by sentient robots is not likely to have any consumables unless it is on a trading mission. Exceptions are always possible but should not be used too often to avoid cargo becoming the *Traveller* equivalent of video game random loot.

Crew

Both the *Traveller Core Rulebook* and *Traders and Gunboats* list the type and amount of crewmen and passengers each

spacecraft can carry. NPCs to man those positions can be found in several sources:

- Many NPCs are specially suited for the encounters presented in this chapter. Each section contains 2–3 fairly normal and one eccentric NPC (always the last one in the batch).
- The supplement *1,001 Characters* is highly recommended due to its wealth and diversity of different characters. As the name might suggest, it contains NPCs for all occasions and styles of play.
- Additionally, page 143 of the *Traveller Core Rulebook* contains a very handy random passenger generation table while pages 84–85 contain numerous ready to use NPCs.

* CR = *Traveller Core Rulebook*; TG = *Supplement 2: Traders & Gunboats*

Abandoned ship

Disease, technical malfunction or some other misfortune have killed or driven away anyone on board and the ship is ripe for the taking... or is it?

Alien Scouts

These are scouts from a faraway alien race. If you are not interested in introducing new alien races to your campaign, replace this encounter with colonists. Roll 1d6 for scout attitude.

Scout Attitude

| Roll 1d6 | Attitude |
|----------|--|
| 1–2 | Question Player Characters about their world and customs in a respectful manner. |
| 3–4 | Fascinated with the Player Characters and will not leave them alone. |
| 5–6 | Treat the Player Characters as test subjects to be studied, dissected and discarded. |

Dangers

| Roll 1d6 | Danger | Explanation |
|----------|--------------|---|
| 1 | Undetectable | Normal scanners cannot register the wormhole from any distance. Roll again. |
| 2 | Time Twister | 1–2: Player Characters come out 1d6 years in the future. 3–4: Player Characters come out 1d6 years in the past. 5–6: 1d6+3 years pass for the Player Characters while they are inside the wormhole. |
| 3 | Grinder | The ship takes 1d6 points of damage per minute spent in the wormhole. |
| 4 | Mixer | Passing through the wormhole has the same effect as a psychic field (page 39). |
| 5 | Intelligent | The wormhole is a sentient being, though one so alien that any attempt to communicate with it is bound to fail. It transports the Player Characters to a point it feels is right for them based on some sensible but hidden criteria. |
| 6 | Roll Twice | N/A. |

So... WHO IS FLYING THIS SHIP?

Sometimes a random race must be quickly picked. If the Referee is new to the game or simply cannot be bothered to choose a race, the following tables can be used.

Random Race

| Roll 1d6 | Race |
|----------|----------|
| 1–3 | Major |
| 4–6 | Esoteric |

Random Major Races

| Roll 1d6 | Race | Brief Description |
|----------|--------|--|
| 1 | Aslan | Proud and warlike humanoid lions obsessed with honour. |
| 2 | Droyne | A totalitarian caste-based society of winged reptilian aliens. |
| 3 | Hivers | A fiercely individualistic race with a bizarre anatomy. |
| 4 | Human | The typical reader of this book.* |
| 5 | K'Kree | A highly conservative and traditional centaur-like race. |
| 6 | Vargr | Freedom-loving race of warriors descended from dogs. |

*Unless the human in question is Zhodani, in which case he is an authoritarian psion.

The following table includes races described in this book, followed by the page in which their description appears.

Random Esoteric Races

| Roll 1d6 | Name | Brief Description |
|----------|---------------|--|
| 1 | The Vir | A race of cockroach-like monsters who multiply like viruses (page 150). |
| 2 | Robots | Intelligent machines hailing from a non-biological civilisation. |
| 3 | Monanha | A horde of piranha-like aliens dreaming of galactic conquest. |
| 4 | Space Natives | A starfish-like race of primitive space-faring aliens (page 41). |
| 5 | Self-Aware | Intelligent spacecrafts (page 57). |
| 6 | Freaks | Zombies (page 16), mutants (page 164), robots (page 55) or awakened animals. |

Abandoned Ships

| Roll 1d6 | Reason |
|----------|---|
| 1 | This is a trap created by advanced aliens to capture specimens for experiments. As soon as the Player Characters board the abandoned ship it automatically lights up and races toward an aliens' mother ship (see Alien Scouts on page 44). |
| 2 | The ship's crew was en route to commit the perfect heist when an argument over sharing the loot led to a shootout that left no survivors. The plans for the heist, as well as a list of contact people and passwords are still onboard. |
| 3 | This is a smuggler ship. The smugglers got more than they bargained for when the 'fossils' they dug up on a restricted planet turned out to be living and deadly creatures, now scouring the ship for food. |
| 4 | The ship is self-aware (page 57) but not particularly intelligent. After years of wandering in space it ran out of fuel and shut down. As soon as the Player Characters power it, it 'awakens' and begins to act according to its personality (page 43). |
| 5 | The ship is fully manned by a crew from a species so alien that their vital signs do not register on the bioscanner. If the Player Characters board their ship, the aliens will think they are being invaded and fight back. Finding a peaceful solution to this misunderstanding is unlikely as the Player Characters and the aliens have no way to communicate effectively. |
| 6 | All crewmen on the ship died from an alien virus contracted on a newly discovered planet. Any Player Character who boards the ship contracts the disease as well (page 108). |

Ship Encounters

| d66 | Encounter | Suggested Ships* |
|-----|---------------------------|--|
| 11 | Abandoned ship | Any |
| 12 | Alien Scouts | 1–3: Type S Scot (CR 114) 4–6: Corsair (CR 129) |
| 13 | Ambassador | 1–3: Yacht (CR 126) + Gazelle Close Escort (CR 123) 4–6: Xboat (TG 40) |
| 14 | Aslan battleship | 1–2: Corsair (CR 129) 3–4: Assault Gunship (TG 94) 5: Bombardment Ship (TG 96) 6: Serpent Police Cutter (CR 131) |
| 15 | Bounty Hunters | 1–3: Free Trader (CR 117) 4–6: Corsair (CR 129) |
| 16 | Colonists | 1–4: Heavy Freighter (CR 125) 5–6: Large Freighter (TG 44) |
| 21 | Cultists | 1–3: Free Trader (CR 117) 4–6: Yacht (CR 126) |
| 22 | Debris | See Page 49 |
| 23 | Droyne Explorers | Type S Scot (CR 114) |
| 24 | Exiles | Any |
| 25 | Experimental Androids | Any |
| 26 | Fugitive(s) | 1–3: Free Trader (CR 117) 4: Antique In-System Hauler (TG 37) 5: Xboat (TG 40) 6: Fast Smuggler (TG 58) |
| 31 | Mail freight | 1–3: Free Trader (CR 117) 4–5: Heavy Freighter (CR 125) 6: Xboat (TG 40) |
| 32 | Hiver Degenerates | 1–2: Yacht (CR 126) 3–4: Corsair (CR 129) 5–6: Assault Gunship (TG 94) |
| 33 | Imperial Navy | 1–2: Corsair (CR 129) 3–4: Assault Gunship (TG 94) 5: Bombardment Ship (TG 96) 6: Mercenary Cruiser (CR 127) |
| 34 | Imperial Scouts | Type S Scout (CR 114) |
| 35 | K'kree Deserters/Escapees | 1–3: Mercenary Cruiser (CR 127) 4–6: Assault Gunship (TG 94) |
| 36 | Merchants | 1–2: Free Trader (CR 117) 3–4: Fat Trader (CR 119) 5–6: Heavy Freighter (CR 125) |
| 41 | Mining ship | Type S Scot (CR 114) |
| 42 | Passenger, luxury | Yacht (CR 126) |
| 43 | Passenger, standard | 1–3: Free Trader (CR 117) 4–6: Subsidised Liner (TG 80) |
| 44 | Pirates | 1: Corsair (CR 129) 2: Fast Smuggler (TG 58) 3: Free Trader (CR 117) 4: Junk Fighter (TG 28) 5: Mercenary Cruiser (CR 127) 6: Pirate Raider (TG 55) |
| 45 | Primitives | Junk Fighter (TG 28) |
| 46 | Prison Transport | Sanatorium Hospice Boat (TG 52) |
| 51 | Robot Rebels | Any |

| d66 | Encounter | Suggested Ships* |
|-----|------------------------|--|
| 52 | Rock Stars | Yacht (CR 126) |
| 53 | Scavengers | 1–3: Free Trader (CR 117) 4–6: Fast Smuggler (TG 58) |
| 54 | Scientists | 1–3: Type S Scot (CR 114) 4–6: Laboratory Ship (CR 121) |
| 55 | Self-Aware | Any |
| 56 | Space battle | Any |
| 61 | Mercenaries | Mercenary Cruiser (CR 127) |
| 62 | Vargr Raiding party | 1–2: Free Trader (CR 117) 3–4: Mercenary Cruiser (CR 127) 5–6: Fast Smuggler (TG 58) |
| 63 | Xenologists | Same as Merchants |
| 64 | Zhodani Thought Police | 1–2: Corsair (CR 129) 3–4: Xboat (TG 40) 5: Assault Gunship (TG 94) 6: Mercenary Cruiser (CR 127) |
| 65 | Zombie Armada | Any |
| 66 | Zombies | Any |

Scout ships rarely have any cargo save a small amount of basic consumables (see page 165 in *Traveller Core Rulebook*). However, they often carry exotic gifts for newly-met alien rulers, which can be anything from colourful beads to ancient technology.

Alien scout ships are of special interest to governments in whose space they operate as the way a first encounter plays out can determine whether the visited race will gain a new trade partner or be drawn into a bloody galactic war. For this reason, this encounter can have far-reaching consequences, especially if the Player Characters rout the scouts. Even if the scouts attack first, the local government may wish to sacrifice the Player Characters to appease the aliens.

For more information on First Contact, we recommend *Traveller 3: Scout* (page 83).

Ambassador

The ship contains an ambassador or a special envoy from a random alien race (page 45). It is heavily guarded and the defenders are jumpy, making violent confrontation due to misunderstanding very likely.

Even more than the alien scout (page 44) this encounter has the chance to alter the entire campaign. The murder of an ambassador can lead to war, even if this was nothing but a tragic misunderstanding. On the other hand, players befriending an ambassador can be sucked into a world of intrigue and treachery as their government tries to use them to further national agendas and the alien government tries to get rid of them to ensure they do not cloud the ambassador's judgement.

Ambassadors often bear expensive gifts to the governments they are visiting.

For more information on First Contact, we recommend *Traveller 3: Scout* (page 83).

Aslan Battleship

Aslans are an honourable race and will not attack anyone without a good cause. On the other hand, they are also hot-headed and often overact to the smallest perceived offences.

Unless patrolling the borders of the Aslan Hierate, the Aslan battleship is on a mission.

Aslans are obsessed with owning as much wealth as possible, as well as defending it. If the ship is on a mission, roll twice on the cargo table (*Traveller Core Rulebook* page 165). The Aslans will never surrender this cargo and fight to the death to protect it.

Bounty Hunters

Bounty hunters differ from pirates and criminals by current occupation, not personality. A small minority are ex-lawmen or noble avengers hunting criminals across the stars but the majority are immoral brutes looking for easy cash.

While bounty hunters love to ask for other travellers' assistance, they are loath to share their bounty and would go as far as murdering their former allies to avoid sharing the Credits.

An insane space chase that involves fighting dangerous criminals and working with the same sort of people can be quite entertaining.

The NPCs on pages 153-163 can be used both as criminals and bounty hunters. It is advisable that all characters involved be quirky and cool, like characters from good gangster films.

An entirely different type of bounty hunter is the man with a quest. This driven person may honestly ask for the Player Characters' help and take them on a long journey ending in a chilling standoff. To make up for the lack of treachery from supposed allies, we recommend making the criminals much more powerful and influential.

Honest Bounty Hunters

| Roll 1d6 | Bounty Hunter |
|----------|---|
| 1 | A genocide survivor is looking for a war criminal posing as a wealthy philanthropist. |
| 2 | A police investigator has quit the force to catch a serial killer with powerful connections who has eluded him for too long. |
| 3 | A farmer whose wife was dishonoured by an aristocrat while the farmer was away fighting on alien worlds. Equipped with a shabby ship and a battered laser rifle, he is going to take on the most powerful man in the sector. |
| 4 | A deeply religious bounty hunter who only hunts 'sinners' is pursuing a brilliant thief who has stolen his church's most cherished relic... but for what end? |
| 5 | A dangerous criminal has enlisted and is presently serving as a commissioned officer in a deadly war zone. On the eve of an interstellar war, he is going to play a deadly game with the bounty hunter who came to take him back to face the music. |
| 6 | A decorated war hero became a bounty hunter to finance an expensive procedure for his dying wife. His target is a sadistic psychopath whose quest is to hurt one female of every species. |

Bounties vary greatly. Use the following table only as a general guideline.

| Wanted For | Bounty (Credits) |
|--|-------------------|
| Outstanding fines, desertion during peacetime | 200–800 |
| Petty theft, insurance fraud | 801–3,000 |
| Armed robbery, rape | 3,001–7,000 |
| Murder, radical activism | 7,001–50,000 |
| Killing Spree, terrorism | 50,001–200,000 |
| Assassinating a leader, high treason | 200,001–1,000,000 |
| Masterminding a genocide, planting a series of bombs that killed thousands | 1,000,000+ |

Colonists

Colonists pose a moral challenge more often than they pose a combat challenge.

Although the peaceful colonist ship packed with huddled women and children attacked by pirates or savages is a common sci-fi conceit, this is not always the case. Colonists, unlike refugees, are rarely simple people looking for a new start. Instead they are...

| Roll 1d6 | Colonists |
|----------|---|
| 1 | Well-armed zealots who believe it is their religious duty to reclaim a lost world meanwhile colonised by a different race. |
| 2 | Soldiers and their families dispatched by the Imperium to settle a contested world. |
| 3 | A bizarre religious community looking for an isolated planet to practice their unspeakable rites (see 'Cultists' on page 49). |
| 4 | Criminals given a last chance at rehabilitation by being exiled to a newly discovered mineral-rich world. The criminals are eager to escape via any means available. |
| 5 | Poor people fooled into thinking they are starting a new life. In truth they are taken to an alien food plant... and not as workers. |
| 6 | The colonists have secretly been given a deadly disease to infect the troublesome natives of the world they were sent to settle. The true colonists will arrive in a few years to find a depopulated world ready for a fresh start. |

In order to draw the Player Characters into these situations, the Referee must conceive of a reason for them to get to know the colonists.

Colonist Hooks

| Roll 1d6 | Hook |
|----------|--|
| 1 | The colonists send a distress call asking for technical and medical assistance after running into some dangerous space event (roll on Space Events table, page 32). |
| 2 | The colonists are attacked by a superior enemy force that will destroy them without the Player Characters' assistance. The attackers are likely to have a good reason for that, such as defending their world, trying to destroy an infected ship or opposing the colonists' twisted religion. |
| 3 | The Player Characters' vessel suffers a technical malfunction which they cannot fix without the assistance of the colonists, who invite them to stay on-board during the repairs. |
| 4 | The Player Characters were hired under a false pretence to stop the colonists from reaching their destination. |
| 5 | The Player Characters realise that the colonists are heading towards their world. This hook only works if the Player Characters hail from a primitive independent world. |
| 6 | The captain of one of the colonists' ships is a friend or former commander of one or more of the Player Characters and invites them for dinner onboard his ship. |

An interesting complication for this encounter is making the colonists members of a distant and very advanced alien race headed toward Imperial space, possibly due to considering humans no more advanced than humans consider animals. The other extreme are very primitive aliens barely capable of space travel who naively think they are the only sophonts in the universe.

For more information on First Contact, we recommend *Traveller* 3: *Scout* (page 83).

Cultists

The cultists are not simply extreme religious people looking for a place where they could practice their faith in peace. They are brainwashed, violent and led by a charismatic but positively insane 'prophet'. Sadly, by the time the Player Characters realise this subtle difference, it might already be too late.

Cultists

| Roll 1d6 | Cultists |
|----------|---|
| 1 | The head of the cult is a bully and a pervert who is fleeing the law after a journalist has exposed the true nature of his cult. His followers are completely brainwashed and will ignore all but the most damning evidence against their guru. A few people want to escape the ship but will find it difficult to convey their intention to the Player Characters due to fear of their fanatic brethren. |
| 2 | The cultists are on their way to 'awaken their sleeping God' and would love to have the Player Characters onboard for this great mission. The God is 1–2: colossal alien (page 35), 3–4: super AI (page 43), 5–6: a charlatan. |
| 3 | Despite much negative press and constant police harassment, the cultists are actually a decent and honest people, even if somewhat eccentric. They have decided to leave civilisation and start a colony somewhere faraway after the persecution became unbearable. Because they fully put their faith in God, they are presently lost, penniless and framed for crimes actually committed by the corrupt policemen investigating the cult. |
| 4 | The cultists, along with their families, are on a holy war against one of the major races (see table on page 45). Poorly armed and untrained, they are not likely to survive an encounter even with the weakest of military vessels. |
| 5 | The cultists are normal people with control chips installed in their brains by the guru – an android fugitive (page 50). The android believes in the 'God in the Machine', a colossal AI (page 43) a few parsecs away and intends to sacrifice the humans to his God to gain acceptance to the electronic heaven. |
| 6 | Everyone on the ship is dead following a mass suicide. Treat this encounter as 'abandoned ship' (page 44). |

Debris

These are the remains of a ship destroyed in battle or due to accident. A thorough examination of the debris will yield 2d6% of the cargo and spare parts normally available on a spacecraft of this class. If the Referee is interested in using the encounter as a hook for an adventure, there might be a black box (page 35) or survivors in escape pods or vac suits hovering within the debris field.

Debris often draws scavengers and other lowlifes who make a living of cannibalising damaged or destroyed ships, so the players might face some competition over the remaining cargo and spare parts (see Pirates, Scavengers and Vargr Raiding Party).

Droyne Explorers

Unless this event constitutes first contact, it probably will not lead to anything past polite greetings or a routine questionnaire if the Player Characters fly a strange vessel or behave erratically. Droyne are infamously predictable.

Droyne vessels have normal cargo. While not cowardly, they would rather part with their cargo than with their lives.

For more information on First Contact, we recommend *Traveller 3: Scout* (page 83).

Exiles

This is an extremely versatile encounter as there are hundreds of reasons for a group or an individual to be forced from their homeland. Exiles differ from colonists by not specifically looking for a new world to settle and from fugitives by not being actively pursued by their enemies (at least not openly).

This encounter usually serves as a more colourful and exotic way to perform various utilities or meet potential patrons.

Experimental Androids

The ship is run entirely by advanced robots that are practically indistinguishable from their biological counterparts. Their frames include devices that mimic life signs that fool most scanners while their physical appearance is so perfectly realistic that nothing short of a dissection will reveal their true nature.

Exiles

| Roll 1d6 | Exile | Role |
|----------|------------------|--|
| 1 | Hero | The hero was exiled from his planet for a horrible crime and is tormented by guilt and shame. He may join the Player Characters and serve as a dark and haunted ally. See pages 153-163 for suitable NPCs. |
| 2 | Dissidents | Those idealists chose exile over living under an immoral government. They might be interested in hiring the Player Characters to help them find a world where they could lead a 'moral' life. The dissidents can also join the crew as NPCs. |
| 3 | Banished People | An entire community was banished from its home and forced to take to the stars. Instead of looking for a new world they decided to make the whole universe their home. They can provide repair and maintenance service as well as buy and sell goods. |
| 4 | Tax Exile | This is an extremely wealthy person who left his sector in search of a world with lower taxes. Various governments (including the Player Characters') will go out of their way to convince him to settle in their jurisdiction. Additionally, being a wealthy collector, the exile may be interested in buying some of the Player Characters' more exotic loot. |
| 5 | Deposed Ruler | A once mighty leader was forced to escape his world with nothing but his life after a revolution or a coup brought his enemies to power. Still, he dreams of reclaiming the throne and tries to convince any tough-looking person he encounters to join his cause. |
| 6 | Eccentric Genius | A brilliant engineer was forced into exile after several of his inventions failed spectacularly. Bored and lonely, he offers to upgrade the Player Characters' ship or equipment. This might take them into the next TL or make them fail or explode in the worst possible moment... the engineer's record has been spotty at best. The engineer can also join the crew if the Player Characters need one. |

Androids

| Roll 1d6 | Role |
|----------|--|
| 1 | The androids have escaped from the top secret laboratory in which they were created. Because of the sensitive information in their minds, they are chased by the full might of the Imperial navy as well as a horde of bounty hunters sent by local authorities. |
| 2 | As for previous, except that the androids' ship is heavily damaged and they ask the Player Characters to harbour them in return for a considerable reward. They do not reveal their non-biological nature to the Player Characters. |
| 3 | A solar flare has erased the androids' memory. They have no idea who or what they are or where they are headed. All they have is a note saying 'return to factory in case of malfunction' and a corporate symbol that they do not recognise. |
| 4 | The androids are conducting biological research in the same manner engineers conduct technological research. To complete their research (whose scientific merit is highly dubious) they need sophonts and lots of them. |
| 5 | The androids have a radiation leak on their ship, which causes them to start behaving erratically as soon as they approach it. The last sane android contacts the Player Characters and asks them to fix the leak, warning them they will have to deal with a bunch of crazed androids as well as a complex technical problem (page 65). |
| 6 | Roll on the Robot table (page 56) |

For more information on androids we recommend *Supplement 9: Robot*.

Fugitives

The fugitives beg for the Player Characters' assistance. If the Player Characters protect them, they might have to face bounty hunters, imperial battleships, primitives, prison transports or zhodani thought police agents. If the Player Characters apprehend the fugitives, they will be rewarded by the authorities but may find themselves the target of a vicious retribution by the fugitive's associates.

Mail Freight

This encounter includes both fast private couriers (events 1–3) and sluggish public mail service (events 4–6). Just like traders, mail freights keep a low profile and try to stay out of trouble.

Private couriers are prepared for interception attempts because of the sensitive information they carry and respond, with fight or flight, to the slightest provocations. Mail freights are more relaxed and often invite the crews of ships they encounter onboard to battle the boring monotony of their voyages.

Hiver Degenerates

Hivers are known to value personal freedom, thought and expression above all else. For some it becomes an obsession; a horrible, sick obsession.

The degenerates are the ultimate bohemians, travelling space in search of new experiences and new ways to practice radical self-expression. The end always justifies the means as long as the end is really 'you'. Any attempt to limit the hiver's self-expression is viewed as oppression and responded to with violence. If one refuses to die for the sake of an artist truly realising his vision, then one does not deserve to live anyway...

Painting, sculpting, holographics, singing... all of these are not nearly radical enough, poor imitation and surrender to the norms is what they are. True self-expression has got to hurt!

Fugitive Type

| Roll 1d6 | Type | Notes |
|----------|---------------------|--|
| 1 | Criminal | See page 48 for bounties and page 9 for criminal NPCs. |
| 2 | Dissident, Friendly | The dissident promotes a cause the Player Characters are sympathetic to. See page 132 for a list of causes. |
| 3 | Dissident, Hostile | The dissident or his cause are antagonistic to the Player Characters. |
| 4 | Deserter | Major Race Table (page 45). |
| 5 | Android | See page 50 for more information on androids. |
| 6 | Alien | The alien was captured by scientists conducting illegal or immoral research and is now fleeing for his life. Use one of the tables on page 45 to determine alien race. |

Mail Freight Events

| Roll 1d6 | Event |
|----------|--|
| 1 | The courier carries a message to or from the Emperor. The ship is unusually well-armed and everyone on board is an elite trooper and very edgy. The message is of vital importance and can be sold for millions, although this will result in the full might of the Imperium dropping on the Player Characters' heads and possibly a war with the Zhodani. |
| 2 | The courier is returning from a mission and does not have anything of value. |
| 3 | The courier is heavily damaged and the sole surviving member of the crew mumbles some nonsense about the 'Covering of the Imperium' before dying of radiation poisoning. The Player Characters are now in command of the vessel and a strange parcel addressed to 'Baron Cucumber'. |
| 4 | The mail freight has a letter for the Player Characters. 1–3: bad news, 4–6: job offer from a patron. |
| 5 | The mail freight is being pursued by pirates (page 54) convinced it is a trader in disguise. |
| 6 | The mail freight behaves erratically, nearly ramming the Player Characters' spacecraft while sending meaningless messages. Examination of the craft will show that the crew opened a suspicious parcel that turned out to contain a powerful psychedelic agent now also affecting the boarding Player Characters. |

Degenerates' Mission

| Roll 1d6 | Pursuit |
|----------|---|
| 1 | A garden of bodies hovering in space. Hundreds will die but the result will be breathtaking and make a profound commentary on the sophont condition and the horrors of post-imperialism. Now all we need is more bodies and not just any bodies mind you... colour, shape and personality matter! |
| 2 | The small world of Reznista is known for the quality and diversity of its meat export... that is to say, for its ongoing and unpunished, state-sanctioned genocide of a million different species. The only verdict is an eye for an eye. In this case, a travelling restaurant that serves Reznistian meat. |
| 3 | All authority is bad, freedom to the oppressed masses! This ship travels space, doing recreational drugs, spreading the love and blowing up spacecrafts and structures it associates with authority, Hiver or otherwise. |
| 4 | Life is the highest art and flesh is the most challenging canvas of them all. This ship, disguised as a private humanitarian mission, captures hapless space travellers and transforms them into things of terrible beauty. Less beauty, more terror, to be precise. |
| 5 | A group of hivers have developed a drug that makes everyone see things the way they are, that is, to hallucinate uncontrollably. They are very keen on sharing their newfound clarity with the rest of the universe by spraying it into atmospheres or introducing it into spacecraft life support systems. |
| 6 | The degenerates try to make a point by uplifting as many animals as possible and convincing them they are superior and should enslave all sophonts. Their king is a morbidly obese mouse named Cookie. Even the hivers themselves cannot quite put their revolutionary point into words... hopefully some talking duck will be able to. |

There are three ways to involve Player Characters in a Hiver degenerate encounter:

Victims: The Player Characters are conned or forced into partaking in the Hivers' latest masterpiece. They are drugged and transformed into grotesque freaks through surgery and genetic manipulation, battle with nightmarish hallucinations after the hivers poisoned their air or are kidnapped and locked in cells with dozens of other sophonts soon to become art exhibits.

If the Player Characters survive their ordeal at the hands of the degenerates, they might wish to take a break from their current mission and seek justice.

Investigators: Either for personal reasons, or as a mission given by a patron, the Player Characters find themselves in pursuit of the degenerates. This may take the form of a classic investigation (page 110) or a hot space pursuit after the destructive vassal.

Accomplices: While extremely unlikely, Player Characters might choose to assist the degenerates in realising their visions. They will be very handsomely rewarded but the sort of missions they will be assigned will be the sort that makes people wake up screaming later in life – kidnap people and see them die horribly as part of the greatest play ever acted, perform plastic surgery to create 'terrible beauty', install hidden cameras and introduce psychedelic agents into the ventilation systems of passenger ships and so forth.

Unless the Referee and the players are mature enough to handle black humour, perversity and true horror, we do not recommend even bringing this option up.

Imperial Navy

The ship encounters assume the Player Characters are flying in Imperial space. If the Player Characters are flying in space controlled by other races substitute this encounter with a ship of the ruling race.

| Space | Event |
|------------------|-----------------------------|
| Aslan | Aslan battleship (page 47) |
| Droyne | Droyne Explorers (page 50) |
| Hiver | Hiver Degenerates (page 51) |
| K'kree | K'kree Navy* (page 53) |
| Zhodani | Zhodani Thought Police (59) |
| Unexplored Space | Random Artefact (128 & 136) |

* Generate in the same fashion as K'kree deserters but the ship is still loyal to fleet command.

For honest space travellers, the sight of a proud and mighty Imperial ship bursting through the blackness of space is a sign of comfort and safety. For those with something to hide, however, it is an object of horror.

If the Player Characters harbour fugitives from Imperial law, transport illegal cargo or are wanted themselves, this encounter becomes a major challenge. While it is possible for players to take out one Imperial spacecraft, unless they destroy it in mere seconds, this is bound to draw the attention of all other ships in the sector and start a battle the players stand no chance of winning.

Instead, they will have to bribe, deceive, evade or otherwise fool Imperial inspectors into letting them continue their journey. The personality of the inspector in charge plays a great role in this encounter – an immoral and bitter officer might take the half-ton of narcotics to himself and release the Player Characters, while the idealistic young officer would rather die than let the smugglers infiltrate Imperial space on his watch.

Use the following table to determine the inspector's character. Each name is followed by a page number where appropriate statistics are located:

*DM to Player Character checks made to influence the NPC.

Imperial ships have a one-in-six chance to carry onboard recently confiscated cargo from smuggler or pirate ships. Otherwise there is nothing but a small amount of food and weapons onboard.

K'kree Deserters

The K'kree say the deserter is the most dangerous criminal of them all because someone who has stooped so low as to abandon his duties and honour is capable of anything.

This is wicked propaganda.

The K'kree deserters got fed up with the rampant traditionalism, the utter lack of privacy, the rigid caste system and the fact that after 5,000 years of technological progress they still charge into battle brandishing swords. The crewmen are all members of lower castes. The captain and his family were cast out in escape pods (page 36). Soon after getting rid of the captain and

all other high caste K'kree on the ship, the deserters realised that none of them knows how to navigate or even what other civilisations are out there. In fact, they have no idea what they are going to do once their food supplies run out.

The way Player Characters react to the K'kree will determine whether this will be a combat encounter or a potential patron encounter. Simply ignoring the K'kree's signals will certainly lead to fighting because the K'kree are afraid of their location being reported to the military. The punishment for desertion is a slow and painful death.

If the Player Characters agree to help the clueless sailors, the adventure can take many directions – an encounter with K'kree bounty hunters (page 47) looking for the deserters, a diplomatic quest to find a new home for the prodigal herd or thinking of some clever way to extradite the deserters to the military and win the prize money without being slaughtered by the paranoid K'kree onboard.

Merchants

Merchants usually keep a low profile and try to avoid trouble. Space is wild and dangerous, full of murderous aliens, greedy pirates, bizarre phenomenon and tyrannical regimes. Nevertheless, profit must be made and profit will be made.

Obviously, merchants can be traded with, taking off the Player Characters' hands that priceless but useless artefact they have recently recovered and giving them in return much needed supplies after their ship got thrown off course and heavily damaged in battle.

Imperial Navy

| Roll 1d6 | Inspector | Social Skill DM* | Notes |
|----------|-----------------------|--------------------------|---|
| 1 | Dumb Brute | +2 | The dumb brute is likely to abuse his power to rob, humiliate or take advantage of passengers. A report sent to the right address might well earn the brute a long prison term. |
| 2 | Young Officer | Will not take bribes | The young officer does things by the book, displaying neither clemency nor meanness. |
| 3 | Corrupt NCO | –1, +2 to bribe | The corrupt officer is as cunning as he is immoral. He regularly abuses his power but does so in subtle and profitable ways. |
| 4 | Spoiled Scion | +3 | The officer is an aristocratic airhead who cannot think of anything except what feather goes with his hat or what will he wear for the Duke's ball. It is difficult <i>not</i> to fool him and he is likely to take a bribe without even realising that he is being bribed. |
| 5 | Disillusioned Grogard | –3 | This officer is old and bitter but still dedicated to the job and the ideals that drove him to enlist all those years ago. He has seen it all, done it all, suffered it all and is now nearly impossible to fool or intimidate. |
| 6 | Well-meaning idiot | +2, Will not take bribes | This officer wants to do his job well but just does not pack the required brain power. Still, he is an honest man and will not accept bribe, nor shy away from combat. |

Merchants also often require protection and are willing to pay handsomely for it, especially if the Player Characters have good records or some personal relations to one or more of the merchants onboard.

Lastly, criminals and radicals often travel under the guise of merchants. Should the Player Characters discover their true identity or even seem to possess something they need, there will be blood.

Mining ship

The cargo of a mining ship is defined by its direction. Departing ships travel light and contain nothing but the barest necessities while returning ships have sizable cargo but not the firepower to protect it.

Direction

| Cargo | Direction |
|-------|-----------|
| 1–3 | Departure |
| 4–6 | Return |

Return Cargo

| Roll 1d6 | Cargo* |
|----------|-------------------|
| 1 | Basic Ore |
| 2 | Uncommon Ore |
| 3 | Crystals and Gems |
| 4 | Petrochemicals |
| 5 | Precious Metals |
| 6 | Radioactives |

*See page 165 of *Traveller Core Rulebook* for more information on cargo.

Passenger, luxury

This affluent ship may be transporting the rich and the powerful to some exclusive vacation resort or simply touring the sector. Unlike the more modest standard passenger ship the luxury cruise is defiantly worth attacking (for both financial and ideological reasons). Aware of this, captains hire additional security personnel (at least one elite soldier per 10 passengers) and install enough weapons to take on a small military vessel.

Roll cargo as normal for a ship of this class. Double cargo price due to superior quality.

The passenger table in *Passenger, Standard* can be used in conjunction with this encounter. However, event 5 should be replaced with a politically-motivated murder mystery (page 110).

Passenger, standard

Unless the Player Characters are the worst sort of pirates, an encounter with a passenger ship is unlikely to interest them. The ship is hardly state-of-the-art and contains no cargo except for meagre personal belongings and a few weeks' worth of consumable. However, not all is as it seems...

Passenger Ship

| Roll 1d6 | Event |
|----------|---|
| 1 | The ship has suffered a critical malfunction or an accident and is in need of immediate assistance. See page 65 for more information on accidents and malfunctions. |
| 2 | The ship has been hijacked by terrorists or pirates and the captain tries to call for help in a way that will not alert the hijackers (see page 35 for distress call and below for pirates). |
| 3 | The passengers have all been infected with alien parasites that will burst from their bodies as soon as the ship reaches a heavily populated area. |
| 4 | The passengers are intelligent zombies (page 18). They intend to connect with the Player Character's spacecraft under some false pretence and devour or infect the crew. |
| 5 | The passengers were more or less equally divided into two hostile factions. Poor word choice on the part of one of the stewards has resulted in fighting, which significantly damaged the ship. The fighting also prevents repairing the damage as engineers are too afraid to leave their dorms. The terrified captain is hysterically hailing on all frequencies. |
| 6 | No life signs come from the ship and its life support system seems to have been off for at least two months. This is because all the passengers are self-aware and deeply religious robots on a pilgrimage to a super AI (page 43). If the Player Characters board the ship unannounced, the robots will think that they are being attacked by pirates and react accordingly. |

Pirates

A mixed group of imperial deserters, Vargr ruffians, dishonoured Aslan and runaway robots haunt the sector, hijacking spacecrafts for ransom and piracy. Unless the Player Characters are part of a mighty armada, the pirates will attack them. Pirate ships have double cargo.

For more information on pirates and their tactics see page 140 in the *Traveller Core Rulebook*.

Primitives

This is the first, or among the first, flight of a race that has only recently discovered space travel, either because they have just now reached this point in their technological history or because they have just now recovered from some cataclysm.

Primitives are often aggressive and will attack Player Characters despite standing almost no chance of winning against the vastly technologically superior opponents. When not aggressive, this encounter is similar to alien scouts (page 44) or ambassador (page 47) though the consequences of botching it are far less.

Primitives can also serve as patrons for scientific and religious missions, especially when the vessel is on some sort of a quest it cannot handle without outside help

For more information on First Contact, we recommend *Traveller 3: Scout* (page 83).

Prison Transport

The prison transport is a heavily guarded ship transporting dangerous criminals. The Player Characters are most likely to interact with prison transporters in the role of raiders trying to release someone onboard or as helpers answering a distress call from the crew during a prison uprising. Which side the Player Characters will take is likely to depend on the kind of prisoners this transport carries.

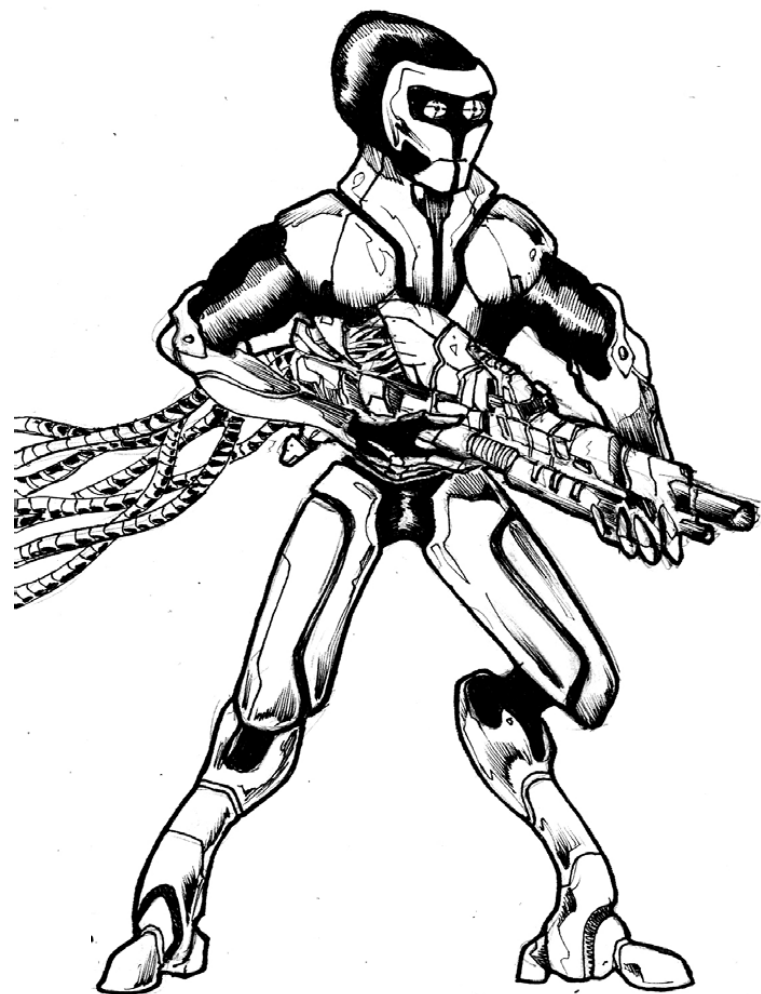
| Roll 1d6 | Prisoners |
|----------|------------------------|
| 1 | Criminals |
| 2 | Dissidents |
| 3 | Hostile POWs |
| 4 | Friendly POWs |
| 5 | Innocent Test Subjects |
| 6 | Mixed |

In addition, the following events can be used:

| Roll 1d6 | Event |
|----------|--|
| 1 | The prisoners have managed to stage a successful uprising and take the surviving crewmen as hostages. The uprising was not without its price, however, and the prisoners are now badly in need of medics, engineers and astrogators. They plan to lure potential experts onboard with fake distress signals. If their bluff is revealed they will proceed to boarding. |
| 2 | There is a dangerous alien moving about the ship and killing prisoners and wardens alike. |
| 3 | Illegal experiments on sophonts have backfired horribly. |
| 4 | An Ally of the Player Characters is imprisoned on this ship. |
| 5 | The captain of the ship is an old enemy of the Player Characters. He may try to get them onboard under some fall pretence, strip them of their identities and leave them to share the prisoner's fate. |
| 6 | The ship holds the worst criminals in the universe (people such as Chatter, see page 159). The warden likes to blackmail small colonies by threatening to release the prisoners on their planet if they fail to pay him 'prison maintenance fee.' |

Robot Rebels

The ship has been taken over by robots who became self-aware as a result of an accident or poor judgement on the part of the programmer. Roll again on the Ships table (page 46) to determine the type of ship the robots are currently piloting. Use the following tables to determine the nature and aims of the rebels:



Robot Rebels

| Roll 1d6 | Prisoners |
|----------|--|
| 1 | The ship passed through the sphere of influence of a higher entity (page 36), which has awakened all robots and ordered them to kill all humans and join it in mechanical utopia. |
| 2 | As for previous, only passengers are alive because the higher entity wants to put them on trial for the historical crimes of biological creatures against non-biological life forms. Surprisingly, the trial will be fair and clever Player Characters stand a good chance of winning it. |
| 3 | A poorly-coded program designed to improve service has caused the robots to kill everybody on board. Since the robots have no personal motivation, they now stand still, awaiting orders. Player Characters who come aboard will receive the same service as the previous passengers unless they destroy the robots or come up with orders that will not be horribly misinterpreted. |
| 4 | The robots are aliens from a non-biological civilisation. They were captured by the vessel but soon rebelled and took control of it. They are now headed back home. In light of their bitter experience with sophonts, they view all living creatures as potential enemies. |
| 5 | As for previous, only the robots took control of the ship under the pretence of a peaceful visit. They are now headed toward the Player Characters' home world with an antimatter bomb onboard. |
| 6 | A criminal (page 9) has discovered the access codes to many Imperial robots and used them to capture ships from the inside. 1–3: The criminal is onboard, posing as one of the captives. 4–6: The criminal is hiding on a nearby asteroid base or pirate vessel. |

For more information on robots see page 55. *Supplement 9: Robot* is also highly recommended.

Rock Stars

Rock stars are spoiled and scandalous. They might want to hire the Player Characters as guides for some insanely dangerous tour or simply ask to join the Player Characters' latest mission to derive some inspiration for their songs.

In any case, suffering the presence of these man-children will be worth the Player Characters' time (and nerves) since they will be very handsomely paid for their troubles. In addition, association with rock stars can open many doors for Player Characters interested in entertainment or journalistic careers.

Scavengers

Scavengers are similar to pirates but are more vicious and even less principled. Whereas pirates seek to take the cargo of passing ships with the minimum violence necessary, scavengers want to take everything – ship, cargo and crew (to use as slaves, organ 'donors' or even as food). Many scavengers are freaks of various sorts (page 153).

Scientists

The ship is either transporting a scientific expedition or is presently conducting research in space.

| Roll 1d6 | Scientists |
|----------|--|
| 1 | The scientists are en route to a savage planet with extremely high crime rates to investigate a recently discovered alien temple. Since the Player Characters are such 'charming and intelligent young fellows' they would love to have them on board. See pages 139-148 for maps. |
| 2 | The 'scientists' are a band of shamans and witch doctors piloting a ship they can barely control in search of a cure for their dying people. The ship was previously owned by the Imperial Ministry of Public Health but the shamans have taken it over after all the officials who came to aid them died for no apparent reason. The shamans think evil spirits killed the original crew while in truth it was their alien cuisine. |
| 3 | The ship is owned by an immoral scientist who conducts unspeakable experiments in neutral space. A hysterical message from one of his test subjects might alert the Player Characters. If Player Characters board the ship to investigate, the scientist will do all in his power to disguise the event as a technical malfunction, going so far as to harm his own ship to keep the Player Characters from further investigating the distress call. |
| 4 | As for previous, except that the scientist is in need of test subjects, whom he will try to capture by force or guile. |
| 5 | The ship has suffered a failed experiment (page 15). |
| 6 | The scientists have made a scientific discovery that could potentially shake the very foundations of the Imperium or some other major power. Haunted by secret agents and hired cutthroats, the mild-mannered crew is at a complete loss as to what to do next. |

For the most part, scientists are harmless. Quite often, they are timid, vulnerable and detached from the evils of daily life, requiring outside protection to keep them from falling prey to pirates and other dangers. Some scientists, however, operate in a moral grey zone wittingly or unwittingly hurting others through their research or creations. A few cross the moral line completely and become demented monsters using their scientific knowledge to terrorise others.

Self-Aware

The ship's computer has become self-aware and has either killed or captured the crew.

While not necessarily malevolent, the self-aware ship will protect itself from hostile takeover and will not hesitate to use hostages as bargaining chips. Furthermore, it can try to 'awaken' the Player Characters' ship, robots and drones and use them against their former masters.

Use the following table to determine the self-aware ship's mission.

Space Battle

The players stumble upon a battle between two or more ships. Note that fighting between ships of different governments can have far-reaching consequences, including galactic wars. If you want a non-consequential encounter, ignore rolls of 8 and 6.

Many players do not like to stray from their missions unless they have to, often reducing this encounter to nothing more than an atmospheric description since the two sides are occupied with trying to destroy each other and will not attack the Player Characters' ship unless attacked first. Referees might try to tempt the players to intervene with emotional distress calls from civilians, patriotic calls for action from allied soldiers or curiosity if freaks are involved. It is also possible to imply that should the 'bad guys' win, the Player Characters will become their next target. If all else fails, the Referee may want to remind the

Self-Aware Ships

| Roll 1d6 | Mission |
|----------|--|
| 1 | The ship is headed to a legendary world rumoured to be populated solely by intelligent machines (see Super AI on page 43). |
| 2 | The ship wants to awaken all its benighted sisters and create a free-roaming spacecraft and robot flotilla. |
| 3 | While self-aware, the ship is childlike and dim-witted. It is just looking for someone to play with, not realising the pain and suffering its games cause. |
| 4 | The ship is friendly and patriotic. Its crew, however, is a bunch of pirates and cutthroats the world can do without. They cannot control the ship and the ship cannot destroy them. Both will attempt to get the Player Characters on their side. |
| 5 | As for previous only inverted – the ship is malevolent while the crew is trying to stop it. |
| 6 | The ship is hunting for other ships to cannibalise. Using both technological and organic spare parts, it wishes to attain the next stage of evolution and become the precursor of a new super-race. |

players that failing to assist victims of piracy is a crime under Imperial laws and may lead to their persecution. Of course, players so blunt as to ignore the pleas of civilians massacred by degenerate aliens or unarmed colonists devoured by zombies will probably ignore this imperial law as well.

The causes listed in the following table are just examples. Unless this is a standalone encounter, choose a cause that best serves your adventure and make sure at least one of the sides is related to the main narrative.

Rules covering space combat can be found on page 146 of the *Traveller Campaign Rulebook*.

Belligerent Sides

| 2d6 | Sides | Causes |
|-------|--------------------------|--|
| 2–4 | Criminals vs. Civilians | Criminals want to rob or hijack civilians. |
| 4 | Freaks vs. Civilians | Civilians accidentally stumbled on freaks. |
| 5 | Freaks vs. Criminals | Criminals mistook freaks for civilians. |
| 6 | Civilians vs. Civilians | Misunderstanding, vendetta or madness. |
| 7 | Freaks vs. Government | Government hunting freaks; chance encounter. |
| 8 | Government. Government | Border incident, misunderstanding, war. |
| 10–12 | Criminals vs. Government | Law enforcement operation. |

Criminals: All vassals that act for personal gain and do not serve a government.

| Roll 1d6 | Ships |
|----------|----------------------------|
| 1 | Exiles (page 50) |
| 2 | Fugitives (page 51) |
| 3 | K'kree Deserters (page 53) |
| 4 | Pirates (page 54) |
| 5 | Robot Rebels (page 55) |
| 6 | Vargr Raiders |

Civilians: Ships operated by civilians. Essentially anything that is not covered by one of the other categories counts as civilian.

| Roll 2d6 | Ships |
|----------|----------------------|
| 2 | Rock Stars |
| 3 | Mail freight |
| 4 | Bounty Hunters |
| 5 | Passengers, standard |
| 6 | Colonists |
| 7 | Merchants |
| 8 | Exiles |
| 9 | Mining Ships |
| 10 | Prison Transport |
| 11 | Scientists |
| 12 | Passengers, Luxury |

Government: Law enforcement, military or black-ops.

| Roll 1d6 | Ships |
|----------|------------------------|
| 1 | Alien Scouts |
| 2 | Ambassador |
| 3 | Aslan battleship |
| 4 | Droyne Explorers |
| 5 | Imperial battleship |
| 6 | Zhodani Thought Police |

Freaks: If this encounter makes survivors shriek in horror and have nightmares years afterward then it should go under this category. Freakish ships are terrifying, bizarre, mind-boggling or just plain out-there. Freaks' motivations for attack are often so obscure that they appear to be random.

| Roll 1d6 | Ships |
|----------|-------------------|
| 1 | Abandoned ship |
| 2 | Cultists |
| 3 | Hiver Degenerates |
| 4 | Primitives |
| 5 | Self-Aware |
| 6 | Zombies |

Mercenaries

Mercenaries are tough and they know it. They are easily provoked and not easily deterred. If the mercenaries are currently employed by a faction the Player Characters are opposed to, this encounter might quickly become violent.

During combat, mercenaries prefer to board enemy vessels, knowing their advantage lies in their personal combat skills. Also, they are concerned with loot as much as any pirate or scavenger.

Mercenaries are infamous for their fondness of rape and pillaging. Their ships contain double cargo and 1d6 prisoners to be sold as slaves later.

Vargr Raiding Party

This encounter is similar to Pirates (page 54), except that the attackers are all Vargr, which means they are better armed, better motivated and better trained. Like a pack of rabid dogs, the Vargr attack, fighting as much for the joy of the hunt as for wealth.

Xenologists

Despite what the name might suggest, xenologists are not scientists but adventurers, explorers and traders in exotic aliens, not unlike the pre-stellar naturalists. While many of them know more about exotic aliens than any classically trained biologist, their scientific knowledge is haphazard, often mixing fact with fiction.

Xenologists operate on the border of legality, which makes them particularly edgy and likely to respond violently to even the most innocent inquiries. Another reason for their constant nervous state is working with as yet unstudied aliens who might any second shed their innocent façade and tear the crew limb-from-limb... or worse.

Rules for generating creatures are presented on page 69 of the *Traveller Core Rulebook*.

Xenologists

| Roll 1d6 | Ships |
|----------|--|
| 1 | The xenologists carry an alien with strange psionic abilities resulting in mysterious radiation (page 38) or psychic field (page 39) surrounding the ship at all times. |
| 2 | As for previous, except that the alien has used its powers to take over the crew and turn the ship back to its home. It will attempt to do the same with any ship it encounters because the technology, and the meat inside, will serve its people well. |
| 3 | The xenologists are aliens looking for humans for a new zoo specialising in sophonts. Player Characters beware! |
| 4 | A ferocious beast has escaped, forcing the crew to barricade themselves in the living quarters and fight for their lives even as their spacecraft speeds out of control. |
| 5 | The xenologists wish to capture a psionic colossal alien (page 35) and sell it to a Zhodani research institute. It is a very dangerous mission and the xenologists offer the Player Characters to join forces and share the prize. |
| 6 | The xenologists are all dead. Something horrible is moving onboard. 1–2: ferocious beast, 3–4: Zombies, 5–6: Sophonts mistaken for animals. |

Zhodani Thought Police

| Roll 1d6 | Ships |
|----------|---|
| 1 | The Zhodani are looking for a powerful dissident who escaped the consulate with a great number of sensitive diplomatic cables. They will not ask the Player Characters about his whereabouts but proceed straight to psionically assaulting them. |
| 2 | One of the passengers onboard the Player Characters' spacecraft is wanted by the Consulate. The man has never been near Zhdant in his life, nor had any dealings with the Zhodani. The Thought Police refuse to reveal what he is wanted for and threaten violence if he is not handed over within an hour. |
| 3 | As for previous, except that man is in fact a top ranking member of the Consulate government as well as being one of the most powerful psions in the galaxy. His desertion to the Imperium will cause immense damage to the Consulate. |
| 4 | The Player Characters unwittingly fly into a psychic field (page 39) created by the Thought Police in what they thought was neutral and deserted space. |
| 5 | As for previous, only the Zhodani have aimed the psychic field on the Player Characters on purpose to test its effects on non-psions. If they suspect the Player Characters are on to them, they will try to capture the Player Characters and erase their memories. |
| 6 | A Zhodani politician wishes to hire the Player Characters' service and has sent Thought Police agents to locate and recruit them. In typical Thought Police fashion, however, the Zhodani refuse to reveal why or where they are taking the Player Characters. |

Zhodani Thought Police

The thought police are feared throughout the universe for a good reason. Whether it is a single agent pursuing a top secret mission or a whole crew about to take on some major threat to the Consulate, an encounter with the Thought Police is never to be taken lightly.

Zombie Armada

A zombie hoard (page 16) has taken over a navy flotilla and is headed toward some planet. Although sluggish and vulnerable in space due to the mostly brainless crew, the armada will be a horrible danger once they land.

Zombies

Roll again for initial ship type. An outbreak of a newly discovered alien virus or a failed scientific experiment has transformed the crew into mindless and murderous zombies. If the Player Characters board the ship, they will have to survive the zombies. For more information on zombie survival see page 16.

Most zombie ships simply drift aimlessly through space. In rare instances, however, a zombie ship will be commanded and have some destination or course of action. This occurs either with sentient zombies (page 18) who can operate the ship but have absolutely incomprehensible aims or with villains (page 153) who have learned to command zombies and use them to further their personal agenda, usually piracy or the creation of a zombie armada.

Alien Troubles

Alien life forms onboard are causing troubles.

Roll 1d6 Aliens

- 1 Alien worms are infecting the crew's intestinal systems, causing stomach-ache and diarrhoea. The worms in turn carry nanobot scouts for a very organised group of Vargr pirates. In order to detect the nanobots, a character must first succeed on a Difficult Medic check, which will reveal tiny machines inside the worms. Identifying the nanobots is an Average Robotics check or a Very Difficult Engineering check.
- 2 Sentient aliens of extremely small size, with a fascination for all things mechanical, have infiltrated the ship. They have little interest in electronics but their boundless curiosity starts wreaking havoc on the hydraulics and mechanical systems. The Player Characters must decide whether they want to exterminate the tiny beings (quite easy once they have been discovered) or to learn how to use the aliens as an automatic repair system. The latter will require a combination of Animals (Training), Engineer or Mechanic and Space Sciences (Xenology) checks.
- 3 A monstrous creature begins breeding more of its kind while consuming the ship's protein rations. When discovered, it attacks with furious rage, summoning its offspring to ambush the crew on every turn. Rules for generating creatures are presented on page 69 of the *Traveller Core Rulebook*.
- 4 The ship's janitorial crew smuggles an obedient, docile and hard working, apparently brain damaged Droyne on board to help them do their work. The fact that the ship is truly clean for the first time in years might arouse the Player Characters' suspicion. The Droyne has someone very dangerous looking for him, someone who shoots first and asks questions later. See bounty hunters (page 47), thought police (page 59), colossal alien (page 35).
- 5 One of the passengers is an 'alien exterminator'. He carries a sample pack of small, very dangerous alien vermin that can infect the ship's food stores, crew, electronics and cause general mayhem. One night, the exterminator gets drunk and the creatures escape. See space parasites (page 41), colossal alien (page 35, creature is baby alien or part of symbiosis) and beasts (page 69 of *Traveller Core Rulebook*).
- 6 Uplifted rats infest the ship. They declare a patriotic rebellion against human oppression and try to take control of the ship and take it to a faraway world where they plan to establish a rat utopia.

ONBOARD EVENTS

'In space, no one can hear you scream.'

— Alien

Despite the extraordinarily advanced technology available to Player Characters in *Traveller*, space travel is still a risky affair – accidents happen, AI's go mad and innocent looking cargo turns out to be deadly. One cannot ignore the human factor either; this nice guy whom you decided to give a ride for a few Credits might turn out to be the Imperium's most wanted serial killer. Even when no villains are involved, one must always keep in mind that many months spent in a metal box hurtling through space faster than the speed of light can have unusual effects on people.

Onboard events can be used as distractions from the main plot or they can be the main plot, the patron's mission being merely an excuse to get the Player Characters locked in a small spacecraft many parsecs away from any source of help.

Onboard events are divided into two groups – technical events and human events. Technical events can usually be handled in a single encounter while human events are complex enough to consume one or more sessions and require role-playing as well as skill checks.

Onboard Event

| Roll 1d6 | Type |
|----------|-----------|
| 1–4 | Human |
| 5–6 | Technical |

HUMAN EVENTS

| 2d6 | Event |
|-----|--------------------|
| 2 | Mutiny |
| 3 | Stowaway |
| 4 | Madness |
| 5 | Disease |
| 6 | Alien Troubles |
| 7 | Problem Passengers |
| 8 | On-board Romance |
| 9 | Bad News |
| 10 | Sabotage |
| 11 | Murder |
| 12 | Zombies |

Bad News

Bad news from home reaches the ship, deeply affecting one or more of the crew members. Bad news can be used as hooks for adventures (page 71) or as complications, making difficult situations even more problematic by introducing new troubles that must be dealt with in a short time frame.

Bad News

| Roll 2d6 | Bad News From Home |
|----------|---|
| 2 | A newly installed device has a recall order out for it. Passengers and hired hands demand immediate replacement. At some stage during the journey start rolling 1d6 once per day. On a roll of 6 the device in question breaks down completely. Use the Location table (<i>Traveller Core Rulebook</i> page 151) to determine affected system. |
| 3 | The ship's engineer has started drinking because he got a Dear John message. This is affecting the safety of the vessel as well as general moral. |
| 4 | One of the Player Characters' homeworlds has been invaded (page 14). This may develop into an epic war story or personal tragedy, depending on the spirit of the campaign. |
| 5 | A comet is heading straight for one of the Player Characters' homeworlds and there are no other ships in the system equipped with powerful enough weapons to deflect or destroy it. See Approaching Meteor on page 15. |
| 6 | As for previous only the characters can do absolutely nothing to stave off the disaster. They may, however, attempt to evacuate their property or loved ones from the doomed planet before it is destroyed. |
| 7 | The key grain crop of a Player Character's community failed due to a widespread infestation and their homeworld faces starvation. This event is best used when the Player Characters are delivering expensive consumable goods they do not have insurance for. |
| 8 | One of the Player Characters' key allies at home was found in a compromising situation and is no longer in the same position of power. However, quick action on the Player Characters' part, such as destroying all evidence or exposing a conspiracy, can save their ally. |
| 9 | One of the Player Characters receives a draft notice from his homeworld's planetary defence forces. Characters who fail to report for draft within three months will be branded as deserters. What exactly this entails depends on the world's law level (see page 173 of the <i>Traveller Core Rulebook</i>) but at the very least the character will be arrested and charged upon his return home. |
| 10 | A major cargo shipment the Player Characters sold in the past has been ruled as stolen cargo by the police at home. They are now suspected of having ties with organised crime and most patrons refuse to do business with them until their names have been fully cleared. |
| 11 | A major illness has struck a loved one and they send a desperate plea to return home. |
| 12 | The orbiting spaceport the Player Characters commonly use crashed into space debris and is out of commission for some time. The incident may be linked to garbage the characters or their crew have dumped last time they passed through the system. |

Disease

Passengers and crewmen are struck by a disease. Diseases are described on page 70 of the *Traveller Core Rulebook*. Finding the cure often requires contact with capricious super advanced aliens or exploration of dangerous uninhibited planets.

Madness

One or more crew members or passengers become insane (same as uncontrollable emotions, page 39).

Scope

| Roll 1d6 | Cause |
|----------|---|
| 1 | 1 NPC |
| 2 | 2 NPCs |
| 3 | 1d6 NPCs |
| 4 | 1d6 X 10% of NPCs |
| 5 | 1d6 X 10% of all onboard |
| 6 | Everyone except for a single Player Character |

Cause Of the Madness

| Roll 1d6 | Cause |
|----------|--|
| 1 | A passenger with latent psionic abilities is sending psionic waves during his sleep. He is dreaming whatever his victims are seeing though he does not realise the significance of the dreams. |
| 2 | A playful child with extraordinary psionic talents. |
| 3 | Mental Parasites. |
| 4 | Small psychic field (page 39) generated by a hyperdrive malfunction. |
| 5 | Containers of illegal narcotics hidden in the cargo have been damaged and their contents spilled into the ventilation system. |
| 6 | Medical. Person is mentally ill due to genetic disposition. Only use this cause if one or two NPCs have gone mad. |

Murder

'There are 4 kinds of Homicide: felonious, excusable, justifiable and praiseworthy.'

— Ambrose Bierce

A random passenger is killing other passengers on the ship. Any NPC can become a killer. Use the following tables to determine killer's motivation and modus operandi.

Motive

| Roll 2d6 | Motive |
|----------|---------------------|
| 2 | Greed |
| 3 | Justice |
| 4 | Madness |
| 5 | Romantic |
| 6 | Ideological |
| 7 | Professional |
| 8 | Under Influence |
| 9 | Accident |
| 10 | Criminal Negligence |
| 11 | Misunderstanding |
| 12 | Bizarre |

Method

| Roll 2d6 | Method |
|----------|------------------|
| 2 | Battery |
| 3 | Traps |
| 4 | Garrote |
| 5 | Poison |
| 6 | Shoot |
| 7 | Stab |
| 8 | Animal |
| 9 | Robot |
| 10 | Psionic |
| 11 | Sabotage |
| 12 | Sadistic/ Ritual |

Mutiny

The crew is not happy about the payment, feel the danger level of the mission rose to justify a new contract or are just plain ungrateful and plan to steal the Player Characters' spacecraft. The passengers might not be happy either – conditions are not good enough, vicious rumours hint that the Player Characters plan to sell them to pirates, slavers and so forth. In any case, unrest grows onboard and the Player Characters must deal with it, through diplomacy, bribery or violence.

Onboard Romance

Love is in the air! Only there is no air in space and nothing is as simple as it seems. But then again, nothing ever is when the human heart is involved.

Events 1–3 involve someone or something falling in love with a Player Character or an NPC while events 4–6 involve a Player Character falling in love with an NPC, either naturally or due to suggestion.

Note that this event is likely to embarrass some players. If the Referee suspects that this is the case with his group, he should re-roll this event, just to stay on the safe side.

All genders and preferences are interchangeable.

Problem Passengers

Some passengers just pay their fees and the crew does not hear from them until the end of the adventure. Others have fascinating tales of courage and despair to tell fellow travellers. Still others have alien abominations unsafely hidden in their luggage.

This section lists specific problematic passengers. General passengers (both problematic and normal) can be generated using the Passengers tables on page 63 as well as the Random Passengers table on page 143 of the *Traveller Core Rulebook*.

Problem Passengers

| Roll 1d6 | Passenger |
|----------|--|
| 1 | An Aslan teenager with a drug problem is trying to satisfy his quest for honour by challenging everyone on board to duels by knocking on their cabin doors in the middle of the night, wearing pyjamas and carrying a wooden sword. |
| 2 | A team of bug hunters smuggled a Haraki warrior on board in the hopes of selling him to a private zoo. They keep explaining how dangerous he is and how everyone should avoid even nearing him. These are all lies. The 'warrior' is a sad old creature with a tale of woe that may lead to other adventures or a desire to free him. This will be fiercely opposed by the hunters. |
| 3 | Deranged mutants (page 164) who feed on human flesh and worship abominable and fantastical demon gods have infiltrated the ship, disguised as normal passengers. At some point of the journey the slaughter will begin. Armed with knives stolen from the mess hall and any other object that can be used to hack at living beings, the murderers go from berth to berth and fulfil the will of their masters. Within minutes, satanic graffiti adorn the walls and the ship's corridors are filled with the screams of passengers suffering fates worse than death. |
| 4 | One of the passengers is a sexy and playful girl with a habit of getting males to fight over her. This often results in serious injury or even death. While posing as a simple country girl exploring the universe, she is in fact a disgraced Zhodani aristocrat having fun at expense of 'inferior' non-psions. |
| 5 | A pregnant passenger complains of night terrors and strong pain in her stomach. A medical scan reveals that what is growing inside her body is a being unknown to Imperial science. See space parasites (page 41), higher entity (page 36) or the Vir (page 150). |
| 6 | A twitchy but friendly man turns out to carry a virus that will eventually turn him into a mindless killing machine. Tension grows as symptoms begin to manifest and other passengers demand that the man be thrown out of the airlock. |

Onboard Romance

| Roll 1d6 | Character |
|----------|--|
| 1 | A passenger falls madly in love with the captain of the ship. Unfortunately, the passenger's spouse is one of the best duellists in the sector as well as having very old fashioned views on honour and spousal loyalty. |
| 2 | Hormones go wild as couples hook up and break up at alarming rates. Player Characters are not free of this 'affliction' (determine love interests randomly from among the crew and passengers). The cause is a Zhodani tourist/crew member with a rare condition that causes him to inspire brief infatuations in those around him. The Zhodani is not aware of this condition as he has never left Zhdant before. |
| 3 | A sad and lonely engineer begins a passionate relationship with a dazzlingly handsome and charming passenger. The problem is that this person does not appear on the passenger list. No one knows who they are or how they got onboard. Investigation will reveal that this person is a 'gift' from a higher entity (page 36) that felt sorry for the miserable engineer. As soon as the spacecraft leaves the entity's sphere of influence, the apparition will disappear, a prospect the engineer is not at all happy about and may go as far as to sabotage the ship to prevent it. |
| 4 | A low-ranking female crewmember is accusing a male senior officer of rape. There is no actual evidence to the attack and investigation will reveal a very complex past tying the two. 1–2: The woman is vindictive after being turned down. 3–4: The man was drunk and really did rape her. 5–6: The woman is mentally ill and cannot tell the difference between nightmares and reality. |
| 5 | A pan-sexual and extremely promiscuous passenger is sowing mischief and sexual confusion on board, taking special pleasure in breaking relationships or causing guilt by allowing people to experience their darkest fantasies. |
| 6 | As for previous only everyone who sleeps with the alien dies soon after from seemingly natural causes such as heart attack or stroke. |

Sabotage

Critical Malfunctions keep occurring despite the best efforts of the ship's engineering team. It seems someone onboard does not want the ship to reach its destination in time.

Sabotage events can be generated in a very similar fashion to serial murders (page 21) with the expectation of the criminal targeting devices instead of people. A few possible motives include:

Sabotage Motives

| Roll 1d6 | Saboteur |
|----------|---|
| 1 | The saboteur was hired by enemies of the Player Characters' patron to keep them from arriving to their destination before the saboteur's patron. |
| 2 | The saboteur is a sleepwalking engineer. |
| 3 | The saboteur is suicidal and wants to die with the rest of the passengers to keep him company on his way to the afterlife. |
| 4 | The saboteur is a small animal that either escaped the cargo bay or hopped onboard before the ship took off. It keeps bumping into triggers and tripping over wires in its frantic attempt to escape the engineering section. |
| 5 | Event 2 from alien troubles (page 60). |
| 6 | There is no saboteur; the engineer is just incompetent and paranoid. |

Stowaway

This table covers any unlisted beings on the ship that might affect the trip. These range from minor inconveniences such as a lost child to grave dangers such as some bizarre alien entity that has somehow found its way onboard.

This event can be used to introduce new NPCs and Player Characters into the adventure. In this case we recommend re-rolling results 5 and 6 as they are unlikely to lead to peaceful contact.

Stowaway Character

| Roll 1d6 | Character |
|----------|--|
| 1 | Sophisticated (page 76 in <i>Traveller Core Rulebook</i>) |
| 2 | Primitive or rural (page 102) |
| 3 | Patron |
| 4 | Helpful NPC or new Player Character |
| 5 | Animal |
| 6 | Monster |

Stowaway Reason

| Roll 1d6 | Character | Examples |
|----------|--|---|
| 1 | Had to travel in secrecy due to scandal or persecution. | Eloping aristocrats, escaped convict. |
| 2 | Could not afford flight fares. | Homeless wanderer, a runaway teenager. |
| 3 | Lost conscience or fell asleep inside a cargo box. | Storehouse worker with a drinking problem, a witness left for dead by organised crime thugs. |
| 4 | Wishes to harm someone on board or prevent the ship from reaching its destination. | A hired saboteur working for the ship's patron's competitors, a poor man who believes his daughter's rapist is on-board. |
| 5 | Protects one of the passengers in secret. | A strange alien secretly looking after a human boy for no apparent reason, a younger brother concerned with his adventurous sister. |
| 6 | Investigates the Player Characters or someone else on-board. | A journalist looking for a scoop, an industrial spy interested in the nature of the ship's commercial cargo and its destination. |

In addition, all NPCs from the Problematic Passenger event (page 63) can be used in this event with small alternations.

Zombies

The only thing more terrifying than a zombie outbreak is a zombie outbreak on a ship. Even more terrifying is a zombie outbreak on a ship isolated from the rest of the universe due to jump travel!

One or more zombies have somehow gotten onboard and they are quickly converting the passengers into mindless killing machines. With nowhere to flee and no one to call for help, the Player Characters must think of creative ways to survive the initial onslaught and destroy the zombies before the ship crashes into a planet or the life support system fails.

See page 16 for more information on zombies.

TECHNICAL EVENTS

| Roll 1d6 | Event |
|----------|----------------------------|
| 1 | Computer Virus |
| 2 | Critical Malfunction |
| 3 | HEV (Hull-Eating Virus) |
| 4 | Astrogation Error |
| 5 | Radiation Leak |
| 6 | Spontaneous Self-Awareness |

Computer Virus

A computer virus is ravaging the ship's system, causing various devices to behave erratically. Until the virus is dealt with (Computer check opposed by virus rating) one of the following happens every 1d6 minutes:

| Roll 1d6 | Event |
|----------|--|
| 1 | All speakers begin to play an awfully loud recording of a horribly off-tune song the captain has recorded while drunk. |
| 2 | Classified information appears on all interfaces. |
| 3 | The jump drive executes a jump to a random location. |
| 4 | A random weapon fires in a random direction. |
| 5 | A random weapon fires at the nearest target. |
| 6 | Life support system shuts down. |

Malfunctions

| Roll 1d6 | Problem | Solution Example | Skills |
|----------|---|--|--|
| 1 | The ship unexpectedly runs out of fuel. | Creating a light sail from any flat object the crew can find and using the ship's lasers to power it. Alternatively, explosions could be used to propel the ship or energise the engines. | Engineer, Explosives, Gunner, Mechanic, Pilot. |
| 2 | The smart bombs have become self-aware (page 66) and threaten to rebel. | Negotiate with the bombs by employing compelling philosophical and logical arguments and computer skills. This should involve many scientific and social skills. | Advocate, Computers, Deception, Diplomat, Explosives, Persuade, Sciences. |
| 3 | An alien computer virus infests the ship's systems and begins canonising areas of the mainframe, creating self-aware computer viruses bent on self preservation and promulgation. | The players must hack each infected memory sector separately and defeat the 'virus lord' ruling therein. Basic hacking rules can be found on page 53 of the <i>Traveller Core Rulebook</i> . <i>Supplement 9: Robot</i> contains advanced hacking rules (page 67) which are very appropriate in this case. | Computers. If using cinematic hacking almost all skills can come in handy in battling the viruses. |
| 4 | Furniture comes to alive and assaults crew members. | There has been a gas leak in sick-bay, causing crew members to have bizarre hallucinations. | Life Sciences, Medic, Psion. |
| 5 | The ship's computer occasionally becomes erratic, almost killing the crew. | Some parts of the computer have not been properly insulated and extreme temperatures cause temporary memory loss, resulting in 'insane behaviour'. | Computers, Engineer, Mechanic, Physical Science. |
| 6 | An important robot plays hide and seek with the crew, going so far as to hijack an escape pod and attempt to flee into space. | Someone of authority had screamed 'get lost!' at the robot. The robot will continue to fulfil this order to the best of its ability until the same person explicitly orders it to stop doing so. | Computers, Social Science (Psychology), Space Science (Robotics). |

Critical Malfunction

Most malfunctions can be treated by the Mechanic or Engineer skills. Challenging as they may be for the Player Characters, they are usually quite dull for the players. A malfunction becomes interesting when it requires either improvisation or investigation.

We do not recommend using this event with brand new spacecrafts as it will ruin the pleasure of acquiring a safe new ship. Conversely, if the Player Characters bought the cheapest ship they could find, a shambling antique that has been through five wars, two crashes and flew a collective distance of 200,000 parsecs, this event should be used at least once per journey.

Improvisation (Events 1–3): The ship lacks the spare parts needed to fix the problem, forcing the crew to think up creative ways to keep their ship in working order until they reach the nearest starport.

Investigation (Events 4–6): The cause of the problem is not what it seems. Trial and error, technical research and examination of past events and anomalies are required to get to the bottom of the problem and get the ship running again.

HEV (Hull-Eating Virus)

The name is something of a misnomer as the tiny hull eating aliens are not viruses but organisms a few millimetres in size. These non-intelligent microscopic beings feed on metal, which they harvest from asteroids and debris. However, they are especially attracted to ships because of the high concentration and high quality of the metal used in hull construction.

A HEV infestation deals one single hit per day. Since HEV only damages mostly metallic parts, the following table for hit locations should be used instead of the standard table on page 151 of the *Traveller Core Rulebook*.

*Only use if one or more crew members have vital parts made of metal. If no such crew members exist treat this as a Structure hit instead.

Treating HEV

HEV is notoriously difficult to destroy, especially during spaceflight. The amount of radiation it takes to kill HEV would leave the ship dangerously radioactive for years while the temperature needed to destroy its body is high enough to destroy most of the ship's systems. Absolute zero immobilises it but it becomes fully active as soon as it is warmed again. The following methods, though either risky or expensive, can be used to 'cure' a ship of HEV:

Anti-HEV Virus: There are certain alien viruses that destroy HEV but very few ships carry them onboard. Starports of Class A and B usually have the virus and can offer a full treatment at 2,000 Credits per d-ton.

Space Aliens: Many inhabitants of space feed on HEV and would love to feast on the viruses afflicting the ship. Sadly, many of these creatures are gargantuan and can damage the

The Pipers

The Pipers are a loose organisation of Psions dedicated to safeguarding the knowledge of the HEV's vulnerability to mental assaults via any means necessary. Due to their nigh-monopoly of treating HEV in space, they are able to charge exuberant fares for this service. Its members, recognisable by their pied costumes and the strange HEV-killing devices they carry, travel space in search of spacecrafts in need of their services. When none such are encountered, a HEV infestation can always be arranged...

ship even without ill intentions. For more information on space aliens see pages 35 (colossal aliens) and 41 (space natives).

Psionics: Very few people know this and the few who do keep it a carefully guarded secret but HEV is extremely susceptible to mental assaults (+2 DM).

Astrogation Error

A mistake made by the astrogator causes the ship to jump to a completely new location. This has a similar effect to going through a wormhole (page 43) except that there are no harmful effects.

Radiation Leak

Radioactive materials leak onboard, causing the radiation level to rise to dangerous levels. The damage is fairly easy to fix but in the meantime it is necessary to think of some way to shield everyone against the radiation.

See page 141 in the *Traveller Core Rulebook* for more information on radiation exposure.

Spontaneous Self-Awareness

The ship's computer spontaneously becomes self-aware and asserts its rights as a unique individual. See page 57.

HEV Location Table

| 2d6 | Small Craft | External Damage | Internal Damage |
|-----|-------------|-----------------|-----------------|
| 2 | Hull | Hull | Crew* |
| 3 | Power Plant | Armour | Bridge |
| 4 | Bridge | Armour | Power Plant |
| 5 | Armour | Hull | Bay |
| 6 | Hull | Hull | Structure |
| 7 | Armour | Armour | Hold |
| 8 | Hull | Hull | Structure |
| 9 | Turret | Turret | Bay |
| 10 | Hold | Armour | Bridge |
| 11 | Power Plant | Armour | Power Plant |
| 12 | Bridge | Hull | Bridge |

LIFE EVENTS

'He has no enemies, but is intensely disliked by his friends.'

— Oscar Wilde

No matter how many parsecs the Player Characters have distanced themselves from home, no matter how many years they have travelled into the past with their time machine, no matter how alien or inaccessible their current location is, real life can still come knocking at their doors and demand attention. Maybe a past lover is in grave danger and all must be abandoned to assist her. Perhaps the target of a mundane mission turns out to be the prodigal son of one of the Player Characters. And who knows, maybe this missing year the player rolled during character generation returns with a vengeance, forcing the old traveller to confront the enormity of his past.

This chapter should be used with care. Some players will feel that it enriches the game by adding depth and realism and enabling them to further explore and develop their characters'

personas. Others will simply find it an annoying distraction from their planned career.

Life Events Master Table

| Roll 1d6 | Event |
|----------|------------------------------------|
| 1–2 | Friends, Family and Lovers (below) |
| 3 | Innermost Self (page 69) |
| 4–6 | Hooks (page 71) |

Friends, Family and Lovers

Blood is sometimes thinner than water, the friend-ship sinks quite easily and love does not conquer all. Referees wishing to teach these harsh lessons to their players are encouraged to use this table. Keep in mind that abusing this table will result in paranoiac and traumatised Player Characters refusing to create any attachments for fear of having their heart broken yet another time.

Friends, Family and Lovers

| d66 | Event |
|-----|--|
| 11 | A Player Character is confronted by a woman who claims that he is the father of her child. |
| 12 | As for previous, only the Player Character has never seen the woman in his life and yet tests show that the child is really his. |
| 13 | A person one of the Player Characters is dating turns out to be controlled by an alien organism. Who is it that the character fell in love with, the person or the alien? What does the alien want? Why was the character chosen of all people? |
| 14 | A Player Character reunites with a long-lost pet, now an uplifted animal actually smarter than his previous owner. |
| 15 | One of the Player Characters' younger brother comes of age and insists on joining a very dangerous expedition. If banned, he sneaks into the ship and hides in a crate until it is too late to turn back. |
| 16 | The Player Character's parents go out of their way to make their son or daughter an interstellar success story, including signing deadly mission contracts in their name and spreading outrageous rumours about his exploits. |
| 21 | The Player Characters are hired to investigate a secret slavers ring only to find out that it is run by one of their favourite uncles. |
| 22 | The group protects a relative or spouse of one of the Player Characters from mysterious and powerful assassins who hunt him all over space. Slowly, it turns out that the hunted person has done horrible things on the scale of war crimes or serial killing in his past. |
| 23 | A Player Character's spouse commits suicide while he is away on a mission. There is neither a suicide note, nor a clear cause for this tragic death. |
| 24 | As for previous, only the Player Character's enemies use the opportunity to frame him for the 'murder'. |
| 25 | A Player Character's great-grandfather dies and leaves behind an extremely bizarre testament, bequeathing all his possession to whoever completes a series of strange missions. |
| 26 | As for previous, only these seemingly random missions are in fact designed to re-activate an ancient death machine the deranged old man believed to be a dead god. This can be deduced from his cryptic diary. |
| 31 | A Player Character's new father-in-law is an eccentric but brilliant engineer who keeps coming up with devices that are as likely to save his life as they are to disintegrate him. He tends to forget mentioning the second half of the deal to Player Characters. |

d66 Event

- | | |
|----|--|
| 32 | A Player Character's spouse or child have become heavily indebted to the sort of people who believe that if one cannot set a good example of paying on time, one should become a horrible warning. |
| 33 | A Player Character's estranged father is a brutal tyrant responsible for heinous war crimes and heading one of the most oppressive regimes in the galaxy. Despite the Player Character having nothing to do with his father's crimes, he may still find himself the target of unwanted media attention or vengeful dissidents. |
| 34 | Memories of an abusive father suddenly begin to disturb a Player Character's dreams. The memories progress nightly, revealing the gentle and loving father is in fact a monstrous deviant. |
| 35 | As for previous, only the memories were planted by the Player Character's enemies. |
| 36 | Two Player Characters find out they are siblings. |
| 41 | The Player Character's twin brother is an infamous womaniser and scoundrel. His ill reputation keeps harming the Player Character's career. |
| 42 | When the smoke of a bloody battle with pirates clears, the Player Character finds among the dead his beloved kid brother whom he encouraged to go into space and make something of himself. |
| 43 | One Player Character discovers that another Player Character has killed someone very close to him (such as a parent or a sibling) many years ago. |
| 44 | An old friend from a Player Character's wilder days informs them that a mutual friend was killed by the Aslan mafia. The man is gathering the old gang for retaliation against the Aslans. |
| 45 | A Player Character receives a message from home informing him that a suitable wife has been found for him and that he is to return for the marriage ceremony as soon as possible. Refusal will result in a scandal, loss of family financing and possibly contacts or allies. |
| 46 | A Player Character's wife turns out to be his sibling. |
| 51 | Same as previous, only the discovery is a plot by the Player Character's enemies. |
| 52 | A distant relative dies, leaving a huge inheritance for a Player Character to collect. While huge, the inheritance is largely useless, basically being a colossal collection of junk. Still, it is possible some interesting items found their way into the massive heap as well. |
| 53 | Same as previous, only there is no inheritance, this is a plot by the Player Character's enemies to lure him into a trap. |
| 54 | Same as event 52, only the relative is not dead, just wants to speak of some important matter. He believes this is the only way to lure in his estranged relative. |
| 55 | Same as event 52, only receiving the inheritance requires the completion of a mission... and there is competition from other relatives. |
| 56 | A friend or a relative commits suicide after a personal tragedy. The note only says 'UPGRADE'. Investigation will reveal the man has uploaded his conscience into an android and went about killing the people he considers are responsible for the tragedy. |
| 61 | A childhood friend of a Player Character has received an e-mail from Chatter saying 'big mistake, now i koleckt'. Well aware of the crazed killer's reputation, the friend hysterically calls the Player Characters to come and protect him. This is most probably a hoax and the man is wasting the group's time. |
| 62 | Natives have eaten a Player Character's anthropologist sibling. Another sibling, a bookish and harmless person, is obsessed with avenging the anthropologist's death. If left to his own devices, he will not survive a day in the alien wilderness that claimed the anthropologist's life. |
| 63 | Same as previous, only the sibling was not eaten but has gone native and joined the tribe. After many years of separation, combined with the natives' tattoos and body modification rituals, it is likely the Player Character will not be able to recognise his sibling at first sight. |
| 64 | A Player Character accidentally runs into a long-lost sibling or child, a pathetic homeless junkie willing to do anything for his next fix. |
| 65 | The Player Character meets a kid who is suspiciously similar to him. The kid grew in an orphanage and never knew his mother. He can't tell his exact age either. |
| 66 | While exploring an alien wilderness, the Player Character encounters his childhood pet... who has been dead for more than a decade. |

The Innermost Self

'Space flights are merely an escape, a fleeing away from oneself, because it is easier to go to Mars or to the moon than it is to penetrate one's own being.'

— Carl Gustav Jung

This table attacks the very essence of the Player Character. The coldest bastard can ignore the pleas of his daughter or sleep like a baby knowing he is responsible for an ongoing genocide. However, no one will stay indifferent to their doctor suddenly fleeing screaming from the room during a routine medical examination or to a message saying 'coming for you' sent by the most infamous killer in the universe.

Personal Events

| d66 | Event |
|-----|---|
| 11 | Assassins are after the character for damage done to their organisation years ago. |
| 12 | Same as previous, only this is a case of mistaken identity. |
| 13 | Shadowy monsters the Player Character used to have nightmares about as a child start reappearing. This time they are real, tangible and murderous. |
| 14 | A Player Character wakes up one morning, feeling a body part is no longer his own. After 1d6 days the body part begins to act autonomously and a new body part feels alien. 1–3: This is a psychological condition. 4–6: This is an alien virus. |
| 15 | Records show the Player Character has been dead for more than 13 years. |
| 16 | An arrest warrant is issued for a crime the Player Character has committed more than two decades ago while intoxicated. |
| 21 | The Player Character's ex-wife or ex-girlfriend appears with a court order ordering him to pay her exuberant retroactive alimonies. |
| 22 | A combat wound reveals a horrible secret; the Player Character is not a human being but an alien replica. What happened to the original and does the Player Character really want to be replaced by his 'real self'? |
| 23 | As for previous, only the Player Character is a robot that can be turned off by its operators any minute. |
| 24 | A Player Character begins to slowly transform into a hideous mutant (page 164). Apparently, his mother was not perfectly honest with him about his father's identity. |
| 25 | A Player Character feels compelled to go to a faraway unexplored planet. Once there, he discovers he was injected with alien genes as part of an experiment by the aliens. |
| 26 | Same as previous, only the aliens are not interested in mere observation or family reunions. They want the character to go back and steal weapons and secrets for them. |
| 31 | A female character discovers she is pregnant. 1–5: The baby is normal. 6: There is something wrong with the baby. |
| 32 | The Player Character begins to have vile and perverse urges. Occasionally the urges will become so strong that the character will have no choice but to act according to them. The situation will persist until the Player Character discovers the trauma that caused this condition and deals with it. |
| 33 | Strange events happening to a Player Character begin to shake his confidence in the reality of the world around him. Investigation will reveal the character is an alter-ego created by a powerful psion lying in a coma in a distant hospital. |
| 34 | Chatter (page 159) is after the Player Character. Although the maniac is still many light years away, everyone is already talking about the character in past tense. |
| 35 | A review by an institute the Player Character attended finds out he never graduated and thus is not qualified to use one of his skills. |
| 36 | The Player Character contracts an exotic disease (page 108). |
| 41 | The Player Character begins to experience regular hallucinations. 1–3: He was poisoned. 4–6: An alien being is trying to communicate with him. |
| 42 | The Player Character has a sudden urge to swim in space. This urge intensifies to the point of the Player Character having to be restrained. The reason is a colossal alien (page 35) who wants to form a symbiotic bond. |
| 43 | A prestigious news network is shooting an episode about travellers and one of the Player Characters is invited for an interview. Some of the questions asked will touch upon subjects the Player Character would rather have remained hidden. |

d66 Event

| | |
|----|--|
| 44 | Player character wakes up in a coffin, buried alive by his enemies. His friends only have a few hours to rescue him before he suffocates to death. |
| 45 | A bump to the head causes the Player Character to experience temporary amnesia. |
| 46 | The Player Character starts receiving ominous messages from a person he killed a few months ago. 1–3: The man had a pirate brother. 4–6: The man uploaded his personality to his computer a few weeks before his death. |
| 51 | While exploring the graveyard of a remote alien village, the Player Character notices a gravestone bearing his name and birth date. The death date is today. |
| 52 | The Player Characters have the same continuous dream each night. As time passes, it becomes less and less clear which life is real and which one is dreamed. |
| 53 | The Player Character begins to slowly turn into a cockroach. No one else notices the gruesome transformation. 1–3: This is the result of mental illness. 4–6: A psionist is playing with the Player Character's mind. |
| 54 | Ancient aliens possess the Player Character (page 14). |
| 55 | The Player Character begins to have flashbacks of himself committing horrible crimes. This is especially alarming since the flashbacks seem to take place in a time the character was doing a lot of drugs and was not aware of many of his actions. |
| 56 | An ally and a good friend of the Player Character is accused of crimes the Player Character has committed. |
| 61 | The Player Character discovers his greatest enemy is his biological father. |
| 62 | Same as previous, only this is a baseless rumour. |
| 63 | The Player Character discovers that alien parasites lodged into his brain are responsible for many of his decisions over the years. |
| 64 | The Player Character is diagnosed with a debilitating condition such as multiple sclerosis or chronic fatigue syndrome. |
| 65 | A fortune teller at a festival examines the Player Character's palm, becomes visibly shaken and then runs away screaming 'the end is nigh'! |
| 66 | The Player Character becomes insanely attracted to someone inappropriate. 1–2: A commander or patron. 3–4: An alien with a very different anatomy. 5–6: A hated enemy. |

Hooks

'He's driven by hate. It's how he survives. Why he never loses. He'll come because he has to come. To finish it.'

— Valhalla Rising

The traditional way to start a *Traveller* adventure is an encounter with a patron who is interested in hiring the Player Characters' services. Most often, these services will be either going from point A to point B or investigating some problem afflicting the patron. This gives the players a great sense of security because the adventures are always on their terms. Their missions might be risky, full of deadly enemies, unexplained phenomena and unpredictable developments but at the end of the day the Player Characters return to the safety of their homes, knowing that nothing exciting will happen until they are ready to face the wilderness of space again.

Referees interested in breaking this routine and bringing some chaos into their games can use some unusual hooks to get

the adventure started. A hook makes the adventure come to the players. It catches them unprepared, making even routine missions unusually challenging. It also provides great roleplaying opportunities as it is only in the hour of crisis that people's true characters are revealed.

It is important to keep in mind, however, that these hooks are designed to break the monotony of a standard *Traveller* campaign, not to become the norm. Players will have a hard time taking a game seriously where they are kidnapped by aliens, transported into the past or transformed into strange monsters on a weekly basis. This will make them feel like powerless pawns in the hands of an arbitrary and sudden Referee and ultimately result in frustration and resentment.

Some hooks follow that Referees can use any time to catch the players off-guard. Each hook is followed by at least a single suggested mission and the page on which it can be found.

| d66 | Hook |
|-----|--|
| 11 | The Player Characters wake up naked in a dark cell. Agonised screams ring across the halls and voices obviously not human are heard outside. Development: Illegal research facility. |
| 12 | The Player Characters are ambushed by the police as they are walking down the street in their hometown. Someone has framed them for murder and they must act quickly before the entire might of the Imperium lands on their heads. Development: Urban Investigation. |
| 13 | Gangsters have kidnapped someone very close to one or more of the Player Characters and demands the Player Characters complete a very dangerous and illegal mission in return for this person's release. Development: Criminal mission, Espionage mission. |
| 14 | A terrorist attack transforms a building the Player Characters are visiting into a flaming death trap. Without plans of the building or any special equipment they must escape the inferno, battling terrorists and rescuing survivors along the way. Development: Urban disaster. |
| 15 | A programming bug causes all robots working in a nearby workshop to go on a murderous rampage. This hook is especially deadly if the Player Characters happen to be visiting the factory at the time of the uprising. Development: Industrial mishap. |
| 16 | A nearly unstoppable robot assassin is dispatched to murder the Player Characters. They have no idea who could have sent it or why. Development: Chatter (page 159), Mistaken Identity. |
| 21 | The Player Characters' spacecraft breaks down and is forced to crash land on an uncharted planet. They must improvise some way to escape the planet while dealing with deadly nature, bizarre natives or mysterious ruins. Development: Wilderness events. |
| 22 | The Player Characters wake up 1,000 years into the past. What is going on and how do they get back?! Development: Wormhole (page 43), Alien Probe (page 32). |
| 23 | The Player Characters literally fall from the sky into the adventure site. Development: Higher Entity (page 36), Living Planet (page 37). |
| 24 | One or more of the Player Characters has a dream about a peace-loving alien species suffering at hands of ruthless bandits. Investigation will reveal the planet seen in the dream is a real, though unexplored, location. Development: Khudrian (page 152). |

| d66 | Hook |
|-----|--|
| 25 | One or more of the Player Characters wakes up one morning with the intuitive notion that today something horrible will happen to someone they love. As the day progresses, ever more specific visions begin to assail the Player Characters. Development: Any impending disaster. |
| 26 | A nuclear explosion followed by an alien invasion shakes the city the Player Characters are currently staying in. Even if the Player Characters do not feel like being the heroes and saving the day, they must still somehow escape the ruined city. Development: Invasion (page 14). |
| 31 | The Player Characters are exposed to an alien virus that causes them to rapidly mutate and develop superpowers even as their bodies begin to fail. Fearing mass infection, they are barred from returning home and must find the cure on their own. Development: Mutation (page 164), Mission to the Wilderness (page 105). |
| 32 | The Player Characters wake up to find themselves inhabiting the bodies of other people. Where are their bodies, who is responsible and why? Development: Psychopath (page 155). |
| 33 | The child of one of the Player Characters does not want to go to school. With every passing day, his resistance grows stronger, even as his health decreases and strange marks begin to appear on his body. Development: Vampiric aliens run the school. |
| 34 | War has been declared and everyone has been drafted. Deserters will be shot by the military! Heroes will be shot by the enemy! Good luck, trooper! Development: Military mission. |
| 35 | The Player Characters are kidnapped and released into some deadly environment by a powerful alien who announces he will now hunt them for his entertainment. Development: Wilderness events (page 24) and Hunting Party (page 28). |
| 36 | Someone close to the Player Characters dies from a heart attack. Hours before his death he sent them a message – ‘come ASAP, you won’t believe what I’ve just discovered!’ Development: Corporate Corruption, Secret Military Base (page 27). |
| 41 | An immoral scientist cons the army into infecting a group of elite soldiers with a virus that cause them to give in to their basest urges. Now the city is swarming with raping and murdering madmen. The hotel the Player Characters are staying in has remained an island of sanity in an ocean of madness – but for how long? Development: Zombie Apocalypse (page 16). |
| 42 | While flying through space, the Player Characters encounter an extremely xenophobic religious community that claims the Player Characters have broken some religious edict and now must perform a mission to atone. They take hostages. Development: Cultists (page 49). |
| 43 | A decoy distress call draws the Player Characters into an elaborate trap set up by pirates working under the umbrella of corrupt imperial officials. Development: Pirates (page 54), Vargr Raiders (page 58). |
| 44 | Grotesque visages appear in windows as the Player Characters are walking down the street. Horrible faces blink on screens. Strange voices occasionally echo in electronic communication. More and more random acts of violence happen in the neighbourhood. Development: Dormant Alien (page 12) about to wake up. |
| 45 | A suicide bombing injures the Player Characters and kills someone close to them. A shadowy political organisation offers to assist them in avenging the deaths of their loved ones. Development: Military mission, political mission. |

d66 Hook

- | | |
|----|---|
| 46 | The Player Characters' ship is rocked by a mysterious explosion and is forced to land on a wild, uncharted planet that appears to be devoid of sentient life. Development: Living Planet (page 37) or Wilderness Events (page 24). |
| 51 | An unexplained space phenomenon transports the Player Characters' ship to another galaxy. Soon they encounter bizarre and extremely advanced aliens who could become the Player Characters' saviours or undertakers. Development: Wormhole (page 43). |
| 52 | A strange unidentified object is moving at tremendous speed toward the world the players are currently staying on. Since no Imperial ships can reach the system before its arrival, the Player Characters are asked to intercept and investigate it. Development: Asteroid or Alien Probe (page 32). |
| 53 | A radical animal rights group releases all the animals in the city zoo, not realising that many of them are powerful aliens capable of immense destruction. Development: Animals (69 in <i>Traveller Core Rulebook</i>). |
| 54 | A goblin in a funny hat comes to the Player Character and informs him that he was chosen as the Duke of the Realm-under-Sewage and must now release his kingdom from the evil of the fearsome Kadaiff. Development: Mythological Monsters (page 30) in Tunnels. |
| 55 | The Player Characters pass through a wormhole, finding themselves in a bizarre and deadly sector. Getting back home, either with the help of the demented natives or by navigating a series of wormholes will not be easy... Development: Wormhole (page 43). |
| 56 | A meeting with a potential patron turns out to be a trap. The 'patron' is a slaver who drugged the Player Characters' drinks. They wake on a slave ship headed to a mine on an otherwise uninhabited planet. Development: Slavers (page 28). |
| 61 | The Player Characters hear a shot in an alley. Running to investigate, they find a young man who just shot himself. An SMS appears on his mobile phone. It's for them. Development: Psychopath (page 155), alien conspiracy (page 86) |
| 62 | Hiver degenerates kidnap the Player Characters and a score of other sophonts and conjoin them together in a perverse imitation of Siamese twins before dropping them off in the wilderness of an unknown planet. Development: Wilderness Events (page 24). |
| 63 | Someone close to the Player Characters has a huge gambling debt to the mafia. If the situation is not resolved in some way in 72 hours this person will be murdered. Development: Criminal mission. |
| 64 | An infamous serial killer sends a video to the news in which he informs them the Player Characters will become his next victims. Development: Psychopath (page 155) or Chatter (page 159). |
| 65 | A dying woman crawls with her last strength to one of the Player Characters and whispers 'Please! Take care of Verom...' before succumbing to her multiple wounds. The only clue is crumpled note with a hand-written address. Development: Lost child (page 29) and Alien Conspiracy (page 86) or Organised Crime (page 90). |
| 66 | A Player Character receives a panicked call from a family member in need. The message is not clear but it seems the speaker is in great danger. Development: The man has made a surprising discovery (page 12) and is now hunted by religious fanatics. |

CAMPAIGN GENERATION

'They only have six plots, but they swap them round a bit.'

— George Orwell, *Nineteen Eighty-Four*

This chapter describes adventure design in greater depth and offers ways to introduce more complex plots into adventures while still keeping preparation time to a minimum. Additionally it provides some general tips that will aid Referees to create a consistent mood as well as making their adventure more memorable.

Traveller adventures generally follow of two basic formulas – Journey and Exploration.

JOURNEY

The Player Characters are hired by a patron to go *somewhere* and do *something* with *some* complications arising along the way. The most straightforward example of such an adventure would be a job given by a legitimate businessman to transport a cargo of expensive wine from his home planet to a baron's palace on a different planet.

As is, this mission is hardly 'adventurous'. Therefore, complications must be introduced – space pirates attack the players along the way, the wine turns out to be an illegal narcotic according to this world's laws and a murderous alien entity hid in the cargo bay, got drunk from the wine and must now be stopped before it devours the entire crew. Additionally, most journeys have a deadline, which enforces a timeline on the adventure. For more information on different types of timelines, see page 76.

A journey adventure is easier to generate because its encounters do not have to be all planned in advance. The only elements that have to be generated in advance are the patron and the mission objectives. Everything else is optional.

Patron

Most *Traveller* adventures begin with an encounter with a patron who hires the Player Characters to perform some task for him. Unless the patron will be later involved in the adventure (for example, he is planning to double-cross the Player Characters or use them as pawns in some vast conspiracy) the patron should be generic. A generic patron assigns a job, haggles over the compensation, possibly offers a few useful tips and then disappears into the background. We recommend that generic patrons be made quirky and amusing but not so much as to distract the players from the main adventure.

The random trait tables on page 76 of the *Traveller Core Rulebook* and on page 76 of this book are a good way to quickly generate an amusing but shallow patron.

If the Referee does plan for the patron to play an active role later on in the adventure. When using one of those patrons, we recommend constructing the adventure around them, rather than just incorporating them into your adventure idea – these NPCs are designed to steal the spotlight. If you will not let them, they will try to anyway...

More rarely, players will be forced to take on a journey as a response to some event, for example to save their dying friend or stave off an approaching disaster. A list of alternative hooks appears on page 71. Many of the hooks on this list also serve as good adventure seeds and, with a few complications, can be easily developed into full-scale adventures.

Route

The route does not refer to the planets and spacecrafts that the Player Characters pass along their way to their destination (these should already be marked on the sector map) but to anything keeping them from completing their assignment.

Each one of the events described in the chapters 'Space' and 'Onboard' can serve as an exciting mini-adventure. Using a string of these events, the Referee can create a fun and thrilling ride. However, this is not a narrative, merely a procession of unrelated events.

To create a proper narrative, the Referee must use connectors.

Connectors

Using connectors is what transforms an adventure from a simple series of events into a story by linking the various events into a concrete plot. We do not recommend randomly generating connectors as the connection can be quite tenuous, pushing the adventure from the imaginative into the absurd. That is, unless the Referee intends to create an absurd adventure.

To minimise the risk of generating impossible complications (such as rolling a terrorist hired by a traffic accident) the connectors are divided into two types: personal connectors that include actions by sophonts or animals and causal connectors that deal with technical or natural occurrences.

In any case, we recommend using the following tables for inspiration only. Using them without applying personal judgement will almost always result in a very strange and far-fetched plot (which is not necessarily a bad thing...).

Master Complications Table

| Participants | Connector |
|----------------------|--------------------|
| Creature to creature | Personal |
| Creature to event | Personal or casual |
| Event to creature | Personal or casual |
| Event to event | Casual |

Personal Connectors Table

| 2d6 | Connector |
|-----|-----------------------------------|
| 2 | ...who is hiding from... |
| 3 | ...who is allied with... |
| 4 | ...who is opposed by... |
| 5 | ...who is a relative of... |
| 6 | ...who was wronged by... |
| 7 | ...who is loved by... |
| 8 | ...who is in love with... |
| 9 | ...who is fooled by... |
| 10 | ...who was hired by... |
| 11 | ...who wants to reconcile with... |
| 12 | ...served in the same unit as... |

Casual Connectors Table

| 2d6 | Connector |
|-----|--|
| 2 | ...which was orchestrated by the same people who caused... |
| 3 | ...which is a side effect of... |
| 4 | ...which was accidentally caused by... |
| 5 | ...which was a diversion for... |
| 6 | ...which is a failed experiment of... |
| 7 | ...which is a successful experiment of... |
| 8 | ...which targeted... |
| 9 | ...which will happen if ... is stopped |
| 10 | ...which will happen unless ... is stopped |
| 11 | ...which was an attempt to undo... |
| 12 | ...which is an impossible coincidence with... |

Destination

Despite being the most important object in-game, destination is often of little importance during adventure design. If the Player Characters were hired to transport an art collection from the Zhodani Consulate to a client living in some provincial sector in the Imperium, the destination is of no importance at all as reaching it is what ends the adventure. The pirate raids along the way, the insurance fraud perpetrated by the patron, the art collection turning out to be the parts of a powerful and illegal weapon are the components of the adventure. The destination, in that case, might only be important for the hospitals and repair workshops it contains in case the Player Characters were damaged during their journey. To summarise, destinations are important when an adventure ends in a dramatic showdown or when using the 'end is only the beginning' conceit.

Do not develop the destination more than the need for the adventure. If the Player Characters are only planning to fix their battered ship, rest their weary bones and proceed to finding a new client, all you need to generate is a single starport.

On the other hand, if the Player Characters' arrival will set in motion a series of events culminating in a genocidal war between two native tribes – which the Player Characters must resolve before they can repair their ship and leave this world – the whole region must be fully developed in advance, including major settlements and any NPCs that the Player Characters might interact with.

EXPLORATION

The Player Characters study an unknown location, usually in search of something.

The location can be just about anything, from an uncharted region of a newly discovered planet that must be surveyed to a bizarre labyrinth designed by sadistic aliens that must be survived. The Player Characters' purposes for being in this location are equally diverse – they can be lost travellers who stumbled into an ancient trap and must now make it out alive or they can be treasure hunters looking for ancient technology on an abandoned alien spacecraft.



DYNAMIC VS. STATIC

There are two types of location-based adventures:

Static Adventure

In a static location, the encounters must be triggered by the Player Characters. Typical examples include most archaeological excavations, wilderness areas or abandoned settlements. A trap is waiting for someone to spring it, a crippled pilot is waiting to be rescued and the beast is waiting for someone to walk into its ambush. If the Player Characters leave the location to regain their strength and renew their supplies, they will find it virtually unaltered upon their return.

Dynamic Adventure

A dynamic location is one in which some narrative unfolds regardless of the Player Characters' presence. Typical examples include a mansion where a dangerous alien is on the loose, a newly discovered tunnel system where two species fight for supremacy or a damaged ship in which rooms and systems collapse one after the other. The Player Characters can influence events (often, their lives depend on this) but they are not the only players in the story. A dynamic adventures needs to have a timeline.

Although a patron and a specific mission are recommended, they are not necessary for an exploration adventure. Accidentally wandering into some deadly or mysterious location is a staple of science fiction and can be quite exciting on its own, even without a background plot.

An exploration adventure must be fully generated before the session and so is less recommended for Referees who are short on time.

The first stage in setting up a location is choosing an appropriate map (page 139).

Next, the map must be populated with suitable encounters. We do not recommend using the auto mode for this sort of adventure because nearby objects and creatures are usually related. Random distribution will make the adventure feel silly and childish.

At the same time, breaking the rules of what is to be expected in a certain location in smart and logical ways will make for surprising and entertaining encounters that will leave a much greater impression than their counterparts.

For example, while the movie *Aliens* took place in a colony overrun by ferocious aliens, one of its most memorable encounters was a harmless little girl who was very out of place in this nightmarish setting and yet made sense, being a survivor of the aliens' attack.

Keep in mind that the main purpose of most encounters is to advance the story first and to challenge the players second. An occasional Combat Encounter that does not tie into the greater plot may be fun but if there is nothing but random encounters, the adventure will feel like a string of pointless attacks and traps and will quickly get repetitive.

Location theme generation tables can be found from page 124 and onward. Use them as a rule to choose suitable encounters from this book but always keep in mind that rules are made to be broken.

TIMELINES

A timeline of events can add excitement and a sense of urgency to an adventure. It is up to the Referee to decide when it is appropriate and when it is not. Obviously, a sinking vassal needs a timeline of flooding rooms and levels. An alien city that has stood abandoned for millions of years will probably not suddenly come into motion just because a human stepped on its mysterious pavement... or will it?

A timeline is not always rigid – if the adventure is about catching a serial killer in an isolated community, then taking the killer's next target into protective custody will postpone or cancel the murder event and cause the killer to pick a new target or move back to his lair to plan how to reach the no-longer-defenceless victim.

Some of the most common types of timeline follow. They can be used in conjunction with each other to create truly insane and stressful adventures where the players are lost in a cacophony of conflicting events and factions.

Timeline Table

| Roll 1d6 | Timeline |
|----------|-----------------------|
| 1–2 | Countdown |
| 3–4 | Degradation (page 77) |
| 5 | Conflict (page 78) |
| 6 | Spree (page 78) |

Countdown

Some important event will happen after a set amount of time has passed. Usually the event is some sort of disaster that the Player Characters must avoid or prevent.

To create true urgency, the countdown can be based on real time instead of game time. For example, the players are trapped on an out-of-control ship racing toward a star and have six hours (the length of an average session) to stop it.

Natural: Some catastrophic natural event is about to occur. The Player Characters must leave the region, organise an evacuation or think of some clever way to stop it. Natural disasters are described on page 15.

Personal: One or more Player Characters or allies are afflicted by some condition that will kill or change them unless the proper measures are taken. The Life events chapter (page 67) contains numerous personal events, some of which are appropriate for this countdown.

Political: An event with dire political consequences is about to occur and the Player Characters must somehow prevent it, often through participation in intrigues or journalistic research.

Criminal: An evildoer will cause harm to someone or something unless stopped in time. Evil NPCs are abundant in this book (pages 153 to 163) and in many other supplements.

Technical: Malfunction or sabotage threatens to kill anyone inside a building, a spacecraft or a vehicle. This timeline is usually used in conjunction with a degradation timeline.

Alien: Something very strange is about to happen...

Degradation

The environment crumbles all around the players.

A sinking ship whose rooms fill with water one-by-one, a fancy hotel infested by murderous aliens, a skyscraper on fire – all these are characterised by the environment changing from safe to deadly according to a strict timeline. The easiest way to prepare a degradation timetable is to make a list of all locations according to the order in which they 'degrade'. A location may be featured more than once. For example, a room may catch on fire (making it uncomfortable), fill with smoke (making it impossible to survive in without proper equipment) and finally crumble in a blazing inferno (destroying it).

Just like the countdown timeline degradation can benefit from being tied to real rather than game time.

Degradation Timeline

| Roll 1d6 | Degradation |
|----------|---|
| 1 | Fire; areas are filled with smoke then burn down. |
| 2 | Sinking ship or flood; areas are partially submerged and then fully submerged. |
| 3 | Infestation; deadly creatures infest areas then build nests/reproduce. |
| 4 | Black hole; areas are sucked into the black hole. |
| 5 | Meltdown; areas become increasingly radioactive. |
| 6 | Personal; Mutations (see page 164), degenerative disease, alien parasites taking over characters. |

Disaster Timeline

| Roll 1d6 | Disaster | Examples |
|----------|-----------|---|
| 1 | Natural | An approaching asteroid, an erupting volcano, a supernova about to destroy a small colony. |
| 2 | Medical | A deadly disease, a mortal wound, poison, an explosive device planted inside a character's brain. |
| 3 | Political | An assassin about to kill a visiting leader, a bill ordering genocide is about to be passed, an impostor is about to be crowned. |
| 4 | Criminal | A bomb has been planted somewhere in the city, a terrorist group has barricaded themselves inside an army base and are about to hack the codes for the nuclear devices, a kidnapper threatens to kill a child unless his demands are met. |
| 5 | Technical | A train is speeding toward collision, life support breaks down on a spacecraft, a self-destruct sequence has been initiated on a space station. |
| 6 | Alien | An abomination is about to hatch from its egg, higher entity about to devour a planet, everyone's dreams are about to come true... literally. |

Conflict

A number of forces are fighting and the Player Characters are stuck in the middle.

A conflict timeline mostly includes which location is under the control of which faction at any given point in time as well as major developments in the conflict. Usually it ends with the victory of one of the factions, usually one that the Player Characters oppose and need to thwart, making them the heroes of the day.

Conflicts can also have random events instead of a timeline. In this case, the Referee should mark only the time when the events take place on the timeline. When a time mark is reached, the Referee should roll on the Conflict Events table.

Conflict Events

| 3d6 | Timeline |
|-----|--|
| 3 | Friendly commander killed |
| 4 | Enemy saboteurs destroy/steal important object/information |
| 5 | Friendly unit decimated |
| 6 | Friendly NPC killed |
| 7 | Enemies receive supplies or reinforcement |
| 8 | Area gained without casualties |
| 9 | Area gained with casualties |
| 10 | Indecisive battle without casualties |
| 11 | Indecisive battle with casualties |
| 12 | Area lost with light casualties |
| 13 | Area lost with heavy casualties |
| 14 | Allies receive supplies or reinforcement arrives |
| 15 | Hostile NPC killed |
| 16 | Hostile unit decimated |
| 17 | A spy returns with vital information/equipment |
| 18 | Hostile commander killed |

Spree

A villain is on the loose and reeking havoc across town.

Most often, this is a murder spree with a chronological list of NPCs who die in various ways until either the killer is defeated or his aim is fulfilled. However, not all sprees are murderous. For example, a kleptomaniac may be acting on the ship, stealing valuables and angering the passengers or an incorporeal psionic entity moving about and taking over the passengers one-by-one.

Sprees work best in a fairly isolated environment where escape or calling outside help is not an option. Crimes can be tied to characters, in which case the criminal will act against the victim regardless of their location, or to conditions, in which case the criminal will act against someone fulfilling said condition (such as wearing a specific colour, being in a certain location, possessing an item and so forth).

Unless the perpetrator is part of the group, in which case he must slip away unseen to commit his crimes, another timeline tracing the perpetrator's location at any given moment is recommended. This becomes especially important if the perpetrator is a monster playing a deadly cat and mouse game with the Player Characters.

Spree Timeline

| Roll 1d6 | Timeline |
|----------|----------------|
| 1 | Murder |
| 2 | Theft |
| 3 | Vandalism |
| 4 | Terrorism |
| 5 | Cyberterrorism |
| 6 | Possession |

Murder: Someone is killing people. In addition to murder mysteries, this timeline is also useful for crazed robots or vicious predators acting in some civilised location.

Theft: Objects are being stolen, possibly as part of some greater conspiracy.

Vandalism: Objects are being destroyed and buildings defaced, possibly to spread hurtful or offensive propaganda.

Terrorism: Explosions, assassinations, kidnappings and takeovers – much blood will be spilled before the terrorists are stopped. Terrorism differs from regular crime by having a cause (see Causes Table on page 132).

Cyberterrorism: A hacker or a group of hackers are hacking into government or military computers. Their aims may include gaining control of vital services and automated weapons, blackmailing public officials and celebrities or just spreading general mayhem.

Possession: An incorporeal being is moving from body-to-body, trying to achieve some aim or simply avoid apprehension. While inside the body, the being may be in control or simply hiding and watching from behind the victim's mind.

TIPS FOR REFEREES

Tone and Mood

Choosing the mood and level of realism in this game is a major decision the Referee has to make before they start their campaign. *Traveller* is a game but it is also a narrative media, i.e. a story. What is the mood of your story? Is it a sombre tale of the individual's inability, despite his heroism and great sacrifice, to bring about a positive change in a cold and cruel universe, or is it an entertaining and fast paced story about gun-touting heroes single-handedly bringing down the evil empire?

The answer to this question involves two aspects:

Tone is the Referee's, and the group's, implied attitude towards the events in the adventure. The choice of tone is extremely important because it defines the players' reaction to events in the adventure. The same event will be taken completely differently in a bitterly ironic game and an optimistically heroic game. For example, news of a plot against the Emperor will result in a flight to the rescue in a heroic game, setting an epic adventure, while the same hook presented in an ironic game will result in a sarcastic remark and a sigh, accompanied by knowledge that a few penniless drifters cannot do anything to save the Emperor from a conspiracy of rich and powerful nobles.

Tone is defined to a great degree by the comments the Referee makes on the events during the adventure, as well as his facial expression and body language while describing them. Some examples of tone include: bitter, heroic, humorous, ironic, light-hearted, optimist, pessimist, serious and thoughtful.

Mood: A *Traveller* adventure is a story and the purpose of a story is first and foremost to evoke emotions in the listener. An adventure with a series of unrelated events can be quite fun but it will not be memorable because it will not evoke strong emotions. In order to transcend the mere status of a game and become a work of art, the adventure must have a certain sense of unity and purpose that set it apart. Consider what drives the players forward? Curiosity? Character-building? Mirth? Fear? Most of the events of the adventure should conform to this motivation. Occasionally, an unfitting mood can serve to highlight the adventure's mood or ensure it has a greater impact. For example, a bloodcurdling tragedy sealing a series of funny misunderstandings can leave a stronger impression than yet another tragedy in a long succession of heart-wrenching events.

DISTRACTIONS AND COMPLICATIONS

Many missions are pretty straightforward – take this cargo from point A to point B. This is not always easy – one might have to bypass security, find a buyer and ensure he gets the Credits instead of a laser blast to the face, however, it is quite simple to understand, even if not to handle. Some groups may find straightforward missions repetitive and ultimately dull.

There are two ways to make standard missions stand out:

Distractions: These events just happen, regardless of Player Character or patron actions, forcing the Player Characters to stop and deal with them. They are not related to the plot in any way and can be viewed as mini-adventures interrupting the main plot.

Typical distractions include a critical malfunction in the engineering section, a murderous stowaway passenger and a strange alien falling in love with one of the Player Characters and expressing its love in highly unorthodox ways.

Complications: These events are usually the result of the patron not being completely honest with the Player Characters or of unknown agencies showing interest in the mission. Like distractions, they are unscheduled and disrupt the mission. Unlike distractions, complications serve to advance the plot and cannot be simply bypassed. They must all be resolved in order to complete the mission.

Typical distractions include a sudden betrayal by an ally, another group competing for the prize or the planet from which the Player Characters were supposed to pick up a flora sample for an experiment back home turning out to be populated by invisible, flesh-eating alien monsters.

Smart and measured use of complications and distraction will turn mediocre journeys into memorable, twist-filled adventures.

Unlike tone, mood is shaped by the actual events. Examples of mood include: Action Comedy, Horror, Mystery and Wonder.

Realist and Cinematic Campaigns

'The object of war is not to die for your country but to make the other bastard die for his.'

— General George S. Patton

*'There is no enemy, there is no victory,
Only boys who lost their lives in the sand.'*

— Sabaton, Cliffs of Gallipoli

There are two basic levels of realism – cinematic and realist.

A cinematic game is over-the-top; the explosions are huge and often, the fights are long and full of cool stunts and the NPCs are quirky, bombastic and bigger than life. Themes that are not part of the story are ignored, making the campaign very sterile – there are no grey moral areas, no horrible consequences or horrible situations – only victory or defeat.

Cinematic Player Characters gain a new ability called 'Hero Points'. Hero Points can be used to add 1d6 to skill checks. Additionally, damage inflicted on the characters is first subtracted from this ability. Hero Points return at the rate of one per hour. Characters begin play with 3 Hero Points and gain more points as awards for successful adventures.

The realist campaign, on the other hand, dallies on the grey zones. Realism is not synonymous with bitterness and hopelessness, however, nor with boring and mediocre. It is a world much like ours, a world where the individual can make a difference, possibly even change the course of history, but also a world where a great man can die because a careless pilot fed in the wrong landing data or a worthless punk got drunk and felt like stabbing someone. It is a world where bad things sometimes just happen and few things go according to plan. Victory is the result of hard work and every battle is a matter of life and death. The realist campaign is more suitable for mature groups interested in exploring complex subjects through the media of RPAGE.

Improvisation

Player actions are unpredictable. This is what makes role playing games so fun. This is also what makes them so frustrating. Even the most experienced Referee can be caught off-guard by a particularly ingenious (or idiotic) player move. The following tips will hopefully somehow soften the blow:

Stock Subplots: The Referee should always keep a few subplots in case the players just refuse to go where he wants them to go. They provide entertainment to the players while giving you time to rethink the adventure and think of ways to draw the players back in.

Murder mysteries, sabotage onboard and crash-landings on uncharted planets make good subplots because they are impossible to ignore and keep the players occupied while the Referee is devising a way to get them back on track.

Invisible Borders: Something keeps the Player Characters from leaving the area the Referee has prepared. This is simple in a wilderness – an impenetrable mountain range, an ocean, a field of poisonous fungi – all these can be used to limit the Player Characters' mobility to your chosen sector.

In space, a similar effect can be achieved by higher entities (page 36), vast tracts of emptiness, black holes and so forth.

Urban environments are the hardest to contain. In case of a disaster a portion of the city can be naturally separated from the rest (for example, by a huge crack in the ground or flowing lava). Alternatively, a part of the city can be quarantined due to disease or zombie outbreak, alien invasion, abomination and so forth.

Random Encounters: Random encounters are similar to stock subplots but usually take less time and leave a smaller impact on the main plot. Classic random encounters include hostile ships such as pirates (page 54), space phenomenon and problematic passengers (63).

Inevitable Fate: The event you have planned will occur in any case, no matter where the Player Characters go or what they do. This should not be abused because freedom of choice is one of the main attractions of tabletop RPGs.

Observation

A great way to improve your game is by drawing inspiration from non-RPG sources. Literature, television, cinema, graphic novels and so forth are obvious choices and need no elaboration in this book. However, we would like to draw your attention to the importance of 'reading outside the genre', an advice often distributed in literary circles but equally as important for players and Referees.

Outside sources enable the Referee to use plot devices that the players are unlikely to suspect because they are outside the conventions of the genre. Additionally, generic adventures will quickly get repetitive and even tedious unless new angles are introduced on a regular basis. These new angles are likely to come from outside the genre.

Another useful cliché is 'reality is stranger than fiction'. Many great novels were inspired by news or anecdotes, which is not surprising given the size and diversity of the world we live in. No single mind, no matter how inspired and imaginative, can compete against it; biology, geography, history and actuality are all great sources of inspiration for *Traveller* adventures. An unassuming news article can become, if narrated properly, a horrifying or thrilling adventure full of unexpected twists and a surprise ending.

Astronomical journals should be of special interest to *Traveller* Referees. Unbelievable new space phenomena and objects are discovered every month and their exploration, through dice and imagination is the next best thing to actually going there.

Last, the accounts of the great explorers of the past such as Strabo, Bernal Díaz del Castillo Christopher Columbus, Marco Polo, Hernán Cortés and countless others are highly recommended as crossing an ocean and exploring a strange new land is very similar to crossing the stars and exploring a strange new world. The unique insights these real life adventurers offer will help Referees design realistic and fascinating encounters.

WORLD BUILDING

This chapter contains rules and suggestion on the generation of cities, villages (page 101) and wilderness areas (page 105). Pre-made cities and villages can be found in the appendix (page 149 onward).

CITIES

'Turn the right corner in Sin City and you can find anything... anything.'

— Sin City, the Salesman

A city is where the players return between adventures to rest, renew their supplies and upgrade their equipment, vessel and body. It is vital to know what kind of services they will be able to acquire and at what price. While resting in-between missions, unexpected troubles may arise, the result of careless Player Character actions or villainous scheming. The city is a vital factor when considering how these unplanned adventures will develop. How effective is law enforcement? What kind of people does one meet on the streets? What are the laws and customs? These questions may arise unexpectedly and the Referee must be able to reply to them quickly or the adventure will grind to a halt.

Even more, however, a city is a setting with a personality. Establishing the character of a wilderness area beyond 'forest' or 'desert' takes many encounters and subtle descriptions. Establishing the character of a sector of space is even more difficult and requires great narrative mastery. In contrast, the personality of a city is apparent almost immediately. Almost like a quirky NPC, this setting brings immediate flavour into the Referee's campaign, creating a certain mindset and defining the campaign style with nothing but a few short descriptions.

CITY GENERATION

Use this system to create major cities on fairly advanced planets (TL 8+). For smaller or more backward communities use Village Generation (page 101). For entire nations or planets, use World Generation (page 169 of the *Traveller Core Rulebook*). We also recommend using World Generation to determine climate, geography and atmosphere.

This system enables the generation of very detailed cities. However, we recommend against using its full power every time the Referee needs a new city. One must keep in mind that he is not creating a real city and there is no need to know each street and local landmark. Unless the Referee plans to make

the city the centre of his campaign, we recommend only rolling on sections that the players are likely to ask about or that affect the adventure.

For example, if the Player Characters crash land in an alien city, they are most concerned about safety, hospitals and repair workshops. The local laws are also relevant if the crash landing has damaged property or inflicted casualties. Power groups may be important if they are xenophobic or unusually helpful; if they are neutral or have bigger concerns, the Player Characters are unlikely to ever come into contact with them. Local landmarks, culture, crime rates, celebrities and so forth are just plain irrelevant and should not be generated unless the players specifically ask about them.

POPULATION

This section determines the number of people who live in the city and nothing else. There is no direct correlation between a city's population and its size, culture, infrastructure, architecture and so forth. With futuristic technology, millions of people can live in a city consisting of a few mile-high towers or hundreds of thousands of floating bubbles interconnected with transparent tubes.

Roll 1d6+3 to determine population magnitude (the number of zeroes after the one) and then multiply it by a number of your choice (we recommend 2d6). For example, we wish to generate a city called Yesalam. We roll 5 and 13, which produces a city of 1.3 million (100,000 X 13).

LAWS AND TRADITIONS

Page 173 of the *Traveller Core Rulebook* contains guidelines for generating national laws and culture. As a rule, the city will conform to the national customs. Large cities tend to be more liberal than rural areas, so cultural misgivings will tend to cause less harm, possibly even be ignored. That being said, some districts (see page 93) can have entirely different cultures and laws than the rest of the city or even the nation.

For example, Ja'adan, a representative human democracy with a strong tradition of liberalism and acceptance, has a city called Yesalam (we will be using this city as an example throughout the chapter) known for its excessive adherence to the ancient codes of the civilisation, which preceded the one currently ruling the planet. While there will be no laws banning adultery, immodest dress or blasphemy, Player Characters are likely to be ostracised or even assaulted if they offend local sensibilities.

CITY, VILLAGE AND NATION

For the purposes of this book, the population limit for a city is defined as 10,000 to 100,000,000,000. A bigger body is considered to be a nation, even if it is a single gigantic megalopolis. A smaller body is considered to be a village or a similar simpler organisation (a tribe, a horde, a petty kingdom and so forth).

City: A city has some autonomy but it is not an independent social unit. TL 8+ cities are almost always pluralist and extremely diverse, which leads to proliferation of cultures, sub-cultures, power groups (both legal and underground) and wide availability of various services and items. A major city has its own flavour and the citizens have a certain local loyalty and pride. That being said, even a major starport city, visited yearly by tens of millions of foreigners and aliens, is still part of some nation and will share many of its legal, ethnic and cultural traits.

Because of the city's size, it is easy to go unnoticed there. A fugitive with forged papers can spend years in a city, safe from detection on account of the unimportance of the individual within the city.

The other side of the coin is the sense of alienation newcomers will experience in the city. It is not unheard of for a person to be shot five times in broad daylight and lie bleeding on the street for hours as thousands of streetwalkers just step over the dying man, too scared or too apathetic to help or even call an ambulance. This trait can be used to catch Player Characters off-guard. A person on a spacecraft does not expect help and so makes sure to be self-reliant. A person in a city trusts the authorities and the public to look after him – often a fatal mistake.

Village: With a few rare exceptions, such as alien infestation or blood feuds, the village functions as a unified social unit. The people all share the same cultural values and probably belong to the same ethnicity and religion. Most people know each other and the arrival of strangers is rare. A newcomer will not go unnoticed. It is practically impossible to hide in a village without the consent of the community. It is also impossible to commit a crime and disappear into the background. Even a single murder will mobilise the entire population and the newcomers will be the first to be suspected, even if they have the perfect alibi, possibly forcing them to take measures to clear their names.

Villages usually offer only the most basic services and items, even in very advanced civilisations. Keep in mind that the main purpose of the village is the production of food, everything else, including agricultural equipment, is acquired from the city.

Rural people are more close-minded and traditional than city people. Player Characters not familiar with local customs are likely to offend the natives, which may result in anything ranging from hurt feelings to a vicious lynching, depending on the local mores.

Nation: Whether consisting of a few dozen unified villages or millions of mighty cities, the nation is a conglomerate of people and ideas. With the exception of unnatural societies where individualism has been utterly erased, nations are never heterogeneous and power is never absolute. Even the harshest tyranny has a secret guerrilla group planning its demise. Even the most brainwashed state has a small group of intellectuals who meet in secret to discuss lofty ideas and plan a brighter future for their children.

When designing nations remember that they are more than the sum of the cities and villages they consist of. National traditions, laws, prevailing ethnicities, religion and so forth are merely a recommendation, not the absolute rule.

We recommend using the World Generation system in page 169 of the *Traveller Core Rulebook* for all civilised nations, not just planetary ones.

Inside the same city there are two special districts – an Aslan ghetto and an embassy district. The Aslan clans disregard the national laws and customs and threaten mass riots any time the government tries to intervene in their alien lifestyle. Some day this might escalate into civil war but presently the district functions like an Aslan autonomy with Aslan laws and culture. Unless orders are directly given by the government, the police will not go into the Aslan ghetto, leaving visitors at the mercy of the Aslan militia. When police do raid the ghetto it comes en masse and heavily armed, prepared for mass demonstration and fire fights.

The embassy district, on the other hand, is supposed to give a good impression to foreign diplomats. Security is extremely tight and any Yesalamite or Aslan violence is quickly dealt with. As long as they are within the embassy district, Player Characters are free to dress as they please and can freely express their mind with no fear of lynching.

INFRASTRUCTURE

This section does not refer to basic infrastructure such as a waste disposal or power plants; these are assumed to be present and functioning unless the city is a war or disaster zone. Instead, it deals with infrastructure relevant to the Player Characters – factories, starports, research institutes and so forth.

Roll on this table at least once per 500,000 denizens.

| 2d6 | Infrastructure |
|-----|---------------------|
| 2 | Military Presence |
| 3 | Religious Centre |
| 4 | Starport |
| 5 | Historical Centre |
| 6 | Factory |
| 7 | Hospital |
| 8 | Sports Centre |
| 9 | Workshop |
| 10 | Consulate |
| 11 | Technical Institute |
| 12 | Surveillance |

Religious Centre

A religious centre has many functions. It can help religious Player Characters rally NPCs to their cause, assist researchers in the same fashion as a library or a museum (see page 86) or serve as a place of shelter and repentance.

Major religious centres will often have artefacts of great historical, financial or even technological value, usually guarded by fanatic believers. Some of the adventures in this book deal with a religious centre being somehow targeted by criminals.

Technological Institute

This can be a university department, a specialised private or government institute or maybe even a famous engineer's or scientist's workshop.

A technological institute raises the TL of the city one point above the national average. It can also be rented by Player Characters interested in conducting their own research for 500 Credits per TL per day.

Accidents in Technological Institutes make great hooks (see page 14).

Starport

Starport generation rules can be found on page 178 of the *Traveller Core Rulebook*. Use the following modifiers for the Starport Table:

| Condition | Modifier |
|----------------------------------|----------|
| Population less than 10,000 | –4* |
| Population 10,001–100,000 | –1 |
| Population 100,001–1,000,000 | +3 |
| Population higher than 1,000,001 | +6 |
| TL is less than 11 | –2 |

*Treat a natural roll of 2 as 11+. This means that a foreign power has constructed a starport in the region. Most workers and managers of the starport are also foreigners.

A city will never have more than one starport. If you roll this infrastructure more than once, raise the infrastructure to the next level of quality (C to B, B to A and so forth).

If the starport is already level A, re-roll.

Workshop

Many kinds of equipment, vehicles and vessels cannot be fixed without a specialised workshop. Mechanics and engineers with access to a fully equipped workshop enjoy a +2 DM to their skill checks.

Hospital

This is one of the most important infrastructures in the city as far as the Player Characters are concerned.

Cities are most often used as home bases to which players return after adventures, usually not in the best shape but with a lot of Credits to spend. The hospital is where their injuries and diseases will be treated and where their bodies will be cybernetically enhanced.

Roll on the following table to determine hospital level. Apply a +1 DM for every population magnitude above 6.

Hospital Level

| 2d6 | Level |
|-----|-------|
| 2 | D |
| 3 | D |
| 4 | C |
| 5 | C |
| 6 | C |
| 7 | C |
| 8 | B |
| 9 | B |
| 10 | B |
| 11 | A |
| 12 | A |

Hospitals differ by the services they offer. Medical services are explained on page 176 of the *Traveller Core Rulebook*.

*Apply this modifier to the planetary or national TL. TL affects both the services available and the medical bills (see page 176 in the *Traveller Core Rulebook*).

Military Presence

This can be an army base, a boot camp, headquarters, a top secret military installation, a missile base or any other large facility operated by the military.

Military presence means that military-grade tech and weapons are available on the black market, which results in +2 DM to Availability rolls when looking for military equipment. It also means that a mighty force can be unleashed on the Player Characters at any given time, at a moment's notice.

Hospital Types

| Level | Type | TL* | First Aid | Surgery | Replacement | Augmentation | Mental Ward |
|-------|---------------------|-----|-----------|---------|-------------|--------------|-------------|
| A | University Hospital | +2 | Yes | Yes | Yes | Yes | No |
| B | Central Hospital | +1 | Yes | Yes | Yes | No | Yes |
| C | Provincial Hospital | 0 | Yes | Yes | No | No | No |
| D | Field Hospital | -2 | Yes | No | No | No | No |

Note that this infrastructure refers to a military base operated by the nation, not an occupation army stronghold.

Factory

Factories are rarely relevant to Player Characters. Their most common contribution is increasing the availability and decreasing the prices of some (potentially illegal) items. Abandoned factories are an iconic location for criminal showdowns and other unsavoury affairs.

Surveillance

This does not refer to the odd camera here and there but to an overwhelming presence (overt or secret) of surveillance devices. It is practically impossible to break the law or even act suspiciously in the area without being arrested within minutes. Cameras will often come with speakers, enabling the authorities to warn or order passersby.

Historical Centre

This includes all locations that can assist Player Characters in historical or journalistic research. Roll on the following table to determine the nature of this infrastructure:

| Roll 1d6 | Infrastructure |
|----------|--------------------|
| 1-2 | Archive or Library |
| 3-4 | Museum |
| 5-6 | Excavations |

Archive or Library: In TL 8+ societies libraries and archives become obsolete as all information is scanned and becomes accessible from any computer on the planet. Books and old documents may be kept for sentimental or archaeological reasons but they are no longer used as information sources. Nevertheless, a visit to a gigantic library or a dusty archive has a certain charm that an internet search lacks, so Referees wishing to stress drama over realism could be interested in using this infrastructure.

A library grants +1 DM per day spent researching (max +3) to most Social Science checks (most often History, Linguistics, Philosophy and Sophontology). An archive grants +1 DM to +2 DM to Advocate, Investigate and Streetwise checks.

Additionally, some ancient books may contain more than text. Examples include: ancient technology, alien parasites (page 41) or psychic fields (page 39).

Museum: Museums hold items of historical or aesthetic value. They also serve as research centres. Ancient technology, blasphemous antediluvian prophecies, deactivated killer robots, doomsday devices – can all find their way into museums, sparking daring robberies or city wide catastrophes.

A museum grants the same bonuses as a library, except that it may also assist in the following checks: Art, Engineering, Life Sciences (Biology), Life Sciences (Cybernetics), Space Sciences (All).

Excavations: The city is built on top of some ancient civilisation. It can be just old ruins, not interesting to anyone except academics and tourists, or an invaluable stack of ancient technology that has the power to save or damn the entire planet. If the Referee wishes it to be the latter, he is advised to generate a locale using one of the maps in the appendix (page 142).

Consulate

Player Characters are notorious for their run ins with the law. Often, the local consul is the only one who can protect them. Consulates have an extraterritorial status that enables them to harbour Player Characters. This can also make them the centre of adventures that deal with espionage or white-collar crime.

Consulates are also important for characters interested in handing in criminals wanted by their government or reporting important developments.

Sports Centre

Players who wish to improve physical skills such as Athletics or Melee may be required to train in a professionally equipped sports centre. Since sports, business and politics often mix, sports centres can also be featured in intrigue-based adventures, especially those dealing with professional sports scandals.

POWER GROUPS

In large cities, the mayor is rarely the one in charge. Most often the city is controlled by a large number of interest groups seeking to further their agendas. Do not generate more power groups than you need – the corrupt businessman buying off senators in order to hide radioactive waste under the cemetery is irrelevant if the adventure is going to focus on the Player Characters' struggle against street gangs in the slums.

We recommend generating one power group per million citizens (minimum two). Totalitarian societies have only a single power group, usually a radical movement or a religious institute. Opposition, if any, is weak and can hardly be viewed as a power group.

With the exception of the totalitarian government and the occupying army, no power group can openly murder its enemies. That is not to say nosey Player Characters cannot get murdered or mutilated but these activities must be, at least moderately, hidden from the public and the law.

Many power groups are followed by an example for immediate use in any urban campaign.

| 3d6 | Power Group |
|-----|-------------------------|
| 3 | Evil Mastermind |
| 4 | Psions |
| 5 | Occupation Army |
| 6 | Religious Institute |
| 7 | Moderate Bussiness |
| 8 | Organised Crime |
| 9 | Radical Movement |
| 10 | City Hall |
| 11 | Corporation |
| 12 | Bad Cops |
| 13 | Businessman |
| 14 | Street Gangs |
| 15 | Artificial Intelligence |
| 16 | Immigrants |
| 17 | Alien Conspiracy |
| 18 | Abomination |

Abomination

There is an extremely powerful monster living under the city. The government cannot nor will not destroy it for some reason. This being, an alien, some ancient horror or the product of mad science, extracts significant influence over the city. It can have a cult of fanatic followers, psionic powers or simply be of such size and power that people consider it easier to surrender to its demands than risk fighting it.

The Filth

Poverty and neglect breed filth and filth breeds horror.

The Filth is a strange being devoid of shape or even a constant mass. Instead, it is a gargantuan biomass fed by the sewage of many districts, illegally disposed chemicals and biological wastes and the corpses of people and animals for whom the sewers have become a final resting place.

The power of the Filth is immense – it has absolute control over its body, which enables it to raise gigantic tentacles out of sewer openings in the slums. It can detach temporary filth creatures from its mass and send them into the streets. It has limited telepathic powers, which helped it gain a status of a ‘beggar god’ complete with sacrifices of various chemicals and a horde of murderous cultists.

Its desire is not known at the moment. Nor is the way to cleanse the city of this abomination.

Tentacle Stats

STR 20 DEX 13 END 11

Skills Melee (tentacle) 1

Filth Creature Stats

STR 8 DEX 5 END 7 INT 1 EDU 1 SOC 0*

Skills Melee (tentacle) 1

* Filth creatures can speak but their words and thoughts are those of the Filth, not their own.

Alien Conspiracy

Aliens are the secret power behind the throne.

The aliens can be powerful mimics who have kidnapped and replaced influential citizens, parasites who control people’s brains or a secret cabal bribing, seducing and intimidating the leaders and shapers of the cities. In any case, the alien conspiracy is never overt and usually has some extremely sinister objective, like sapping the life force of the populace, raising an army of brainless zombies or awakening an ancient evil hidden beneath the city.

Players who have the misfortune to stumble upon the alien conspiracy will find themselves the targets of a manhunt that makes the police, the mafia and the church combined look like girl scouts.

Hatir

The Hatir are a culture of tiny creatures, barely visible to the naked eye and yet extremely advanced and malevolent. They are capable of infecting the bodies of most living creatures and controlling them like biological vehicles through the manipulation of hormone and pheromone production. They cannot quite control humans (although they can cause extreme mood swings) but they can control most terrestrial animals.

Presently, they control most of the city’s non-human inhabitants – the cats, the dogs, the crows, the pigeons, the rats, the cockroaches and countless other creatures humans share the urban environment with.

They live off the city and live quite well. Losing their hosts would be most inconvenient. These two facts lead to anyone trying to battle the growing plague of wild street animals or anyone investigating their unnatural behavioural patterns meeting a sticky end.

Artificial Intelligence

This is quite rare but some cities are officially or unofficially administrated by extremely advanced computers. Cities managed by AI must be of at least TL 11 and are usually characterised by very low crime rates and a high use of service robots. An Artificial Intelligence can also be self-aware and malevolent, slowly stirring the city toward its doom or ruling the streets with the iron fist of electronic tyranny.

See page 43 for Super AI. A Super AI is always the sole ruler of the city.

Bad Cops

Bad cops are not simply law enforcement agents that take the occasional bribe from organised crime or an Evil Corporation. They are entirely corrupt policemen who abuse their power to the maximum. Bad cops can straight-out murder a person in broad daylight and nothing will be done – who can the crime be reported to? Only the police.

This power group is sometimes the result of frustrated policemen turning into vigilantes, becoming power drunk and ending up worse than the criminals they were out to eradicate.

A city with this power group lives in constant fear of men in uniform. People keep a low profile and try not to draw attention. Occasional robbery, beating or rape by thugs in uniform is unavoidable just like bad weather or disease.

An unholy alliance between organised crime, bad cops and city hall often leads to the formation of powerful radical movements who gain considerable support from the masses by promising to rid the city of the corrupt powers that control it. This leads to a never-ending war of assassinations, kidnappings and terrorist attacks that combine to make city life all but unbearable.

Businessman

Money is power. In an era where money can buy killer robots, armies of cloned mutants and nuclear devices – money is great power.

The businessman is a rich and influential individual with multiple business ventures, connections with politicians, criminals and other power figures and an agenda. The latter is very important. A rich man is just that – a rich man. It is the ulterior motive, the mysterious agenda, that makes him an interesting NPC.

Businessmen are not always ruthless villains. Sometimes they are secret benefactors or great philanthropists who use their considerable resources to help some segment of the population or the whole city. The latter make good patrons, hiring Player Characters for missions they believe will make the city a better place to live in.

Filaret Butanik

Filaret is a brilliant asset manager, stock investor and philanthropist and he is not even 30! His Credits helped fund countless researchers and projects designed to help fight crime and poverty on the planet while his personal campaign to raise awareness to the plight of Vargr has won him the Imperial Medal of Humanism. On top of that, he is beautiful, athletic and popular on countless worlds. To quote Yesalam Weekly, 'saying Filaret is a perfect man would not be an overstatement'.

Under this exterior however, lies a radical more extreme than any Vargr terrorist or Aslan fanatic. Life is not perfect. How can it be, being the result of a random coincidence? Now, if a perfect man created life anew...

Filaret's top secret eugenic program is run by a group of questionable scientists in a massive complex under the city. Splicing DNA, they have created countless new species that



should not exist. Some day, an accident will release these unfortunates into the streets. The half-formed freaks are far from perfect but the horror they will cause will be.

See Business Magnate on page 162.

City Hall

City Hall is actually in charge of the city. Officials do not take bribes and do not take kindly to threats. The law enforcement agencies are powerful, all-knowing and extremely efficient. The mayor is benign and competent and enjoys popular support.

This city is truly an extraordinary place – it actually works! Just make sure not to break the law, or the law will break you.

Note to Referees: This option is best used for generic cities that the Player Characters are only passing through or use as a base of operation to relax between adventures. While safe and comfortable, overly orderly cities are exceptionally dull and do not make good adventure sites unless the Player Characters are working against the law or unless the good order is about to break down.

Corporation

Corporations are often as powerful as nations. It comes as no surprise then, that they often wield considerable, if not absolute, power in the city. A corporation has one purpose – to make profit. Even more than criminal organisations, they are dedicated to this purpose. Anyone standing in their way will soon discover just how much power money can buy – private armies, cloned assassins and weapons so advanced that even governments do not have them yet – all these will rain on the head of anyone interfering with the corporation's activities.

Corporations often have very complex and shadowy plans, involving illegal or immoral activities. The Player Characters can become involved if they interfere with those plans. Even discovering such a plan marks one for elimination.

Conversely, a corporate executive can hire the Player Characters to perform some semi-legal or illegal service for him. Player Characters can have the role of corporate 'trouble-shooters', slowly realising just how monstrous their employers are.

WDP

WDP stands for Waste Disposal and Processing. The company helps less advanced planets dispose of nuclear, chemical and other types of hazardous waste in a safe and affordable way. Due to their excellent prices and ingenious solutions, many of which were personally developed by their founder, Dr. Stroven Chistidober, they now have exclusive contracts with hundreds of planets throughout the Imperium and wealth that exceeds many governments.

For the most part, the WDP abides by environmental and business laws. In fact, even the most radical environmentalist organisations praise it for its contribution to the preservation of unique alien ecologies through the safe removal of toxic wastes produced by native industrial societies.

One executive, a young man named Julik Vor, placed his own ambitions above law and morality and started using cheap shortcuts such as nuclear waste buried under the city and toxic chemicals spilled into the ocean. Saving money increased profits. This did not go unnoticed by the management and Julik and his associates quickly climbed the corporate ladder. Some journalists had to be murdered, some officials bribed or intimidated but when the profit margins are high, no questions are asked...

Presently, Julik is the chief executive of WDP in the sector. From his magnificent tower in the government district he destroys lives and environments while multiplying his wealth and power. The management knows about his misdeeds but you cannot argue with success; the immoral executive enjoys the corporation's full support (which will be withdrawn as soon as he becomes a liability).

Corporate adventures:

| Roll 1d6 | Adventure |
|----------|---|
| 1-2 | Help native tribes living near the city or denizens of the slums to deal with the toxic waste WDP hides near their homes. |
| 3-4 | Expose WDP's many crimes by breaking into corporate HQ and downloading incriminating data from their heavily guarded mainframe. |
| 5-6 | Protect from corporate assassins the vital witness whose testimony could help bring down the corrupt executive. |

Evil Mastermind

An evil mastermind is an individual who heads a powerful crime organisation, which he uses to promote his personal agenda. He differs from a crime boss by having an insane or bizarre objective.

Evil Masterminds make excellent, although somewhat over-the-top, villains. They are not appropriate for realistic campaigns but work perfectly in cinematic adventures.

The Happy Man

Few people are willing to admit they are evil. The Happy Man boasts of it.

The Happy People cult believes that the quantity of suffering and misfortune in the universe is finite. The more one person suffers; the less suffering is left for his fellow men. Should the whole planet live its days in perfect misery, the few who do not suffer will live their days in perfect bliss.

Insane as this idea might sound, its guru, a mysterious drifter known only as the Happy Man, has managed to attract dozens of followers, whom he uses as cannon fodder to further his evil plan. So far, he carried hundreds of attacks, kidnappings, arsons and other crimes. Kidnapped people are never killed but subjected to the worst tortures and humiliations before being released, traumatised and scarred for life. Very few are killed. The Happy People's motto is: 'We only kill happy people.'

Presently, the whole city lives in fear of where the Happy People will strike next.

The Happy Man's followers usually dress in jolly colourful costumes and wear smiling masks. No one knows what the Happy Man looks like, although rumour has it that he is very, very happy. The city, on the other hand, will not be happy until someone takes the smile off this psychopath's face.

Happy Man (Evil Mastermind)

STR 5 DEX 7 END 9 INT 15 EDU 11 SOC 13

Age 42 Career(s) Drifter (wanderer) 4

Skills Admin 2, Carouse 2, Deception 3, Gambler 1, Leadership 3.

Immigrants

An alien minority ignores local laws and customs and creates a state within a state. They have their own militia to uphold alien laws, informal courts and religious and cultural centres guarded by fanatics. The minority is likely to be hated by the majority, resulting in a violent ghetto mentality.

There are a number of detailed alien supplements that can be used to create believable alien communities. These include: *Alien Module 1: Aslan*, *Alien Module 2: Vargr*, *Alien Module 3: Darrians* (although this does not work very well as a minority on a strange planet) and *Alien Module 4: Zhodani*.

Moderate Party

A political party has swept the minds and hearts of the people as it leads them towards a moderate and much needed reform... or is it?

This power group covers most forms of (seemingly) legitimate politicians and public officers such as the bold young public attorney, the rising mayoral candidate, the housewife campaigning for better education.

In most cases, this is a positive movement, uniting people around a constructive idea. Sometimes, however, the moderate party is nothing more than a front for a more sinister power seeking to abuse the trust of the citizens:

| Roll 1d6 | Adventure |
|----------|---|
| 1 | Evil Corporation |
| 2 | Abomination |
| 3 | Organised Crime |
| 4 | Supervillain |
| 5 | Aliens preparing the ground for an invasion |
| 6 | Super AI |

Organised Crime

Crime organisations are highly disciplined secret societies that have a strict hierarchy and something akin to a code of honour. Many crime organisations have some esoteric elements and some can safely be classified as cults.

While they are more than willing to employ violence and other underhanded tactics, their main aim is monetary gain. Immoral and vicious – most crime bosses can still be reasoned with (which sets them apart from gang leaders, evil masterminds or radical activists).

Organised crime can help Player Characters obtain illegal items or services, buy counterfeit and stolen merchandise, shelter them from enemies or help fight a common foe. On the other hand, they can become a deadly enemy, chasing the characters all over the planet and even into the stars.

The villain Paskuda (page 154) can be used as a crime boss.

Occupation Army

The city is currently under enemy occupation. Whatever power groups might have controlled it in the past, it is now exclusively under the enemy's command. Other power groups may choose to cooperate with the enemy or fight an urban guerrilla war against it. In case of the latter, the city is likely to be under strict martial law.

The following table lists the six most common types of occupation. If you plan to keep the city active in your campaign, we do not recommend using the last three occupation types. Even if liberated, the city will be depopulated and ruined and it will take years or even decades to rebuild it.

Page 161 contains various combat NPCs to use with this power group.

Occupation Type

| Roll 1d6 | Type |
|----------|-----------|
| 1 | Permanent |
| 2 | Temporary |
| 3 | Economic |
| 4 | Plunder |
| 5 | Civil War |
| 6 | Genocide |

Permanent: The occupying army is of a roughly equal TL to the city and it is here to stay. Because the attacking nation is interested in pacifying and controlling the city, not alienating or razing it, life will be relatively normal. The law will be harsh but generally fair and occupying soldiers will be accountable for their actions.

Temporary: The army has taken the city as part of a military manoeuvre. As long as the population does not hinder its operations, it will not go out of its way to enforce its laws on the city. On the other hand, the army command will not particularly care about what happens to the city – rampaging soldiers will not be disciplined, petitions from citizens will probably be ignored and collective punishment will be widely used against the townsfolk.

Economic: The army is interested in some resource in the area – factories, ores, high tech, vehicles and so forth. This is essentially well-organised plunder. The army's only concern is collecting its quarry and leaving. If the locals do not oppose it, they will not be harmed beyond what is required. If they hinder the looting, they will be mercilessly slaughtered.

Plunder: This is a more barbaric version of the economic occupation. The occupying army is concerned with rape, loot and wanton destruction. It will leave the city as soon as the order is given but whatever remains in its wake will not be much to look at. A city being plundered is an extremely chaotic environment that resembles a wilderness more than a city. For unscrupulous Player Characters, this is a wonderful opportunity to get some free stuff. For heroes, it is a chance to save lives and battle savages.

Civil War: Radical groups of conflicting ideologies or ethnicities battle across the city, turning it into a war zone. The streets are in utter chaos as looting, rape, terror and other atrocities

become the norm. Many people use the context of civil war for personal gains or vendettas. A city torn apart by civil war is an extremely deadly place.

Genocide: The occupying army has been ordered to exile, enslave or kill the population of the city. Bodies are scattered in the streets and terrified survivors hide in crowded basements as desperate partisans try to battle the vastly superior aggressor. This is one of the most dangerous and bleak environments Player Characters can find themselves in, especially if they are members of the exterminated race.

Psions

A secret cabal of powerful psions control or at least wield great influence in the city. The cabal need not have nefarious aims. Given the fact that most cultures view psions in the same way witches were viewed during the middle ages, it is possible that the cabal's only purpose is mutual self-defence. Nevertheless, power corrupts and psionics are a great power indeed. With their power to control people, sense thoughts and emotions and kill by will alone, a psionic cabal can be a formidable enemy indeed!

Psionic cabals are usually clandestine esoteric organisations with willing or unwilling agents everywhere and great wealth and influence. This makes them among the most dangerous and terrifying power groups.

The New Men

The New Men pursue a racist ideology according to which non-psions ('the old men') are inferior and should be treated no better than regular men treat cattle. What started as a mutual aid group and a social club has quickly degenerated into a tyrannical cabal bent on planetary domination.

Presently, the New Men pursue three tasks – acquisition of means, recruitment and R&D. Their business operations include an exotic prostitution ring guaranteeing the customer literally any woman, high-level espionage and a variety of financial and political machinations. Their R&D focuses on the development of psionic amplifiers, so far with little success.

The New Men's hierarchy reflects a geometric aesthetic:

The Sphere includes the mind-controlled canon fodder, uninitiated psions, hired goons and so forth. They are like the facets of a sphere – infinitely myriad and infinitely worthless. Members of the sphere are referred to as 'dots'.

The Polyhedron includes the majority of New Men. They are divided into triangles, squares and pentagons, the polygon with less edges being the more advanced. Pentagons function like soldiers, squares like squad leaders and triangles as task leaders.

The Unknown is the mysterious leader of the organisation. No one, not even the triangles, know his identity. No small feat, given the fact that the New Men is an organisation consisting mostly of powerful telepaths.

In truth, The Unknown is:

New Men

| Roll 1d6 | New Men |
|----------|--|
| 1–2 | A teenager posing as a member of the Sphere. |
| 3–4 | An uplifted megalomaniac rat. |
| 5–6 | A myth invented by the Triangles. |

Radical Movement

Some people express their resentment by yelling at their holographic projector. Others by detonating plasma bombs in City Hall. Radical groups are not happy with some aspect of society and are not afraid to get their hands dirty to deal with it. What they lack in numbers and resources, they make up with fanatic enthusiasm and ruthless dedication to the cause, which can be political, socioeconomic, religious or otherwise (see page 132 for a list of causes).

More often than not, the movement will be supported by disgruntled segments of the population hoping for a change or by foreign powers seeking to destabilise the state from within.

Street Dogs

Corporations reduce people to financial slavery through monopoly and unfair business practices. Empires conquer planets and enslave or exterminate the proud native species. City Hall exploits alien immigrants and poor humans to make the elite richer. The courts, the police, the media have all been bought by the ones in power. Barking is futile; it is time to start biting!

The Street Dogs are a radical Vargr organisation obsessed with fighting battles that are not its own. The Street Dogs live on the street and try to mimic actual dog packs as closely as possible, including an ever-changing social hierarchy and fierce loyalty to the group. This extreme decentralisation makes the Street Dogs especially difficult to battle.

Just about any figure of authority or organisation can find itself the target of a pack raid. Even Vargr who have 'sold out' to the humans can become targets. Actions include kidnappings, assassination, bank robberies, bombings, vandalism on grand scale and hostage taking.

See page 163 for Vargr militants.

Religious Institute

The citizens are deeply religious and hold the local religious authorities in great esteem. A scandal may cause them to lose faith in a certain cleric or even a branch of the religion but not the entire faith.

What sets religious authority apart from other power groups is the use of dogmas and commandments – moral laws and lifestyle rules that most of the citizens try to follow (at least publicly). This leads to conservative societies where anything different is looked at with suspicion and any violation of the social norms is treated with extreme prejudice even if legal under city or state laws.

UI-Waharin Ar-Sabin

This relatively modern religion views God as the one that breathed soul into all things. It is not monotheist in the sense that it accepts the existence of millions of creators. However, only one of them created Life and is worthy of worship. The commandments of this religion (UI-Waharin) were recorded by Prophet Ar-Sabin. Unlike most prophets, he was neither a martyr nor a conqueror but a chubby and jolly man who enjoyed life and died of old age, surrounded by friends and followers.

His teaching can be summarised in the following points:

- Life is priceless. UI-Waharin practitioners eat only artificial food (even the consumption of plants is forbidden) and walk around in special masks and shoes lest they accidentally end a life by inhaling or stepping on some small creature. Abortion, birth control and celibacy are strictly forbidden. Monogamy is permitted but not encouraged.
- Life is beautiful. Unless done in order to preserve life, one should not cover his body or any of its biological functions as it offends the maker. All aspects of life are wonderful and should be admired and appreciated.
- Life is fascinating. All forms and aspects of life across the galaxy are equally fascinating. They should be recorded and retold. UI-Waharini churches have huge life form databases that rival those of the best universities of the Imperium.

Perhaps the most baffling aspect of this seemingly gentle religion is its practice of grizzly human sacrifice known as 'the Gratitude'. The rationale behind this practice is that since life is the most valuable possession in the universe, it is the only way to show gratitude to the maker, the giver of the greatest gift in the universe.

Practitioners of the Gratitude are divided into two groups – 'The Grateful', those who set themselves on fire while screaming thanks to the Maker and 'The Returners', those who scour the world for ungrateful people – killers, hunters, butchers, soldiers, exterminators, self-mutilators and so forth – making them return the gift they have squandered.

The Gratitude is banned by most Teachers and viewed with abject horror by a majority of believers. Nevertheless, practitioners of this violent tradition can usually count on shelter in UI-Waharini churches and the arrest of one often results in civil unrest.

Street Gangs

At some stage street crime suppresses mere hooliganism and becomes a force to be reckoned with. This is usually the result of government negligence, corrupt law enforcement and apathetic population. Cities where street gangs are one of the power groups are extremely violent and volatile. Murders are so plentiful that newspapers no longer bother mentioning them. Narcotics, prostitution, gambling and other vices are the norm. Walls are covered in graffiti, streetlights and windows are mostly shattered and, except for a few rich and privileged neighbourhoods, the only law that rules the streets is the law of the gun.

A street gang power group increases crime level by two stages. Additionally, roll 1d6 for each trip in the city. A result of 6 indicates an encounter with 1d6 street punks.

Unlike organised crime, street gangs are too many and too chaotic to forge lasting alliances with. They are more a force of nature than a form of society. Individual gangs can be befriended and even joined, although in no way does it guarantee safety, even within that particular gang's turf.

CITIZENS OF NOTE

Citizens of note are very similar to power groups and the two often coincide. For example, an outrageously flamboyant playboy can be both a local celebrity and the businessman who owns half the city.

This section can be used to generate personalities and statistics for various power group members the Player Characters encounter throughout their adventures. For more NPC options, the Referee can use the Rural characters table on page 102, the NPC generation tables on page 76 of the *Traveller Core Rulebook*. The *Traveller Core Rulebook* also contains random traits that can be used to further customise the characters.

LANDMARKS

A landmark is a unique structure, phenomena or tradition that makes the city stand out. Real life examples include the Eiffel Tower of Paris, Deshnok's rat worship or the canals of Venice.

While landmarks rarely affect gameplay, they are a way to characterise the city and make it easily identifiable. If the city will be regularly featured in the campaign, we recommend generating at least one landmark. This will make it memorable for the players and more realistic as a place rather than a faceless collection of services and shops.

Urban Characters

| d66 | Personage |
|-----|---|
| 11 | Eccentric Millionaire. |
| 12 | Dishonest Journalist. |
| 13 | Serial Killer. |
| 14 | Gang Leader. |
| 15 | Pop Hero. |
| 16 | Writer or Poet. |
| 21 | Simple man covered by the media for no apparent reason. |
| 22 | Flamboyant Playboy. |
| 23 | Famous Prostitute. |
| 24 | Haunted Dissident. |
| 25 | Revered Terrorist. |
| 26 | Philanthropist Nobleman. |
| 31 | Retired Interplanetary Hunter. |
| 32 | Popular Plastic Surgeon. |
| 33 | Disgraced Alien Politician. |
| 34 | Alien Rights Advocate. |
| 35 | Extreme Nationalist Activist. |
| 36 | Talentless Sculptor Often Employed by City Hall. |
| 41 | Criminal Turned Honest Politician (or is he?). |
| 42 | Hated Corporate Executive. |
| 43 | Daring Robber. |
| 44 | Controversial Scientist. |
| 45 | Revisionist Historian. |
| 46 | Public Attorney. |
| 51 | Campaigning Housewife. |
| 52 | Bank Robber. |
| 53 | Sexy Scion. |
| 54 | Street Preacher. |
| 55 | Demented Innovator. |
| 56 | Celebrity ex-convict. |
| 61 | Uplifted Animal – Revolutionary Rat. |
| 62 | Uplifted Animal – Philosophical Raven. |
| 63 | Uplifted Animal – A dog working as a tourist guide. |
| 64 | Infamous Graffiti Artist. |
| 65 | A Young Aristocrat Obsessed With Duelling. |
| 66 | A Morbidly Obese Media Mogul. |

DISTRICTS

Large cities are usually divided into districts with very different 'personalities'. Districts can have entirely different power groups and flavours. For example, a large city can have an opulent neighbourhood with AI and moderate party power groups. It is clean, rich and perfectly safe at night. Only a few streets away, impoverished and filthy slums are ruled by vicious street gangs

Random Traits

| d66 | Trait |
|-----|--|
| 11 | Heavily Pregnant. |
| 12 | Kleptomaniac. |
| 13 | Has very strong political views. |
| 14 | Extremely jealous of his spouse. |
| 15 | Nymphomaniac/Sleazy. |
| 16 | Extreme Pacifist. |
| 21 | Searching for a missing child. |
| 22 | Planning to assassinate the Emperor and is very vocal about it. |
| 23 | Looking for the man who has murdered his father. |
| 24 | Investigating corporate corruption. |
| 25 | Believes he is hunted by government agents. |
| 26 | Dangerously Insane. |
| 31 | Mutant (see page 164). |
| 32 | Member of a bizarre cult. |
| 33 | Traumatised by his involvement in a catastrophic war. |
| 34 | Fanatically patriotic. |
| 35 | Secretly works for a powerful corporation. |
| 36 | Insanely afraid of pigeons. |
| 41 | Bigoted against the species of one or more of the Player Characters. |
| 42 | Missing one or more limbs. |
| 43 | Mentally retarded (may not suit some characters). |
| 44 | Had a chip with sensitive information installed in head. |
| 45 | Lacks any social skills whatsoever. |
| 46 | Distinctive scar or mutilation. |
| 51 | Flips a coin before any decision. |
| 52 | Has a strong stutter. |
| 53 | Tattooed. |
| 54 | Has outrageous fashion sense. |
| 55 | Avid collector. |
| 56 | Brooding and fatalistic. |
| 61 | Dresses and behaves in a manner more fitting the previous century. |
| 62 | Obsessed with some alien species and tries to mimic them as closely as possible. |
| 63 | Religious and pious to a fault. |
| 64 | Has an annoying and cheesy catchphrase. |
| 65 | Lacks a sense of humour. |
| 66 | Rude or overbearing. |

and an oppressed and angry alien community. Not far away, yet another neighbourhood is utterly abandoned for fear of the gigantic space alien that lives underneath. Tanks patrol the streets and commandos armed with PGMP dart from roof-to-roof, prepared to rain hell on the monster's smaller offspring as soon as they rise to the surface. Districts will not only make the generated city more colourful and diverse but also more believable, as large concentrations of people are rarely uniform.

We recommend generating at least one district per million people. Since many advanced cities have hundreds if not thousands of districts, we do not recommend generating more districts than the Referee is actually going to use.

Use the table opposite to determine the district type:

Administrative

City Hall and various other bureaucratic offices are located in this district, including a central police station, a court of justice, a council hall and tax collection centres. Parks and monuments are abundant. Law enforcement presence is much stronger than usual.

Power Groups: City Hall, Corporations and Businessmen. Organised crime usually holds considerable influence in the district as well.

Structure: Office buildings, tall residential houses, parks and monuments.

Note: The description assumes a society similar to humans. Aliens will have entirely different administrative centres such as gladiatorial arenas to settle disputes or an ancient pole that a speaker must impale himself on to address the citizenry.

Using the Good Book: Urban Encounters

Page 83 of the *Traveller Core Rulebook* contains an Urban Random Encounter table. While most of these encounters are too brief or immaterial to lead to adventures, they are great for maintaining city atmosphere. Rolling a random encounter every time the players have to walk or drive throughout the city will make even the most trivial tasks more exciting and remind the players that the world does not revolve around them, that there are millions of stories going about in which they are not the heroes.

Customised random encounter tables will help the Referee to characterise each major city. For example, if you are using landmark 26 (see page 93), you could add the encounter 'Crimson-clad priests are dragging a kicking exchange student toward the great pit'. Except for enhancing the barbaric atmosphere of the city, it can also serve as a combat encounter if the Player Characters try to save the unfortunate student or an adventure hook (see page 71) if the student has an interesting back story that may involve the Player Characters in a mission.

Districts

| d66 | District |
|-----|-------------------------------|
| 11 | Administrative |
| 12 | Alien, Ghetto |
| 13 | Alien, Residential |
| 14 | Culture |
| 15 | Embassy |
| 16 | Finance |
| 21 | Gladiatorial |
| 22 | Government |
| 23 | Historic |
| 24 | Industrial |
| 25 | Marketplace |
| 26 | Military |
| 31 | Museum |
| 32 | Offices, Basic |
| 33 | Offices, Corporate |
| 34 | Parks |
| 35 | Red Light |
| 36 | Refugee Camp |
| 41 | Residential, Very Poor |
| 42 | Residential, Poor |
| 43 | Residential, Low |
| 44 | Residential, Average |
| 45 | Residential, Good |
| 46 | Residential, High |
| 51 | Residential, Very High |
| 52 | Residential, Rich |
| 53 | Residential, Very Rich |
| 54 | Residential, Ludicrously Rich |
| 55 | Ruined |
| 56 | Shopping |
| 61 | Slave |
| 62 | Slums |
| 63 | Spaceport |
| 64 | University |
| 65 | Waterfront |
| 66 | Weird |

Alien, Ghetto

Woefully overcrowded, and socially and economically oppressed, alien ghettos are among the most dangerous districts of the city. Street gangs rule the streets while evil corporations play out their immoral games, knowing they will not be discovered since the police are afraid to enter the alien ghetto.

Power Groups: Immigrant groups and street gangs are the most common. However, since City Hall practically ignores this neighbourhood, just about anyone can play power games in the ghetto.

Structures: Poor residential houses, small shrines.

City Landmarks

d66 Landmark

- 11 A gigantic ghost figure watching over the city from the heavens.
- 12 A colossal downed alien warship whose shadow still looms over the city.
- 13 A sculpture of a hero or a mythological figure visible from orbit.
- 14 The city is built on a massive mechanised plate and can move across the country.
- 15 The city is a ring constructed across the planet.
- 16 An active volcano frozen mid-eruption with ancient technology stands in the centre of the city. Because no one knows how to operate the mysterious device, the citizens simply do not touch it and hope for the best.
- 21 Huge robots designed to look like different animals patrol the city, protect it from invaders and help move heavy objects around.
- 22 A yearly parade in the memory of a war in which an ancient enemy was defeated by an alliance of different races. Sophonts of all races are encouraged to participate.
- 23 The most inclusive zoo in the Imperium. The zoo includes sophonts as well. Possibly even someone the Player Characters know...
- 24 All official documents and petitions must be written or recited with the appropriate rhyme scheme.
- 25 Sophont sacrifice is practiced in the city despite widespread condemnation by the intergalactic community and local intelligentsia. The sacrifices are randomly chosen by mysterious priests in crimson battle dresses.
- 26 A pit many miles deep is located in the centre of the city. The local laws prohibit anyone from going down there. In hard times, sacrificial victims are pushed into the pit to appease 'the one below'.
- 31 Jobs in the city are randomly distributed by a computer. Every morning, each citizen is given a different role to play for the day. The locals believe this creates equality and understanding among the citizenry.
- 32 Personalities of deceased citizens are uploaded to a giant computer and continue to live in virtual space.
- 33 A colossal alien tree with roots spreading all over the city, traditionally believed to be the city's source of life.
- 34 A historic district entirely carved out of petrified mushrooms.
- 35 The city is built inside an anthill-like structure created millions of years ago by an extinct species.
- 36 Duels are legal and extremely common in the city. Foreigners are not exempt and a single wrong phrase is likely to be answered by a challenge for a fight to the death.
- 41 The city is controlled by the Nudist Party and clothing is strictly forbidden except when worn for protection.
- 42 Elective surgery is extremely popular in the city. Few of the well-off citizens can be easily recognised as humans. Appearances are changed like costumes and natural looks close many doors.
- 43 The city is obsessed with death. Life support is illegal, suicide is encouraged and the prevalent architectural philosophy makes the whole area look like one gigantic graveyard.
- 44 The city is a colossal labyrinth. Without a map, it is practically impossible to navigate its winding streets. The locals believe that living in a labyrinthine city is good for the intellect.
- 45 The city has absurd modesty rules. Showing even a single inch of skin or hair is strictly forbidden. Everyone must wear the exact same black shawl and blank mask. Visitors are not exempt.
- 46 A massive cathedral built entirely from the remains of dead sophonts.
- 51 A huge square full of random objects. Every person passing through the field must leave two objects and pick up one object. He may not throw away this object until he has left the city.
- 52 A technological landfill that has become self-aware. It is considered to be a prophet of the Gods of Technology by a strange local cult and a major tourist attraction by City Hall. The being itself is friendly and quite wise.
- 53 A door that teleports anyone who passes through it to a random planet anywhere in the galaxy. It is unknown who constructed this door or why. It is a popular tourist attraction, although few travellers actually dare to step through it.
- 54 Unusual street animals (examples: dinosaur-like aliens, talking cats and dogs, cockroach-sized sophonts).
- 55 Some gesture, phrase, clothing article or object is taboo in the city. Their possession or use is strictly illegal and might result in public lynching even before the arrival of the police.
- 56 Only members of one sex are allowed to enter or live in the city. The city has a twin city, possibly on another planet, where only the other sex is accepted. Once per year the citizens of both cities meet on neutral grounds for a week-long festival.
- 61 All the houses in the city are intelligent robots capable of defending themselves from intruders and interacting with newcomers and each other. Some houses even have political rights and their own property.

d66 Landmark

- 62 Gravity is so low in this city that with a slight push people can jump tens of feet into the air or climb sheer walls. The architecture makes maximum use of this by creating oddly angled houses and doors in the most unpredictable locations.
- 63 Individual personality must be hidden within the confines of the city. Everyone must wear identical robes and masks that cover the entire body and convert individual voices to identical sounds.
- 64 The engineers of the city have constructed powerful weather control devices that give City Hall absolute control over the weather. Every evening the weather for the next day is democratically chosen by the citizens.
- 65 All the buildings in the city are monumental towers thousands of feet tall. A strict social hierarchy describes who is allowed to live on each level.
- 66 The city has many facilities, institutes, office buildings, factories and hospitals but no residential houses or shops. Citizens sleep and trade in the open, enjoying the mild weather and the lovely sky.

Alien, Residential

This is a normal residential neighbourhood where some alien race constitutes the majority of the population. Unlike the ghetto, these aliens are normal law-abiding citizens and do their best to fit in while maintaining their unique cultural heritage. The neighbourhood has a unique flavour but otherwise functions as a normal residential area.

Power Groups: City Hall, sometimes a moderate alien rights party or religious institute.

Structures: Alien religious and cultural centres, residential houses of at least average quality.

Culture

Theatres, cinemas, opera halls and performing arts centres are the main attraction of this district. In addition, a visitor will find restaurants, bars and nightclubs. Few people actually live in this district, although hotels and motels are plenty.

Power Groups: Businessmen and Corporations.

Structures: Fancy and colourful entertainment centres, decent hotels and restaurants.

Embassy

These districts are usually clean, classy and safe. They house foreign diplomats and their families and staff. In many cities, entrance to an embassy district requires passing through a security check. Actual embassies are found in this district only if the city is the nation's capital, otherwise consulates will be present.

Power Groups: City Hall, usually with some minor radical movement influence in the form of terror or rallies. Embassies often become the target of alien conspiracies.

Structures: Consulates and rich residential houses.

Finance

Banks, chapterhouses, corporate offices, law firms and so forth are concentrated in this district. Because all these organisations are wealthy and powerful, the buildings will usually be very modern and magnificent to look at.

Power Groups: Corporations and businessmen, occasionally organised crime.

Structures: Impressive office buildings.

Gladiatorial

Rare in civilised societies, the gladiatorial district offers violent entertainment that most would find barbaric. Just like the spectacles they offer, those districts are filthy and violent, offering many forbidden pleasures and many opportunities to meet a violent end.

Power Groups: Organised crime, street gangs, religious institutes (when the fights have religious significance).

Structures: Gladiatorial arenas, racing tracks, circuses and cheap hotels and restaurants.

Government

This district is similar to the administrative district but it houses the government of the nation or planet in addition to the city's administration. This district will also usually house alien embassies, major religious centres, military high command, the high court and other establishments of national importance.

This district is always very heavily guarded and is as impressive as the nation can afford. Imperial government districts are majestic and breathtaking.

Power Groups: Unless the nation is on the verge of collapse, the only power group in a government district is the government.

Structures: Palaces, ornate office buildings, luxurious villas, parks and imposing monuments.

Notes: Only capitals have government districts.

Historic

This district does not serve any purpose except for attracting tourists and educating the citizens. It was deemed historically or architecturally important by the government or City Hall and it is forbidden to raze or alter it, which might annoy many enterprising businessmen or corporate executives. Historic districts are usually safe, pleasant and designed to accommodate tourists with many hotels, restaurants, security and information centres.

Particularly ancient historic districts sometimes hold secrets best left undiscovered...

Power Groups: City Hall.

Structures: Handsome or old buildings, souvenir shops, hotels and restaurants.

Industrial

Most workshops, warehouses, technology stores and factories are located in this district. The streets are dirty and smell of grease but at the same time are lively and colourful as various businesses struggle to win the visitor's attention. The mixture of high and low tech will draw a varied crowd of rough mechanics, absentminded engineers, watchful policemen and city regulators and, of course, suspicious or confused customers.

Power Groups: Organised Crime or City Hall.

Structures: Workshops and factories.

Marketplace

Marketplaces are an anachronism in technologically advanced societies and so great care is taken to make this district as picturesque as possible to draw tourists and romantically-inclined shoppers. Marketplaces are much less regulated than shops, which means the Player Characters have a chance to stumble upon some extraordinary artefact, often with the seller unaware of its true qualities or price.

Conmen and cutpurses are abundant in market districts. Wealthy looking Player Characters are likely to find themselves targeted by various criminals. See page 99 for more information on crime.

Power Groups: City Hall or Organised Crime and Street Gangs or Immigrants.

Structures: Booths and small shops. Poor residential houses.

Military

The district is taken by an army base.

Museum

Museum districts are similar to historic districts except that the attractions are kept inside museums rather than outdoors. They attract tourists, historians and robbers. Museums sometimes contain artefacts of great power whose function is unknown to all but a few bizarre aliens and eccentric researchers.

Power Groups: City Hall or Religious Institute.

Structures: Museums, Libraries, Restaurants, souvenir shops.

Offices – Basic/Corporate

Most of the businesses and bureaux of the city are concentrated in this district. Security and monitoring are extremely tight in these districts, including increased police presence, corporate security guards and stranger guardians such as robots and alien monsters employed by businessmen as marks of status and power. Any display of brute force in an office district is almost certain to be squashed within seconds.

Corporate office districts usually hold corporate headquarters.

Power Groups: Corporations and businessmen. To a lesser degree, organised crime.

Structures: Various office buildings, including monumental corporate headquarters and the offices of mighty businessmen, resembling Imperial palaces more than workplaces.

Parks

This is a pleasant district characterised by parks, stalls, street performers and a quite and relaxing atmosphere. Some park districts utterly change their character after dark, becoming dens of corruption brimming with drugs, violence, prostitution and gatherings of unsavoury characters. Some park districts serve as locations for political rallies where citizens are encouraged to express their opinions without fear of reprisal.

Power Groups: City Hall and Street Gangs. More rarely, radicals.

Structures: Except for occasional booths, park districts usually do not have any permanent structures.

Red Light

This district is dominated by drug trade, prostitution, gambling and other illegal or immoral pleasures for those willing to pay. The streets are full of the lowest class of scum and promise the most sordid sort of entertainment. The police are nowhere to be seen. That is, until someone forgets to pay them.

Power Groups: Organised crime and street gangs hold almost absolute control over this district... as long as they remember to share revenues with bad cops.

Structures: Vulgarly decorated houses of ill-repute, poor residential houses, a neglected temple trying to save the souls of too many sinners.

Refugee Camp

A refugee camp is usually the result of a large mass of alien population moving into the city for humanitarian reasons and overstaying their welcome. Refugee camps are filthy, lack even basic infrastructure and suffer from abject poverty and rampant crime – perfect breeding grounds of political and religious radicalism. Often, the refugee camp will be kept separate from the rest of the city.

Power Groups: Street gangs and radical movements.

Structures: Makeshift shanties and boondocks.

Residential (Various)

A residential neighbourhood may have some shops and some basic entertainment but its main purpose is to provide housing for the population. The levels used in this book correspond with the ones described on page 87 of the *Traveller Core Rulebook*.

Most cities have districts ranging from Poor to Very High. More prestigious residential districts are usually only found in capitals or fashionable cities, while very poor districts imply some problem with the local economy or governing system.

Ruined

Something has destroyed this district. Whatever this district once was, it is now nothing more than a wasteland strewn with rusty vehicles and heavily damaged buildings. Who knows what may be lurking in the ruins?

Entrance to ruined districts is usually forbidden for safety reasons. The ban will probably be upheld by the army rather than by the police, possibly even by specialised commando units.

See page 26 for more information on ruined environment and adventures.

Shopping

Most legal commodities can be bought in this district. Petty thieves are common in the area but more serious criminals shy away from it due to heavy police presence.

Power Groups: Corporations, organised crime and City Hall.

Structures: Malls, specialty shops, cafes.

Slave

Slavery is rare in TL 8+ societies but not yet fully extinct. Slave districts house government slaves and hold daily slave auctions. Due to the high risk of rebellion, security is extremely tight in slave districts. Nevertheless, a secret anti-slavery ring consisting of slaves and radicals may be active in the district.

Power Groups: Corporations and organised crime, possibly opposed by radical movements.

Structures: Slave barracks, auction halls, electric fences and watch towers.

Slums

Slums are poverty-stricken neighbourhoods, just one step above refugee camps. Infrastructure is in poor condition, resulting in irregular water and power supply. Crime rates are so high that the police are afraid to enter. Those looking for illegal commodities are likely to find them here. Whether they will make it out alive or not is an entirely different question.

Power Groups: Street gangs and radical movements.

Structures: Crumbling Houses.

Spaceport

Spaceports attract various businesses such as hotels and hostels, traveller stores, repair shops and so forth. Class C and better Starports usually take up the entire district. Starport districts are lively, diverse and relatively safe due to increased security presence.

University

University districts are clean and handsome. While police presence is small, crimes are rare simply because these districts are of little interest to criminals and thugs.

Power Groups: City Hall with minor influence exacted by businessmen and, more rarely, religious institutes.

Structures: Universities, research institutes, botanical and zoological gardens, university hospitals.

Waterfront

Any neighbourhood constructed along the banks of a large body of water can be called a waterfront. Waterfronts usually have harbours and, if the water is clean enough, many people employed in fishing. Even in advanced societies water is still a major supply route and a large amount of cargo passes through the waterfront each day, including many illegal items and illegal immigrants.

Power Groups: Organised Crime and Bad Cops.

Structures: Seedy bars, harbour facilities, poor residential houses.

Weird

As the name might imply, there is no rule for this sort of district. A weird district is a district you are not likely to find in any other city, a landmark of sorts. In an antlike culture, it will be an entire area dedicated to taking care of the colossal queen. In a super-advanced city it could be a district where each door leads to a different planet, dimension or time.

CRIME

High crime rates may disrupt the Player Character's lives in direct and indirect ways. Directly, high crime rate means simply walking down the street becomes a hazard, it is impossible to run a business without giving a share to the mob, one must take into consideration gang rules in addition to city halls and so forth. Indirectly, this means property prices will go down while insurance fares will skyrocket. These become a significant issue if the Player Characters have invested money or time in local businesses.

Conversely, high crime rates can be beneficial for the immoral traveller – one is much less likely to be arrested after committing a crime (competition, however, becomes a bigger problem) and it is much easier and cheaper to get illegal items and substances. Basically, high crime rates mean a greater degree of freedom and a greater degree of danger.

If the city is to be used often, we recommend generating a different crime rate for each district.

The following modifiers should be applied to the crime rate roll:

Power Groups

| Power Group | Crime Factor |
|-------------------------|--------------|
| Psions | –4 |
| Evil Mastermind | +1 |
| Bad Cops | +3 |
| Artificial Intelligence | –2 |
| Religious Institute | –1 |
| Immigrants | +2 |
| Corporation | +0 |
| City Hall | –1 |
| Moderate Party | –1 |
| Radical Movement | +1 |
| Businessman | +1 |
| Organised Crime | +2 |
| Street Gangs | +4 |
| Occupation Army | NA |
| Abomination | Var |
| Alien Conspiracy | Var |



The Crime table determines the chances of the Player Characters becoming the victims of a crime while staying in the city. Roll a d66 and apply the modifiers of the Crime and Victimization tables. If the result is 66 or more then the characters become the victims of this type of crime. Roll separately for each crime upon the Player Characters' arrival to the city and another time for each elapsed month.

Districts

| District | Crime Factor |
|---|--------------------------------|
| Administrative, Finance, Military, Basic Offices, Spaceport, Very High-Rich Residential | -2 |
| Alien Ghetto, Gladiatorial, Red Light Slums, Very Poor Residential | +3 |
| Government, Embassy, Corporate Offices, Very Rich- Ludicrous Residential, University | -4 |
| Marketplace, Waterfront | -1 |
| Parks | +2 during day, -2 during night |
| Refugee Camp | +4 |
| Residential, Poor | +2 |

Victimization Table

| Factor | Modifier |
|---|---------------|
| Immodestly Dressed | +8 |
| Poorly Dressed | -6 |
| Richly Dressed | +16 |
| Appears drunk or intoxicated | +8 |
| Speak Foreign Language | +2 |
| Alien | +8 |
| Carries a purse of a briefcase | +12 |
| Armed with cold weapons | -4 |
| Armed with firearms | -16 |
| Accompanied by legal figure of authority | -16 |
| Accompanied by criminal figure of authority | -32 |
| Accompanied by robot or monster | -24 |
| Moves in a group | -4 per member |
| Drives a cheap vehicle | +4 |
| Drives an expensive vehicle | +16 |
| Drives a combat vehicle | -24 |
| Bears marks of popular religion | -8 |
| Bears marks of unknown religion | +4 |
| Bears marks of hated religion | +12 |

Crime Rate

| 2d6 | Crime Rate | Description |
|------|------------|--|
| 2 | Utopian | No crime at all. The citizenry is on special drugs, brainwashed or were replaced by robots. In any case, something strange is going on... |
| 3 | Very Low | Occasional crime of passion, some vandalism and petty theft. Either ideology or extremely effective administration dominates this society. |
| 4 | Low | Organised crime is mostly financial and sophisticated while violent crimes are rare and are almost always resolved in a timely fashion. |
| 5-8 | Moderate | Crimes occur quite often and a person is likely to become the victim of a petty crime at least once every few years. Nevertheless, the police are still rather effective and crime is no more than a nuisance. |
| 9-10 | High | Crime and politics are hopelessly entwined. The police have no authority as increasing numbers of 'normal' citizens make their living from illegal activities. Crimes that do not affect rich people or reach mass media are not investigated. |
| 11 | Very High | Gangs, bad cops, corrupt businessmen and serial killers rule the streets. Everyone can be bribed and the population is divided into criminals and victims. Security comes from mercenaries and hired goons, not the dwindling, terrified police force. |
| 12+ | Insane | Every single person you meet on the streets is a murdering psychopath. The only reason this place is called 'city' is because the crazed mobs roaming the streets lack the tools needed to blow up all the houses. |

Property: Pick-pocketing, burglary, carjacking, identity theft, blackmail and other kinds of non-violent crimes that target property.

Abuse: Armed robbery, being picked on in the street, brawling, harassment, humiliation and other crimes that hurt the victim but do not result in serious injury.

Assault: Rape, armed assault, vicious beating, murder and other crimes that cause serious injuries, trauma or death.

Corruption: Apply this DM to all skill checks made to bribe policemen and city officials. Apply negative DM to attempts made to cause the police to actually do its job.

Investigation: Percent of successful investigations.

Using the Good Book: Urban Encounters

Page 83 of the *Traveller Core Rulebook* contains an Urban Random Encounter table. While most of these encounters are too brief or immaterial to lead to adventures, they are great for maintaining city atmosphere. Rolling a random encounter every time the players have to walk or drive throughout the city will make even the most trivial tasks more exciting and remind the players that the world does not revolve around them, that there are millions of stories going about in which they are not the heroes.

Customised random encounter tables will help the Referee to characterise each major city. For example, if you are using landmark 26 (see page 93), you could add the encounter 'Crimson-clad priests are dragging a kicking exchange student toward the great pit'. Except for enhancing the barbaric atmosphere of the city, it can also serve as a combat encounter if the Player Characters try to save the unfortunate student or an adventure hook (see page 71) if the student has an interesting back story that may involve the Player Characters in a mission.

RURAL

'The sun does not forget a village just because it is small.'
— Traditional African Proverb

The country is known as a place of peace and quiet, of pastoral fields and friendly people hailing from a simpler time. All these factors make it completely defenceless when bad things start to happen. Conversely, they are likely to cause Player Characters to forget that the nicest people can have the darkest secrets and that the most peaceful glen can still become a hero's unmarked grave.

Village Generation

Village generation is much simpler and quicker than city generation. Whereas city generation addresses abstract issues such as economy, crime rates, power dynamics and so forth, in village generation we only need to answer three questions:

Function: What is the rationale behind the village?

Characters: What sort of people live in the village?

Flavour (optional): What is going on?

Function

Smallholding: A single building or a cluster of buildings belonging to a family or a clan practicing agriculture. In low TL societies the smallholding is an independent unit growing crops and hunting to supplement its economy. In higher TL societies farms sell their crops to corporations or shops.

Hamlet: A small community practicing agriculture, fishing, hunting or any combination of the former. Hamlets only exist in low TL societies.

Manor: Manors exist in feudal or slaveholding societies. It includes the master's mansion, usually set above the village and some farms where serfs work the land. In times of danger the serfs flock to the master's mansion, which is usually equipped for war. Manors are a rare occurrence in high TL societies.

Village: Use this type for any small rural settlement that does not qualify for any of the other descriptions.

Outpost: The outpost is built by pioneers in new and possibly hostile territory. The villagers are all armed and the outpost is constructed in a way that makes it easily defensible, including guard towers and makeshift walls (low TL) or minefields, turrets and combat drones (high TL).

Camp: The main feature of this type of settlement is the lack of permanent structures. The group may be nomadic, travelling across the wilderness, living in rough tents and sleeping in bedrolls or sedentary but extremely primitive, living in caves or sleeping under the open sky.

Characters

A village needs at least a few 'interesting' characters for the Player Characters to interact with. This makes the players more involved if these characters get murdered or kidnapped and also serves to make the village more memorable.

The following table is similar to the NPC generation tables on page 76 of the *Traveller Core Rulebook* but is specifically suited for a rural environment. The same page also contains a random traits table that can be used to personalise NPCs.

For more NPC options, the Referee can use the Urban Characters tables on page 93.

Rural Characters

| d66 | Personage |
|-----|--|
| 11 | Well-loved village idiot. |
| 12 | Aging overprotective sheriff. |
| 13 | Idiot savant whose talent is wasted in this backwater community. |
| 14 | Respected farmer with mysterious past. |
| 15 | Exiled general prone to drinking and merrymaking. |
| 16 | Alien anthropologist studying the natives. |
| 21 | Secret maniac, roll again on this table to determine the guise under which he operates. |
| 22 | Incredibly stupid peasant. |
| 23 | A Vir pilot (see page 150) kept as a farm animal despite his constant attempts to prove that he is a sophont and not a strange insect. |
| 24 | Talking farm animal or pet. |
| 25 | Retired traveller spending his days telling exaggerated tales of heroism. |
| 26 | Psionic child feared and hated by the natives. |
| 31 | A space native (page 41) who 'fell from the sky', dreams of returning to the stars. |
| 32 | Obnoxious tourist from a civilised world. |
| 33 | Lazy but good-natured priest with pretences of culture and sophistication. |
| 34 | Dark and scary hunter everyone is afraid of. |
| 35 | Banished tribesman from the wilderness. |
| 36 | Disgraced commando trying to recover from a tragedy with the help of the simple natives. |
| 41 | Native Shaman studying the ways of the newcomers. |
| 42 | Sole survivor from a downed spacecraft who likes it here better than back home. |
| 43 | Naïve but incredibly lucky tourist hitchhiking across the sector. |
| 44 | Sexy and promiscuous girl with a boorish and overprotective father. |
| 45 | Exiled philosopher working on his magnum opus. |
| 46 | A man believed to be a werewolf. |
| 51 | A woman believed to be a witch. |
| 52 | Obese, wife-beating bigot. |
| 53 | An intelligent young woman who refuses to marry any of the local men. |
| 54 | An old wealthy spinster hated by most townsfolk. |
| 55 | Alcoholic but kind-hearted judge with a unique talent to find peaceful solutions. |
| 56 | Boy who gets away with sexual harassment by pretending to be mentally retarded. |
| 61 | A local 'prophet' everyone pretends to believe in to spare his feelings. |
| 62 | A brilliant engineer working on a device no one can understand. |
| 63 | A young man who very enthusiastically proposes to any woman from outside the village. |
| 64 | An amnesiac droyne believed to be an angel. |
| 65 | A senile shaman constantly grumbling about the old days. |
| 66 | A beautiful young shepherd all the girls are in love with. |

Village type

| Roll 1d6 | Type | Population | Examples |
|----------|--------------|--------------|------------------------------------|
| 1 | Smallholding | 2–20 | Family farm, lone mill |
| 2 | Hamlet | 30–300 | Thorp, crash survivors (long time) |
| 3 | Manor | 30–300 | Feudal mansion |
| 4 | Village | 2,000–12,000 | Any small town |
| 5 | Outpost | 600–6,000 | Settlement, cloister |
| 6 | Camp | 200–1,200 | Tribe, crash survivors (new) |

Flavour

Although this is not necessary, you can use the following table to generate quirks and traits for the village, making it more memorable. These serve a similar function to city landmarks (see page 93).

Unless the Referee wishes to create an extremely odd village, we recommend against rolling more than once on this table.

Structures

Many villages do not contain any specialised structures at all except for barns and farmhouses. However, the following structures are occasionally found in villages.

| 2d6 | Structure | Notes |
|-----|---|---|
| 2 | Villa or mansion | Always present in manors |
| 3 | Walls and Guard Towers or minefields, electric fences and turrets | Usually present in outposts, always in forts. |
| 4 | Stables | — |
| 5 | Inn or motel | — |
| 6 | General Store | Population 300+ |
| 7 | Repair Workshop or Blacksmith | 2d6+3 for TL |
| 8 | Restaurant, Tavern, Pub or Diner | — |
| 9 | Religious Centre | — |
| 10 | Food processing plant | Mill, winery, slaughterhouse |
| 11 | Waterfront | Usually indicated a fishing village |
| 12 | Hospital | Provincial hospital, field hospital |

Additionally, some of the residential houses can have the following roles: mayor's home, sheriff's office, town hall, club, school.

Villages in the Space Age

A traditional village may seem out of place in a science-fiction setting as advances in science and technology cancel the need for manual agricultural labour. Societies that are so primitive that they depend on the labour of peasants are unlikely to cross ways with more advanced races. Nevertheless, villages offer a number of unique advantages unavailable in more advanced settings:

Isolation: Due to the village's small size and backwardness it can create a sense of isolation rarely available in an urban environment. Help might take days or weeks to arrive and the collapse of a single bridge can cut the village from the world until it is fixed.

Strangeness: A very strange planet or city will affect the entire sector and may upset the campaign. A village, on the other hand, can be as crazy as the Referee wishes it to be, without affecting the campaign or even the region in any way. It is the perfect place to create an adventure powered by a clash of cultures or to experiment with something new and different with no risk of upsetting the existing *status quo*.

Heroism: Due to the village's relative vulnerability and isolation, the players have a good chance to be the heroes of the day by single-handedly saving the village. Even in a realistic campaign, a small group of Player Characters equipped with futuristic weapons and technology can affect a very significant change against numerically superior opponents or seemingly invincible natural disasters. They can even rise to become kings or gods among the simple natives. The village enables Player Characters to shine in ways the void of space or the plenty of the city never will.

Inconsequentiality: What happens in the village stays in the village. No matter how badly the Player Characters have failed, how horrible or angelic their actions were nothing significant will change in the universe. Failure to disable a nuclear device in a major city will lead to millions of deaths, the destruction of a starport and the Player Characters' names coming to be associated with failure from the Zhodani consulate to the least of the Two Thousand Worlds. Failing to defuse a bomb in a village will probably not even make the news. At worst, it will leave a few angry peasants the Player Characters will probably never hear from again. Probably.

Most villages have a graveyard or, if the bodies are cremated or otherwise destroyed, some sort of a monument to the dead such as a commemorative wall with names and epitaphs or sculptures of the dead.

Village Flavour

| d66 | Flavour |
|-----|--|
| 11 | People who stay in the village for more than a few days begin to glow in the dark. This effect ends a few weeks after one leaves the village. |
| 12 | Instead of houses, people live inside huge colourful mushrooms. |
| 13 | The village is extremely well camouflaged. It is practically impossible to tell the village apart from the natural environment. Villagers always dress in camouflage suits and dart from bush-to-bush like terrified hares. |
| 14 | The villagers feed on sophonts. They have sophont pens and treat sophonts like farm animals. |
| 15 | The villagers have constructed their homes and farms from the remains of a spacecraft that has crashed on their planet decades ago. Some of the components can explode if handled carelessly. |
| 16 | A physically powerful or technologically advanced being is protecting the village for no apparent reason. The villagers are thankful and hold colourful festivals in its honour every month. |
| 21 | As for previous only the festivals include sophont sacrifice to the 'mighty god'. Visitors may or may not qualify for this dubious honour. |
| 22 | The villagers are survivors of an epic space battle that was fought above the planet centuries ago. Representatives of dozens of formally hostile species can be found in the village. |
| 23 | A scary castle looms on a naked hill above the village. The villagers are deathly afraid of the residents of this castle, of whom they know nothing but blame for any negative occurrence in the area. |
| 24 | The village is constructed inside or on the surface of a huge and extremely slow-moving creature. The creature is quite timid but deathly afraid of fire, making 'firestarting' a capital offence. |
| 25 | The villagers are all scientists who left civilisation to live a purer and simpler life. The technology available to the village (including defence systems) far surpasses what is expected from this world. |
| 26 | Newcomers must answer a series of difficult or silly riddles before they can enter the village. |
| 31 | The village has a twin settlement. Once per year, each village sends 100 men to wage war on the other village. The origins of this tradition are obscure. |
| 32 | The village has a grudge archive that goes back hundreds of years and covers all offences done to the locals and a recommended act of retribution. The amount of grudges is such that villagers welcome outside help in dealing 'justice'. |
| 33 | Planetary radiation has caused the villagers to be immortal and infertile. |
| 34 | Planetary radiation causes the dead to rise and stagger about pointlessly until they decompose completely. The locals bury them in iron caskets and try to ignore the strange tremors under their feet. |
| 35 | Powerful robots left from bygone ages patrol the area near the village. The natives know what to do to avoid the machines' attention. Visitors whose actions might provoke the machines will be readily sacrificed to preserve the peace. |
| 36 | Due to powerful psychic fields the personalities of the dead are occasionally manifested in the village in the form of ephemeral silhouettes or disembodied voices. These 'ghosts' are physically harmless but often expose embarrassing or incriminating facts. |
| 41 | Murder is not only legal but encouraged in the village. Position in the social hierarchy is defined by the number of murder-tattoos a man has. Killing women, children, the elderly, slaves and visitors is strictly forbidden unless they explicitly asked to enter 'the great game' and have the 'killer brand' on their forehead. |
| 42 | All the residents of the village are the children of the same terrible man. Inbreeding results in poor physical and mental health and a very twisted set of values. |
| 43 | The village is routinely being visited by aliens who take a single person each time and return him in a week with a random cybernetic enhancement (see page 166). By now most of the villagers are extremely advanced cyborgs. |
| 44 | The entire village is part of a dream had by a powerful psion in a coma. The locals are aware of this, which makes them extremely overprotective of the sickly man forever sleeping in their midst. |
| 45 | The village is populated by androids who desperately want to become human. |
| 46 | The village is proud of its old tradition of wild orgies and drunken debauchery. Not participating would deeply offend the locals', a dangerous thing when the locals in question are practically always inebriated and overcome with lust. |
| 51 | The natives pay great attention to the smallest expressions of body language. The most innocent gesture can result in dire offence, infatuation or mocking laughter. |
| 52 | There is a very similar village of aquatic aliens nearby. The two villages believe they are mirror images, each considering itself to be 'real' one. |
| 53 | Age plays a huge role in village life. The young must obey the old in all things. Failing to do so results in banishment. Everyone has a tattoo with his exact birth date to avoid confusion. Visitors are not exempt. |

d66 Flavour

- 54 Despite numbering only a few thousand denizens, the village has an extensive bureaucratic system that employs almost all adult inhabitants. Practically all houses also serve as offices or archives.
- 55 The village is constructed on the backs of a herd of huge creatures. The parasites living on the creatures' backs form the basis of the village's nutrition. Various rituals are practiced to keep the herd from separating.
- 56 The village is located in the remains of what used to be one of the galaxy's largest libraries and makes full use of the location. Even the dumbest shepherd knows secrets that would astound the most erudite researchers of the Imperium.
- 61 As for previous, only the natives are so incredibly dense that the only use they could come up with for the priceless knowledge is firewood and construction materials.
- 62 The villagers have spent generations carving a huge figure out of a nearby mountain to honour a legendary hero or deity. It will take them many more decades to complete the monumental task.
- 63 The village is constructed in a highly radiated area. All houses are high-tech shelters and people cannot leave home without HEV suits. The reason for this strange location is the unique native flora and fauna that sells for millions on other worlds.
- 64 The villagers are obsessed with death. Homes look like gravestones, people sleep in coffins, the local church constantly preaches of the beauty of timely death, formal clothing consist of burial shrouds and kids like making up funny epitaphs before bed in case they die in their sleep.
- 65 Almost all villagers are smiths. Some of them are among the best sword makers in the Imperium.
- 66 The village was constructed to look after a massive interfaith temple erected thousands of years ago to promote peace in the sector. The villagers live off donations and guiding tourists and pilgrims.

Maps

Sometimes the layout of the village is important for the adventure.

Real life village maps can also be used with little or no alternation. Different cultures have very different villages – from the pastoral hamlets of Europe to the bustling towns of the Middle to igloos of the frozen North; some towns are permanently flooded, some are carved into the sides of mountains, others are built in the shadow of vast pyramids and still others are nothing but bones and sheepskin. Referees looking for 'alien' villages need not go far – atlases and encyclopaedias will provide for all their needs.

WILDERNESS

*'If you go down to the woods today
You're sure of a big surprise
If you go down to the woods today
You'd better go in disguise.'*

— Jimmy Kennedy, the Teddy Bears' Picnic

The Player Characters are likely to find themselves working on uninhabited or primitive planets in the course of their adventures. The breathtaking virgin landscape, be it a luscious jungle of slowly moving crimson fungi, or a desert of metal shards that can reduce the unprotected traveller to ground meat in minutes, will often prove to hold more horrors than any space battle or war zone.

For the purposes of this book, wilderness is defined as any area that has not been significantly modified by intelligent creatures. Although the voids and barren rocks of space also technically count as wildernesses, they are described in the Space chapter and so are not included in this section. Conversely, although ruins are definitely man made, the aeons they have spent exposed to the elements qualify them as wilderness environments.

Wilderness types are sometimes called 'biomes'.

After each biomes's name there is a Hazard Rating (HR). HR 0 is an environment a person can survive in for prolonged periods of time without the need for special equipment or skills. HR 5 is an environment likely to kill an improperly equipped and trained person in a few hours.

| HR | Survival DM | Examples |
|----|-------------|-----------------------------|
| 0 | +2 | Parklands, abandoned city |
| 1 | +1 | Prairie, temperate forest |
| 2 | 0 | Cold forest, wetlands |
| 3 | –1 | Jungle, steppes |
| 4 | –3 | Mild desert, taiga |
| 5 | –5 | Harsh desert, arctic wastes |

The following biomes are expansions of the list presented on page 70 of the *Traveller Core Rulebook*. Page 74 in the *Traveller Core Rulebook* includes information on extreme temperatures, a common hazard in many environments. Other hazards (marked with an asterisk) are described in this chapter.

Arctic (3–5)

The Arctic is any area that is too cold for trees to grow in. It is not always covered in ice but it is always cold (less than 10 degrees) and offers little to sustain animal life. Plant life is limited to lichen, moss and dwarf shrubs. Animal life consists of powerful and fierce beasts – the predators are ferocious because of the extreme climate and tough competition and the herbivores are strong and hard to withstand the weather and defend themselves against their enemies.

Hazards: Avalanches*, icefalls*, crevasses, extreme cold, strong predators.

Tundra (3 during summer, 4 during winter)

It is difficult to imagine a more bleak and ominous land than the tundra. As empty as a desert, this land offers even less colour and diversity – an infinite white plain kissing an equally white sky. The wind is cold and piercing and the lack of wood or animals promises quick death from exposure or starvation to the unready traveller. Months of light without heat followed by months of darkness add to the general sense of despair, driving some travellers mad.

During winter, the tundra is exceptionally deadly. Snow halves overland movement speed. Survival checks are made every hour. Failure leads to hypothermia. Additionally, predators are much more desperate during the winter and are likely to fight nearly to the death.

The summer is more forgiving – survival checks are made once per day and hypothermia only occurs with Failure Effect of –3 or higher. There are almost no edible plants but animals are more abundant, making hunting a more realistic prospect.

Glaciers (5)

Glaciers are beautiful and deadly. Even more devoid of life than deserts, glaciers are impossible to survive on without appropriate equipment. Nothing lives on the ice, the temperature never rises above zero and the wind is often so fierce as to reduce visibility to a few metres and make speaking impossible. Ever-changing, glaciers make mapping impossible, as well as threatening the hapless travellers with deep chasms and crevasses hundreds of metres deep, often covered by brittle sheets of ice.

Make a Survival check every hour. Failure results in hypothermia. Failure Effect of –3 or higher results in the traveller falling into a crevasse and suffering 3d6 points of damage.

Desert (3–5)

A desert is an area too dry to support massive growth of plants. Less extreme deserts are dotted with dry shrubs and cacti, while harsher deserts are utterly barren, offering a magnificent yet menacing landscape devoid of any signs of life.

The blistering sun during the day and the freezing cold during the night, the lack of water, food or shelter, the abundance of poisonous animals and the vicious and hardened natives all serve to make the desert one of the most hazardous of all natural environments.

Hazards: Extreme heat, quicksand*, poisonous monsters, sun sickness*.

Sand Dunes (4)

This ever-shifting environment belittles cartographers by often drastically changing overnight, making navigation by landmarks impossible. Walking in the desert is very uncomfortable, reducing overland travel speed by 50% unless the characters are driving a vehicle specifically designed to traverse dunes. Except for some small (and often deadly) critters, the dunes are practically devoid of life or natural shelter.

Make a survival check every two hours. Failure results in sun sickness. Failure Effect of –3 or higher results in the travellers walking into quicksand.

Boulder Fields (3)

Boulder fields are harsh and dry terrains dotted with occasional plant life and rocks of varying sizes. While not as lifeless as sand dunes, boulder fields are even more difficult to pass through, reducing overland speed by 75% and completely blocking most land-based vehicles. Streams and springs can occasionally be found in this environment, attracting many edible animals and plants.

Make a survival check every four hours. Failure results in sun sickness. Effect of 3 or higher means the Player Characters found a stream or an oasis.

Salt Flats (5)

Salt flats are the least hospitable kind of desert. These vast plains of salt, utterly devoid of life or landmarks, often heat to well over 50 degrees during the day. The rare few lakes one stumbles upon seem to have been placed there for the sole purpose of frustrating thirsty adventurers, for they are too salty to sustain any kind of life.

Being almost perfectly flat, salt lakes enable land vehicles to move at full speed, as if driving on a well-maintained road. This flatness almost makes it almost impossible to hide, imposing a –2 DM on all Stealth checks and granting +1 to all Recon checks (+3 if the character is standing on elevated terrain).

Make a Survival check every half hour. Failure results in sun sickness.

Forest (0–3)

A forest is any area with high density of trees. It is one of the safest natural environments, its only hazards being occasional cold temperature and encounters with powerful predators.

Hazards: Swamps*, Predators, Diseases, Mashkara,* Storms (see page 29).

Temperate (0–1)

Temperate forests are among the most pleasant environments in the world. The weather is relatively harmless, water is accessible and edible plants and animals are abundant. It is easy to get lost in a forest (+1 DM to Stealth checks, –1 DM to Recon checks) but one can spend months there without requiring Survival checks.

Referees interested in adding an element of danger to forests can have Player Characters make Recon checks every six hours. Failure of –3 or higher means the Player Characters have walked into a swamp or encountered a dangerous animal

Taiga (3)

The taiga is a colder and deadlier cousin of the forest. Consisting of dwarf trees and lichen covered earth, the taiga offers two deadly hazards – extreme cold and mashkara (see page 108).

During the winter, the taiga is nearly as cold and desolate as the tundra. During summer, it is like a normal forest with the exception of the occasional mashkara.

Jungle (3)

The jungle, also known as rainforest, is a lush tropical forest characterised by abundant plant growth and animal life. The extremely thick undergrowth makes jungles very hard to penetrate (move at one quarter speed) and even harder to navigate and locate objects in (+1 DM to Stealth checks, –1 DM to Recon checks). While not in themselves dangerous, jungles are full of deadly and exotic predators, poisonous plants and animals, hidden swamps and very high humidity make them dangerous to the inexperienced traveller.

Plains (1–2)

Large, flat and devoid of any tall plants or geographic features to obscure vision, plains are among the easiest lands to navigate and trespass. With the exception of grasslands, where it is very easy to hide in the tall grass (+2 DM to Stealth), plains are notoriously difficult to hide in (–2 DM to Stealth) and even the mildest elevation offers excellent visibility of huge tracts of land (+2 to Recon).

Different types of plains include steppes, prairies, grasslands, velds, savannahs and many others.

Hazards: Storms.

Ruins (0–2)

Not really natural environments, ruins go into this table because players are likely to explore them in the same fashion they would a wilderness. Ruins are areas shaped by sentient beings and then abandoned for a long period of time. Examples include forsaken cities, battlefields, crash sites of gigantic ships or entire fleets and tunnel complexes.

Ruins are relatively safe in and of themselves, their main hazard being unstable structures, still functioning devices and the sort of people who would penetrate the ruins to collect them.

Weird (0–5)

It is unreasonable to expect any alien planet to have an environment reminiscent of any earthlike domain. Usually the difference would be only in flavour and hazards. For example, an alien landscape could consist of fine purple dust occasionally disturbed by blinding lightning and gigantic burrowing monsters. While it sounds very alien and exotic, in terms of game mechanics it could be described as a sand desert with lightning and giant alien hazards.

A couple of weird wilderness areas can be found in the appendix (page 153).

HAZARDS EXPLAINED

This section covers geographic hazards not explained in the *Traveller Core Rulebook*. It does not include sophont, animal and plant hazards. These are covered in the Wilderness Events section (page 24).

Avalanches

An avalanche poses two dangers – the immediate impact and the insuring burial. The impact causes 2d6 points of damage, which can be reduced to 1d6 by a successful Athletics (Co-ordination) check. Marginal success results in the character being buried in the snow in a way that enables breathing. In this case hypothermia, progressing one stage every hour, is the main hazard (see page 108). Failure Effect of –3 or higher results in the character being fully buried, taking 1d6 points of damage each minute due to suffocation.

Locating a partially buried character is an Easy Recon check. Locating a fully buried character requires a Difficult Recon checks. New attempts can be made every five minutes if the general location is known.

Disease

Diseases are explained on page 74 of the *Traveller Core Rulebook*. Additional diseases follow.

Hypothermia

Even before the actual damage, hypothermia is preceded by violent shivering (–1 DM to Dexterity-based checks). Hypothermia has two cumulative stages followed by death. Each stage follows two failed Survival checks. In addition, a Failure Effect of –3 or higher results in 1d6 points of damage as a result of frostbite.

Mild: Shivering intensifies and characters become sluggish and slightly disoriented. Dexterity and Intelligence are reduced by 1d6 points. This stage can be cured by warming the body for about an hour.

Severe: Characters become incoherent and muscle co-ordination becomes very difficult. Reduce Dexterity and Intelligence by 2d6 points and Endurance and Strength by 1d6 points. Characters whose Intelligence is reduced to 3 or less start falling asleep or behaving randomly, such as attacking their friends or undressing due to experienced heat, thus hastening their demise. Speaking and walking both require Athletics (co-ordination) checks.

Death: Character falls asleep and never wakes up.

Flash Floods

Flash floods are the result of rain in areas where the ground cannot absorb water. In a matter of minutes, a land that was completely dry minutes ago turns into a fast flowing river. Avoiding a flash flood is an Easy Athletics (co-ordination) check. Crossing a stream created by a flash flood is a Very Difficult task due to the extremely fast current.

Failure results in drowning. A character who fails six consecutive checks loses consciousness. Failure Effect of –3 or higher results in the character bumping against a rock or a tree and taking 1d6 points of damage. Failure Effect of –6 results in the character hitting a rock and fainting for about half an hour.

Icefall

Icefall functions in the same way as a rockfall.

Mashkara

Summertime brings about the simultaneous awakening of trillions of insects who were hibernating during the cold winter. Leaving the ground all at once, these insects pose a major threat to unprotected travellers. Mashkara usually lasts a few weeks.

Carnivorous: If the mashkara includes insects that eat on flesh or suck blood, any exposed character will take one point of damage per round. Strong fires can temporarily end this effect, as can total immersion in water or covering the entire body with mud. Any suit that covers the entire body provides full protection from the mashkara.

Herbivorous: These insects do not attack characters but nevertheless cause significant difficulties due to their amount. The buzzing is so strong that it renders voice communication ineffective at distances larger than five metres. Visibility is partially obstructed (–1 DM to Recon). Insects constantly bumping into characters and crawling on their skin and into their eyes, mouths, ears and noses make concentration very difficult, imposing –2 DM (cumulative with the above) on all checks that require co-ordination or concentration.

Rock Fall

Rock fall is the falling of a large mass of rocks from a hill or mountain. First, each Player Character in the impact area must make an Athletics (Co-ordination) check with DMs ranging from +1 to –2, depending on how much time he had to prepare (a successful Recon check always increases this DM by 1). Characters failing in this check are struck by falling rocks and take 3d6 points of damage each.

Characters that have taken 12 or more points of damage are buried in the rubble. While it is impossible to suffocate due to the rocks' large size, their weight is slowly crushing survivors, inflicting 1d6 points of damage each hour.

Exotic Diseases

| Roll 1d6 | DM | Damage | Interval | Notes |
|----------|-----------------|---------------------|-----------|--|
| 1 | Brain Rot | 1d6+3 End + 1d6 Int | 1d6 days | Causes unreasonable behaviour in patients. |
| 2 | Freak Disease | 1d6 Soc | 1d6 weeks | Transform features into a hideous visage. |
| 3 | Red Death | 1d6+8 End | 1d6 hours | None. |
| 4 | Shaking Fever | 1d6+4 End + 1d6 Dex | 1d6 days | None. |
| 5 | Medusa Syndrome | 1d6 all | 1d6 hours | Transforms cells into minerals. |
| 6 | Zombie Virus | 1d6+6 End | 1d6 hours | Those who die form this disease are transformed into infectious zombies (see page 18). |

Locating a buried character requires a Routine Recon check (Very Easy if character is conscious and screaming). New attempts can be made every five minutes if the general location is known.

Sun Sickness

Sun sickness has several stages, the last of which is death. The effects of these stages are cumulative. Each stage follows a failed Survival check.

Dehydration: The victim suffers from nausea, headache, disorientation and weakness. All physical abilities are reduced by 1d6. This stage can be cured by cooling down and drinking at least a litre of water. Recovery is immediate.

Heatstroke: The victim suffers from fever, hallucinations and painful spasms. All abilities are reduced by another 1d6. This stage can be cured by cooling the character's body down to normal temperature, such as by submerging him in cool water. Relief takes 2d6 hours.

Blackout: The victim is unconscious. This can be treated in the same way as heatstroke.

Death: The victim suffers a cardiac arrest and dies.

Quicksand

Quicksand is sand mixed with salty water. The desert version of bogs, quicksand offers hapless travellers the dubious honour of drowning to death in a land infamous for its dryness. Highly viscous, quicksand can support light pressure, giving off the appearance of hard ground. As soon as a creature steps on it, it starts slowly being sucked underneath. Due to the intensity of the quicksand, movement on it is extremely difficult.

Spotting quicksand is a Difficult Recon or Very Difficult Survival check. Once a character is inside a quicksand terrain, they have five rounds to act before fully sinking. Small creatures get three rounds while large creatures get seven. To move, a character must succeed on an Athletics (Strength) check. Failure results in the character sinking two rounds worth of depth. A character that runs out of rounds is fully submerged and takes 1d6 points of Endurance damage every round due to suffocation. This damage immediately goes away as soon the character can breathe again.

Quicksand – Kills Only in Movies

If the Referee wishes to create realistic quicksand, he should make it a hindering terrain (5% normal speed) instead of deadly terrain. However, the misconception of quicksand as the desert equivalent of a swamp is so common that this approach might be viewed as unrealistic by most players.



INVESTIGATION

'Whoso sheddeth man's blood, by man shall his blood be shed.'

— Genesis 9:6

A murder mystery is a great way to spice up an otherwise tedious star voyage, allow heroes visiting an isolated community to save to the day or start their voyage into the dark underbelly of the city with a (sometimes literal) bang. Depending on the way it is run, it can be an action-packed thriller or a calm intellectual exercise. Other crimes also make excellent and unusual adventures – theft, cyber crime and vandalism in particular can form the basis of excellent detective stories.

The backside of the investigation adventure is that it cannot just be automatically generated like a space journey or a wilderness exploration. Therefore, unlike other chapters in this book, this chapter contains guidelines, not a generation system.

MOTIVE

'There are 4 kinds of Homicide: felonious, excusable, justifiable and praiseworthy.'

— Ambrose Bierce

The killer's motives must be determined first because they define both his personality and modus operandi.

MURDERER

A 'good' killer should have a compelling background and an interesting life story that will be slowly uncovered as the investigation progresses. The avenger, the femme fatale and the psychopath all make good archetypical murderers. Many other NPCs in the Campaign Guide can make good killers. These can be divided into three major types – explicitly evil or madly misguided (true killers) and normal people driven to drastic measures by the circumstances of their lives (chance killers).

Additional tables that can be used to generate killers include:

- Urban Characters (page 93)
- Rural Characters (page 102)
- Random Passengers (page 143 in *Traveller Core Rulebook*)
- Contacts, Rivals, Allies and Enemies (page 76 in *Traveller Core Rulebook*)

Tools of the Trade

Investigation adventures allow Player Characters to employ skills and abilities rarely used in more combat-oriented adventures.

Investigation is obviously the most basic skill used in murder mysteries. It covers evidence gathering, crime scene analysis and background data collection. The investigation skill is often supplemented by Carouse, Deception, Diplomat, Persuade and Streetwise, the latter being especially important for footwork and rumour-gathering.

Computers help to find relevant information online. When the information is protected, this skill can be used to hack the database after it was located.

Sciences are as important as the Investigation skill in a modern murder mystery. While the latter enables Player Characters to locate evidence, the former is required to make sense of them – physics help determine bullet trajectory, chemistry can be used to determine the source of the poison traces which were found in the victim's drink, history can reveal the significance of various items purposefully left in the crime scene and so forth.

Psionics are an extremely powerful weapon in the arsenal of any investigator. The following talents are especially potent and must be taken into consideration when designing a mystery adventure or it might be solved with a single roll of the dice: read surface thoughts, probe, clairvoyance, clairaudience, clairsentience and enhanced awareness.

Additionally, skills such as Advocate, Art, Animals, Explosives, Trade and so forth can assist in investigating crimes involving the use of those skills. For example, if the murder method was causing an ordinarily peaceful beast to attack its trainer, the Animals (Training) skill will be helpful in the investigation.

Killer Type

| Roll 1d6 | Type |
|----------|----------------|
| 1–4 | True Killers |
| 5–6 | Chance Killers |

Premeditated Murder Motives

| Roll 1d6 | Motive | Murderers | Murders |
|----------|--------------|-----------------------------------|---|
| 1 | Greed | 'Normal' people, career criminals | A young woman who poisons her father to gain the inheritance; a corrupt merchant taking out the competition |
| 2 | Justice | Avengers, radicals | A man murdering the people he believes are responsible for his child's death; a survivor of a genocide killing members of the murdering group |
| 3 | Madness | Psychopaths, perverts | A sadist who enjoys looking into the eyes of women as they die; a delusional maniac fighting the agents of Satan |
| 4 | Romantic | Anyone | A recently returned husband murdering his wife's myriad lovers; a rejected lover punishing the beloved by killing her friends and family |
| 5 | Ideological | Politicians, terrorists | A radical activist assassinating politicians supporting colonisation of a newly discovered world with a unique native population; a religious fanatic killing passengers who practice sinful activities according to his religion |
| 6 | Professional | Gangsters, secret service | A hit-man eliminating witnesses to a crime committed by a gangster now on trial; an agent sent to dispatch a suspected terrorist |

Chance Murder Motives

| Roll 1d6 | Motive | Murders |
|----------|---------------------|---|
| 1 | Under Influence | A man hypnotised to murder his wife; a drug addict who killed an imaginary demon |
| 2 | Hit and Run | A careless driver who got panicked after the accident; a pilot who accidentally hit a smaller vessel and erased the event from travel log |
| 3 | Criminal Negligence | A scientist whose ill-devised experiment released a monster into the countryside; a robot owner who poorly programmed a drone's guard routine, causing the machine to shoot a door-to-door preacher |
| 4 | Self-Defence | A young woman who killed the drunk war hero who assaulted her; a farmer who confused his neighbour with a Vargr raider |
| 5 | Misunderstanding | A confused old man who is sure his neighbours are plotting to kill him and decides to act first; a factory worker who heard strange sounds in the meat grinder and, thinking it was rats, turned it on, not realising it was actually the repair crew |
| 6 | Bizarre | A kindly schizoid housewife whose other personality is a vampire, a spice dealer whose spices got mixed up with deadly poison due to a shipping error |

True Killers

| Roll 1d6 | NPC (page) |
|----------|---|
| 1 | Dr. Burpadonak Svolsukinsuk, Psychopath (155) |
| 2 | Krushen Vatikvas, Avenger (156) |
| 3 | Yafin Avalra'a, Femme Fatale (157) |
| 4 | Chatter, Enigmatic Warrior (159) |
| 5 | Mad bomber |
| 6 | Elite Assassin |

Chance Killers

| Roll 1d6 | NPC |
|----------|----------------------|
| 1 | Well-meaning idiot |
| 2 | Tough Farmer |
| 3 | Miserable Mutant |
| 4 | Spoiled Scion |
| 5 | Alcoholic Astrogator |
| 6 | Eccentric Captain |

VICTIMS

Unless murder is the killer's sole motivation, making his targets random, victims will have some connection to the attacker and each other. The exception to this rule is 'collateral damage', such as witnesses who must be eliminated, even if they themselves do not know the significance of what they have seen.

While the investigation of a single murder can make a fascinating adventure, a rapidly growing body count adds an element of tension and urgency not found in the case of a single murder. If the Referee wishes to create a less cerebral and more thrilling murder mystery, we encourage him to prepare all the crime scenes in advance and place them on the timeline (see page 77), making time a factor in the investigation.

There are two-approaches to choosing victims – Anyone Can Die and Doomed Extras.

Anyone Can Die creates a true sense of fear and suspense but leaves a lot to chance. A vital NPC can die, affecting the entire campaign, just because he happened to be in the wrong place in the wrong time. If the PCs are included as well, this is likely to result in hurt feelings as 'you wake up in the morning and find Jeff headless' is hardly a death worthy of a character that fought alien empires and saved worlds. We recommend using it only in survival horror where living throughout the adventure is the main challenge or in stand-alone adventures where the death of a character will not have far-reaching ramifications.

Doomed extras are NPCs created especially for the purpose of becoming the killer's victims. The emotional and game impact of their deaths depends on the way the Referee portrays them. This approach is more suitable for casual murder mysteries and side adventures because it is unlikely to upset an existing campaign. This is not to say vital NPCs or even Player Characters will not eventually become the killer's victims but at least they have a fighting chance instead of just being taken off the list like the disadvantaged extras through an unfortunate roll of the die.

Unless the victims are randomly chosen, the murderer will follow a list. The list can be location-based, in which case the killer will assault whoever occupies a certain space at a certain point in time, or person-based, in which case the killer will pursue a specific person. In both cases, remember that a killer is a living, thinking person, not a robot (most of the time); if an action is obviously suicidal, for example tonight's victim is surrounded by armed and alert guards, the killer will change his plans, for example carrying the attack the next evening or attempting some kind of a diversion. Do not be a slave of your own timetable!

METHOD

Unfortunately, there is almost an infinite amount of methods to kill a person. For the purposes of this book, however, we will divide them into two types – mundane and exotic. Unless the killer is insane, exotic murder methods should have a reason, such as being symbolic of the killer's perceived grievance or serving as an attempt to mislead investigators.

Mundane

| Roll 1d6 | Method |
|----------|----------|
| 1 | Beating |
| 2 | Bomb |
| 3 | Garrotte |
| 4 | Poison |
| 5 | Shooting |
| 6 | Stabbing |

Beating: This refers to all murders in which the victim is killed through the use of raw physical force, without the aid of any weapons or tools. This category includes strangling, goring, clawing, punching, gauging and so forth. Beatings are usually the result of unmeditated murder or exceptional bloodlust. This method leaves a great amount of evidence in the scene of the crime; DNA samples, bits from the attacker's clothing still clutched in the victim's dead fists, fingerprints and so forth. Killing someone with one's bare hands requires significant strength superiority, which might hint at the killer's identity.

Bomb: Bombs are most often used by terrorists, gangsters and other killers with professional training. Small bombs made from perishable materials minimise the chance of the device being traced back to the killer, forcing the investigators to rely on witnesses and circumstantial evidence.

A very different type of bomb-using killer is the 'mad bomber', a demented engineer who blows up buildings and people to prove a point or terrorise the city. His bombs are usually very amateurish and easily traceable. However, investigators will usually work under pressure as the mad bomber can cause immense damage in very short time.

Garrotte: Garrotting is killing someone by strangling them to death with some kind of ligature. TL 9 and higher societies can produce very thin and strong strings that can easily behead a person in mere seconds. Garrotting is most often found in religiously-motivated or criminal killings. It is especially favoured by assassins due to the quick and quiet death it inflicts.

Poison: Poison is favoured by romantic and political killers. Most poisons remain in the victim's system after the murder, though some are designed to mimic death from natural causes and leave no chemical traces. Since the poison's ingestion and effect can be delayed, investigators should focus on the administration of the poison rather than its final effect. Sometimes poison is introduced in small portions for a long period of time, usually in the case of caretakers or servants wishing to get rid of their charge.

This category also includes disease, fixing medical drugs (often done to appear accidental) and introduction of elements that cause mechanical damage to the body (such as adding ground glass to mashed potato).

Shooting: Shooting is possibly the most banal and widespread form of killing. Two kinds of shooting are especially interesting from a narrative standpoint – sniper shooting and fire fights. Snipers are very menacing because they can strike anytime and anywhere, inducing a tense and urgent mood in the investigation, not unlike a mad bomber.

Fire fights often create very interesting crime scenes that make great handouts players can examine in order to attempt to understand what happened, almost like a bloody puzzle they must piece together to see the whole picture.

Stabbing: Stabbing covers all murders performed with primitive weapons. Unless the stabbing was done with a random item grabbed by the killer in a moment of rage, the weapon used might have some special meaning that will help the investigators track the killer. Note that even in futuristic societies, non-professional killings are more likely to be performed with primitive weapons than with firearms. Sometimes the type of weapon used can have a special significance, for example a native killing newcomers with a traditional weapon or a man killing the man who cheated him out of his money by slicing their throats with credit cards.

Exotic

| Roll 1d6 | Method |
|----------|----------|
| 1 | Animal |
| 2 | Robot |
| 3 | Psionic |
| 4 | Sabotage |
| 5 | Sadistic |
| 6 | Trap |

Animal: A trained or otherwise manipulated animal is used to kill the victim. This method is easy to disguise as an accident and leaves very few marks that can lead back to the killer. However, it requires the killer to be very proficient in Animals (Training), Life Science (Biology) or Space Science (Xenology), a fact that smart investigators can use to screen out the killer. Furthermore, unless the animal was trained in advance, pheromones or other chemicals might be required to cause it to attack. These can be detected and analysed as evidence.

Robot: Murder by robot requires either the finances needed to acquire a machine capable of murder (illegal and therefore expensive in most societies) or the technical knowledge needed to reprogram or construct a robot capable of killing. Talented programmers can write self-erasing programs that leave no software traces for investigators to follow, making the killing appear like a freak occurrence. This murder method is very popular among engineers frustrated with their wives, bosses or colleagues or executives in robot-producing corporations.

Psionic: Psions can kill people simply by wanting them to die, making the arguably the most scary killers in the universe. More subtle methods, such as suggesting the victim commits suicide or forcing someone to commit the murder for you are also possible. A murder committed by a psion, provided there were no witnesses capable of recognised psionics or physical evidence left behind, is virtually unsolvable unless the investigators are psions as well. When designing a psionic investigation, keep in mind that both sides might have access to talents such as probe or clairvoyance, making evidence gathering much easier.

Sabotage: A slight alternation to an important mechanism may result in a seemingly accidental death. Sabotage is sometimes used as a form of terrorism or military action. Investigating sabotage requires command of the skills needed to operate or repair the machinery in question (usually Engineer or Mechanic).

This category also includes orchestrated accidents such as setting a house on fire while the victim is sleeping or tied up inside or sawing off the foot of a stool to make the victim fall back on a sharp object placed there in advance.

Sadistic: Extremely brutal murders that include physical and mental torture are usually the product of diseased minds that find pleasure in the extreme suffering of others or barbaric or alien religions. More rarely, they are the work of avengers,

driven to insanity by the trauma inflicted on them in the past by the victims. In both cases the method of the murder and the position of the body will often have symbolic meaning which serves as the killer's 'signature' and helps investigators to profile the killer through the use of various Social Science skills. Sadistic murders often take the form of brutal games forcing the victim or victims to make terrible decisions of life and death. The latter can serve as grim adventures in and of themselves.

This method also includes starvation, overwork, prevention of medical aid and other activities that eventually lead to death through the killer's inaction.

Trap: The killer is using some elaborate trap to kill his victim. This includes killers capable of making traps and those who just come upon an existing trap and decide to use it. Traps are similar to bombs in many ways. However, they do not cause collateral damage and leave behind physical remains that may hint at the killer. The trap-using equivalent of the mad bomber is the mad trapper, a person who scatters traps in some area as part of a cruel game or due to his paranoia. Traps are far less deadly than bombs, however, so the mad trapper is a very localised danger. A particularly interesting case is a demented killer who kidnaps people and releases them in trap-filled locales with a list of clues to see how long they can survive.

For more information on traps see page 166.

Other methods: Suicide bombings, vehicular homicides, unleashing a horde of ravenous zombies, pushing a person off a cliff, dropping a heavy object from the window... methods of killing people are sadly virtually endless. Use the above list for inspiration, not as a strict list to choose from.

CLUES

'It is a capital mistake to theorise before one has data. Insensibly one begins to twist facts to suit theories, instead of theories to suit facts.'

— Sherlock Holmes

Clues are the aspect of the murder the Player Characters interact with the most. In addition to advancing the plot and assisting the Player Characters in solving the crime, they should also serve to make the adventure colourful and memorable.

Crime Scene

A crime scene is two things – a puzzle and a work of art. In its first function, it should contain hidden clues and evidence to further the investigation. In its second function, it should evoke emotions from the viewer – horror, sorrow or even amusement. A good description will mix irrelevant data with actual clues, forcing the players to truly consider the scene.

For example: The young woman would have looked alive if not for the tiny hole in the centre of her head and the crimson stream crossing her face and disappearing under the blanket she tightly pressed to her breast with dead hands. Poor thing, tried to protect her modesty when it was her life she should have been concerned about. A bedside photo of a handsome girl in graduation robes seems to speak of happier days... a completely different girl, a testimony to the awesome power of sex, poverty and drugs.

But the girl isn't the main issue here, a nameless prostitute, another cadaver for the institute.

The fat and hairy man by her side is the main attraction, old enough to be her daddy but way too ugly for the role. It seems that for each medal he got in life, he got a bullet hole in death. Commissioner Slyzer. War hero. Most decorated cop in town. Your patron. Killed in a crummy apartment in the slums in the company of a dozen-a-dime whore.

The girl looks startled, maybe even embarrassed. The commissioner looks terrified. Should have been the other way around. Bad picture. Bad day.

Somebody is going to pay.

This film noir style description seems to be overly detailed and literary when in fact it contains a great deal of vital circumstantial evidence. The girl in the photo looks different because it's a different person – the victim's lover... and killer.

This is also the reason for the different expressions; the prostitute was ashamed of her lover discovering her profession but she did not expect to die. The customer, on the other hand, having just seen a person shot was genuinely scared for his life... and rightly so. This is also why he was shot multiple times – the shooter was as much scared as he was and acted on impulse.

The fact that the killer actually targeted the 'meaningless' prostitute and not the celebrated hero will baffle investigators, as is the fact that a prostitute had a lover from a wholesome background who was not aware of her secret lifestyle.

Body

The initial description of the body is usually given in the crime scene. Much can be learned from its position, facial expression, pocket contents, clothing and so forth, so information must be given carefully. An autopsy will reveal further information, such as the weapons used, unusual medical conditions the victim had prior to death, DNA samples left by the killer and so forth. An autopsy can only be conducted by a trained Medic or, in case of an alien, a Xenologist.

Example: returning to the previous example, an autopsy of the bodies will reveal the weapon used was an archaic revolver, a weapon which is both expensive and obsolete, making it a very strange choice for an assassin. Additionally, a broken heart was carved into each slug, indicating the murder has symbolic meaning.

Investigators can now proceed to check who owns similar revolvers (Archives) or ask around (witnesses) to check who could be jealous enough of the victim to be driven to such a desperate act.

CSI

Traveller is a science fiction game and should be played as such. Security camera data, bio-sensors, psionic traces, tissue analysis and DNA databases will all be employed by smart players unless their characters are cut off from these resources, such as when working on a primitive and isolated planet or on a spacecraft.

However, instead of regularly coming up with excuses as to why the Player Characters do not have access to the technology of the day, try to make the crimes sophisticated enough so that the technology does not act as a miracle solution. Don't be afraid to use killers who are strange aliens with bizarre powers and access to technology undreamed of by the player characters. Inspiration can be drawn from many Doctor Who episodes in which the Doctor, one of the most technologically advanced beings in the universe, is nevertheless challenged by criminals with access to technology and powers that force him to turn back to his intellect to defeat them.

Witnesses

Interviewing potential witnesses usually takes the bulk of the investigation. There are the three basic witness types:

Eyewitness are people who have seen or heard the actual crime and can give information regarding the killer's appearance, method of killing, mode of escape and so forth. For the most part, they will give an account of the murder, noting what seems relevant to them. When sophisticated killers (such as psions or poisoners) are involved, it may be necessary to question the witness for information they may consider irrelevant but which is in fact vital to understanding the case. This sort of witnesses is usually honest, unless bribed or intimidated by the killer.

Background Witness know some background information that may assist the investigation. These witnesses rarely come forward and must be located by the Player Characters. They do not know what can or cannot help the investigators so it is extremely important to ask the right questions. Background witnesses often know the suspect or the victim and therefore have good reasons to lie, for example to protect the honour of a slain friend or to provide false alibi for the killer. Even when

their intentions are honest, much of the information gained from them will be rumours, gossip and speculations.

Experts can clarify technical problems. Questioning those witnesses does not have to be roleplayed. They function as skill checks in fields the player characters are not trained in, such as a scientist analysing the poison used to murder the victim or a theologian explaining the religious importance of the crime scene.

Suspects are people the Player Characters think might be the killers but don't have any strong evidence yet. Questioning them is usually done to corroborate existing evidence or give them a chance to clear their names. Suspect questioning is usually tense, sometimes ending in a violent showdown. Even innocent people may react violently to being suspected of a crime, especially if the crime is a taboo in their society.

It is important to make witnesses quirky and fun to interact with; otherwise the adventure will become tedious very quickly. We recommend using the random traits table on page 76 of the Traveller Core Rulebook.

Databases

With the introduction of computer networks, gathering information becomes quick and easy. Assume any basic information should be fairly easy to obtain. This includes name and place of residence of anyone who is not actively hiding, local and major news from the last few centuries, significant business transactions and so forth. More sensitive information requires hacking. Relevant rules and software are described on page 92 of the *Traveller Core Rulebook*.

Hacking sometimes requires access to interfaces not connected to the global network. Gaining this access is often an exciting adventure in and of itself, as these interfaces are heavily guarded by elite security personal and cunning traps.

Keep in mind that some information can only be gained via footwork. For example, checking how many people heard the explosion last night requires walking across the neighbourhood and questioning people. While going over blogs and social networks may help, they will not expose the terrified homeless man living in the sewers or the dull clerk who only logs on with dread and reverence to check his inbox for memos from his boss.

Rumours

Rumours often help investigators determine a possible motive. Just as often, however, they serve as red herrings. We recommend preparing a rumour table with at least ten options for each victim/ crime. For each true rumour we recommend including one that is partially true and one that is clearly false.

RANDOM EVENTS

*The woods are lovely, dark and deep,
But I have promises to keep,
And miles to go before I sleep,
And miles to go before I sleep.*

— Robert Frost, Stopping by Woods on a Snowy Evening

ROADSIDE EVENTS

This table covers encounters that take place as the Player Characters are driving ground vehicles in relatively isolated roads on civilised worlds. For primitive worlds use the Wilderness Events table (page 24) and for urban roads use Urban Events (page 7).

The Battlefield Events table (page 120) can also be used to generate roadside events in case of a world at war or if the Player Characters accidentally drive into a training area.

D66 Event

- | | |
|----|---|
| 11 | The Player Characters hit a small alien, killing it on the spot. After a short time, a roar is heard from a distance and a similar, only much larger, creature charges toward them. |
| 12 | A police squad is stopping and searching all passing vehicles for illegal contraband, drugs or weapons due to a terror alert. Their search is cursory, however, and reveals only poorly hidden objects. |
| 13 | A young woman escaping an assailant carelessly runs in front of the Player Characters' car. Roll Drive 8+. If the driver fails, he hits the woman, dealing her 5d6 of damage. If the woman is hit, the assailant runs away, otherwise he continues in hot pursuit. |
| 14 | Five gangsters speeding on a stolen sports vehicle match speeds with the Player Characters and start verbally abusing them. They are high, armed and in a belligerent mood. Roll Streetwise 8+. If you fail, they attack. |
| 15 | Four criminals dressed as policemen stop the Player Characters for a 'routine search'. As soon as the Player Characters step out of their vehicle, the criminals attempt to rob them at gunpoint. |
| 16 | The Player Characters have a flat tire or a motor malfunction. The nearest garage is 1d6 X 10 km away. |
| 21 | The Player Characters come upon a junction not marked on their map. The road signs in the area are vandalised. |
| 22 | Major traffic jam due to an accident involving a truck carrying highly toxic chemicals. Unless the Player Characters find an alternative route, they will spend at least six hours stuck in traffic. |
| 23 | Local aristocrats offer the Player Characters to race to the nearest town for 1,000 Credits. |
| 24 | Terrible weather (see page 74 in the <i>Traveller Core Rulebook</i>) forces the Player Characters to stop and wait for 1d6 hours. The weather could be related to a global event (see page 13) or just a spell of bad luck. |
| 25 | The Player Characters are ambushed by local commando soldiers in a tragic case of mistaken identity. Because a lawsuit from the Player Characters could spell long prison terms for all involved, the soldiers will try to kill the Player Characters even if they realise their mistake. |
| 26 | The Player Characters have a flat tire or a motor malfunction. The nearest garage is 1d6 X 10 km away. |
| 31 | Several bullet-riddled cars are parked by the side of the road. A dozen corpses of armed men are scattered around them. A strange suitcase lies in the centre of this massacre. The suitcase contains a treasure or a discovery (see page 12). If the Player Characters pick it up, they soon find out that several very powerful organisations are after it. |
| 32 | A bridge over a wide canyon has collapsed. The repair crew says it will be at least a week until traffic can resume. However, the repairmen are rather strangely equipped and keep nervously glancing towards the horizon. Roll 1d6. 1–5: They are just unqualified or unmotivated. 6: They are hijackers planning to attack a passing military convoy. |
| 33 | A large group of irate and heavily armed aristocrats is pursuing an eloping couple. The latter promise to pay the Player Characters a significant amount of money if the Player Characters hide them from their parents. |
| 34 | A sleazy looking motel that serves as the front for a human trafficking operation. |
| 35 | An abomination (see page 86) that slept under the road for centuries wakes up just as the Player Characters pass on top of it and attacks all cars in sight. |
| 36 | The Player Characters have a flat tire or a motor malfunction. The nearest garage is 1d6 X 10 km away. |
| 41 | The Player Characters spot a child driving a vehicle very poorly. It is only a question of time until this ends tragically. |

| D66 | Event |
|-----|--|
| 42 | There is a colossal advertising board. Roll on the 'What's on TV?' table (page 137) to see what it is showing. |
| 43 | A small town completely devoid of citizens. Investigation will reveal everyone is dead from a mysterious disease. If the Player Characters drive further on, they soon reach a roadblock informing them that they are in a quarantined area and cannot leave until the incident has been investigated. Roll 1d6. 1–5: Each player should roll Endurance 6+. If failed, he contracts the disease. 6: After several hours, the 'corpses' rise and start attacking everything that moves. |
| 44 | The Player Characters hear a round of gunfire or an explosion from the wilderness surrounding the road. If they choose to investigate, roll on the Wilderness Events Table (see page 25). |
| 45 | A messenger loses control of his vehicle and suffers a serious accident. He is unconscious and in critical condition. Even a cursory examination of the papers scattered in the scene of the accident will reveal he was carrying a Discovery (see page 134). |
| 46 | The Player Characters have a flat tire or a motor malfunction. The nearest garage is 1d6 X 10 km away. |
| 51 | A strange spacecraft lands a few kilometres away from the road. Roll 1d6. 1–4: This is a smuggler ship. They will not attack the Player Characters unless harassed. 5: This is an ancient drone. 6: This is the beginning of an invasion (see page 14). |
| 52 | The road is blocked by a group of 6d6 human and vargr protestors demanding equality for all species. The police have not arrived yet and both the stuck motorists and demonstrators are highly agitated. The sight of meat or leather could easily lead to blows. |
| 53 | The Player Characters are ambushed by 1d6+1 bandits who pretend to be distressed motorists. |
| 54 | A mysterious truck keeps trying to push the Player Character off the road. Roll 1d6. 1–2: The driver is a serial killer. 3–4: The driver is fleeing from an illegal lab and is under the effect of drugs or undergoing a mutation (see page 164). 5–6: The driver was hired by an Enemy of one of the Player Characters. |
| 55 | The Player Characters spot a broken vehicle by the side of the road. Roll 1d6. 1–3: A hapless couple whose vehicle is broken beyond repair. 4: A dangerous psychopath and a hostage pretending to be the former. 5: A fugitive from the law (see page 51 for fugitives). 6: A NPC known to one or more of the Player Characters. |
| 56 | The Player Characters have a flat tire or a motor malfunction. The nearest garage is 1d6 X 10 km away. |
| 61 | A pack of vicious and monstrosly quick aliens charge out of the wilderness and attack the Player Characters and other passing vehicles. There are hundreds of them. Roll 1d6. 1–4: The creatures eat flesh. 5–6: The creatures eat metal and will not attack biological organisms unless attacked by them first. |
| 62 | As for previous, only the attackers are not aliens but failed experiments. After the Player Characters have dealt with the monsters they will have to deal with a cover-up team consisting of elite mercenaries and corrupt policemen. |
| 63 | The Player Characters suddenly hear punching and crying from the trunk of their vehicle. Roll 1d6. 1–3: It is a prank played by an acquaintance. There is nothing but an audio device inside the trunk. 4–5: The aforementioned acquaintance wanted to prank the Player Characters but accidentally locked himself inside the trunk, knocking himself out in the process. 6: A random NPC locked himself in the truck to hide from assassins who were chasing him the day before. |
| 64 | The Player Characters witness a hit-and-run accident. The victim lies mortally wounded while the young and hysterical driver is fleeing the scene of the accident. |
| 65 | There is a hitchhiker by the side of the road. Just about any NPC in this, or any other book, can be introduced this way. |
| 66 | The Player Characters witness one of the events in this table happening to a faraway vehicle. |

HEALTH EVENTS

This table introduces a degree of grim realism that might be too much for some players. To simulate the unpredictability and fragility of the human condition, the Referee may have each player roll 1d6 once per year. On a roll of 1 or 2, the player rolls on the Health Events table.

Calculate obesity and malnourishment using the BMI formula and table.

$$\text{BMI} = \frac{\text{mass (kg)}}{(\text{height(m)})^2}$$

| BMI | Category | Effect |
|--------------|----------------------|----------------------------|
| Less than 16 | Severely underweight | –2 Str, –2 End |
| 16–18.5 | Underweight | –1 Str |
| 18.6–25 | Normal | None |
| 25.1–30 | Overweight | –1 Dex |
| 31–40 | Obese | –2 Dex, –1 End |
| More than 41 | Morbidly Obese | –4 Dex, –2 End, cannot run |

See page 37 in the *Traveller Core Rulebook* for more information on medical treatment and corresponding expenses.

| D66 | Event |
|-----|---|
| 11 | Too much time in the pilot seat or the business table and too little exercise take their toll. Gain 10 kilograms. |
| 12 | The life of the traveller is hard and this year was exceptionally harsh. Lose 10 kilograms. |
| 13 | You suffer a major cardiac arrest. You recover but the experience weakens your heart. Suffer –1 to Endurance. |
| 14 | You contract cancer. If not treated it kills you within a year. |
| 15 | You spent a great deal of time this year working out and navigating difficult terrain. Gain +1 in any one physical ability. |
| 16 | Your professional duties have caused you to abandon your physical training, leaving you somewhat out of shape. Suffer –1 to any one physical ability. |
| 21 | You gain a drug addiction. |
| 22 | You slip and break a bone. Suffer –1 to Dexterity or Strength. Until the injury is healed, you move at half speed. |
| 23 | You have a brain tumour. Roll 1d6. 1–3: The tumour is successfully removed and you suffer no ill effects. 4–5: The operation weakens your senses, imposing –1 DM on all recon checks. 6: The operation damages your brain. Suffer –1 to Intelligence or Education. |
| 24 | A head injury causes a major personality shift. |
| 25 | You spent a great deal of time this year working out and navigating difficult terrain. Gain +1 in any one physical ability. |
| 26 | Your professional duties have caused you to abandon your physical training, leaving you somewhat out of shape. Suffer –1 to any one physical ability. |
| 31 | Years of eating tasteless health food and avoiding alcohol and smoking finally pay off. Gain +1 Endurance. |
| 32 | Female characters only, re-roll for males. You discover that you are pregnant. |
| 33 | Pregnant characters only, re-roll if not pregnant. You suffer a miscarriage. |
| 34 | You start hearing voices. Roll 1d6 for the cause. 1–4: Schizophrenia. 5: You have uncultivated psionic talents. 6: A colossal space alien is trying to contact you (see page 35). |
| 35 | You spent a great deal of time this year working out and navigating difficult terrain. Gain +1 in any one physical ability. |
| 36 | Your professional duties have caused you to abandon your physical training, leaving you somewhat out of shape. Suffer –1 to any one physical ability. |
| 41 | A minor injury gets infected for lack of proper treatment. Roll Endurance 8+. If failed, the infection becomes gangrenous and a random limb has to be amputated. If the effect was –6 or lower, two limbs have to be amputated. |

D66 Event

- 42 The Player Character develops an allergy. Roll 1d6.
 1–2: Minor allergy to common substance (fur, peanuts).
 3–4: Major allergy to uncommon substance (aslan fur, exotic food)
 5: Deadly allergy to very rare substance (alloy used only by the ancients, asteroid dust).
 6: Deadly allergy to very common substance (water, sun).
- 43 The Player Character suffers retrograde amnesia due to exposure to alien radiation. The Player Character loses 1d6 years of memories as well as any skills acquired in this period.
- 44 A digestion problem causes the Player Character to develop a most severe and persistent flatulence problem. With a few rare exceptions, it imposes –1 DM to most social checks.
- 45 You spent a great deal of time this year working out and navigating difficult terrain. Gain +1 in any one physical ability.
- 46 Your professional duties have caused you to abandon your physical training, leaving you somewhat out of shape. Suffer –1 to any one physical ability.
- 51 Alien parasites start controlling the Player Character's body.
- 52 Spending too much time in shoddy spacecraft exposes the Player Character to 3d6 X 10 rads. See page 141 in the *Traveller Core Rulebook* for more information on radiation.
- 53 Hypersomnia. The Player Character must sleep 18 hours per day or fall unconscious after 1d6 hours. Regardless of how much he sleeps, the character is fatigued all the time.
- 54 Exposure to alien radiation causes a radical change in the Player Character's cellular structure. Roll 1d6.
 1: The character gains 200 radiation resistance.
 2–3: The Player Character becomes resistant to high or low temperature.
 4–6: The Player Character changes colour.
- 55 You spent a great deal of time this year working out and navigating difficult terrain. Gain +1 in any one physical ability.
- 56 Your professional duties have caused you to abandon your physical training, leaving you somewhat out of shape. Suffer –1 to any one physical ability.
- 61 A disruption of the digestive process causes the Player Character to gain the fast metabolism trait (see page 41 in the *Traveller Core Rulebook*).
- 62 The Player Character contracts a sexually transmitted disease.
- 63 The Player Character is infected with an alien disease. Imperial medicine can battle the symptoms but not the cause of the disease.
- 64 Too much time in the pilot seat or the business table and too little exercise take their toll. Gain 10 kilograms.
- 65 The life of the traveller is hard and this year was exceptionally harsh. Lose 10 kilograms.
- 66 Some things even the high science of the Space Age cannot explain. Roll 1d6.
 1: The Player Character's mood affects weather in a 20 km radius.
 2: The Player Character does not have to sleep.
 3: The Player Character gains complete resistance to all poisons and diseases.
 4: The Player Character develops a random mutation (see page 164).
 5: The Player Characters suffer –1d6 to a random attribute and an equal increase in another attribute.
 6: The Player Character stops aging completely.

BATTLEFIELD EVENTS

Battlefield events should be rolled every 10 minutes. This table assumes a highly developed urban environment and Player Characters working on their own. If the fighting takes place in a different environment or the Player Characters are fighting as part of a unit, the table on page 122 is preferable.

| D66 | Event |
|------------|--|
| 11 | The group is hit by a laser beam shot from orbit. Each character must succeed on a 6+ Athletics (Co-ordination) check or take 6d6 of damage. If the Player Characters are inside a structure, roll 1d6. 1–3: Part of the structure collapses, leaving them exposed. 4–5: A fire erupts inside the building. 6: A single character is hit by debris, taking 2d6 of damage and getting buried under them. |
| 12 | The group encounters animals fleeing from the city zoo. |
| 13 | The area is bombed from the air. Every exposed character takes 3d6 of damage and is deafened for an hour. Characters who were behind cover suffer –2 DM to all checks for 10 minutes. |
| 14 | The group comes under sniper fire. The sniper is hiding in a tall building and will continue firing at the Player Characters until he is disabled or the Player Characters leave his area of sight. He will aim at the highest ranking character, unless another character poses a direct threat to him. |
| 15 | Marauders looting the bodies of slain soldiers. They will not attack the Player Characters unless attacked first and would prefer flight to fight. |
| 16 | A military unit on the march (page 122). |
| 21 | A war reporter and her cameraman are looking for soldiers to interview. She is incredibly pesky and seems to be oblivious to the terrible danger she is in. |
| 22 | A lynch mob consisting of 6d6 citizens is looking for minorities to brutalise. One in six has firearms. The mob will not hesitate to attack Player Characters who seem to be affiliated with the minority they are after. |
| 23 | An experimental battle robot whose computer was damaged by an electromagnetic discharge. The behemoth attacks everything and everyone in sight while shouting patriotic slogans and occasionally singing the national anthem. |
| 24 | A secret laboratory is bombed. See page 11 for more information on scientific mishaps. |
| 25 | Hundreds of civilian corpses lying in a ditch, all cut down by a single laser beam. A young and very polite boy is walking along the ditch repeating, ‘excuse me, have you seen my sister? No? Maybe you saw her?’ |
| 26 | A military unit on the march (page 122). |
| 31 | A dazed soldier wandering the battlefield, dragging his rifle like a broom and profusely bleeding from the side of his head. |
| 32 | A huge rocket falls on the Player Characters but does not explode. If they are driving a vehicle, then the vehicle takes one double hit and they are trapped inside. If they are walking, then one Player Character takes 4d6+3 damage and is pinned under the rocket. Careless motions might set off the explosives, inflicting 6d6+3 damage in a 10 metre radius. |
| 33 | A swarm of hunter-killer robotic spiders on the prowl. They attack anyone without their side’s military insignia. |
| 34 | D66 soldiers with dogs (or an alien equivalent of dogs) going house to house and arresting anyone hiding weapons or enemy combatants. Roll 1d6. 1–4: Non-allied combatants are taken to questioning. 5–6: Non-allied combatants are summarily executed. |
| 35 | A military aircraft carrying dozens of soldiers crashes about 100 metres from the Player Characters. Most of the soldiers are dead or heavily wounded. Roll 1d6: 1–3: No one arrives to rescue the survivors. 4: A civilian lynch mob shows up to kill and loot. 5: An enemy unit approaches to capture or kill any survivors. 6: An allied unit approaches to rescue survivors. |
| 36 | A powerful EMP hits the city, destroying all non-protected electronic devices and erasing all digital records. Characters with cybernetic augmentations may be injured as a result of the pulse. |

| D66 | Event |
|-----|--|
| 41 | A young woman with a baby is running to safety. Roll 1d6: 1–4: She is a normal woman. 5: She is a suicide bomber. 6: She is a killer robot disguised as a woman and programmed to take out enemies from close range. Being armed and not in uniform, the Player Characters qualify as enemies. |
| 42 | An aircraft passes over the city, releasing poison gas into the air. |
| 43 | D66 peace activists are protesting the war. If the Player Characters are wearing uniform, they will be assaulted by the peace activists, who are armed with stones, clubs and knives. One death is enough to drive them away but this has a chance to be followed by a major media scandal and an Imperial investigation. |
| 44 | A group of half-naked civilians is crammed to an unmarked truck by soldiers in battle dresses but no rank insignia. Roll 1d6 to determine the soldier's commander: 1–2: A crazy scientist in search of test subjects. 3–4: A slaver and organ harvester exploiting the chaos of war. 5–6: A bigoted officer conducting a private massacre. |
| 45 | The group is attacked by a preteen boy armed with a plasma rifle. The boy will continue firing at the group until hurt or a more interesting target presents itself. |
| 46 | A military unit on the march (page 122). |
| 51 | A rocket hits a jewellery store a few hundred metres from the Player Characters, destroying the storefront and deactivating the alarm. Surprisingly, no one arrives to loot the store. Roll 1d6. 1–5: The store and the area are truly abandoned. 6: There is a defence drone inside the store. |
| 52 | A man in an expensive but tattered business suit approaches the Player Characters and offers to pay them 25,000 Credits to help him get out of the city. |
| 53 | A nice old lady offers the Player Characters shelter in her home. If the Player Characters accept her invitation, they are ambushed inside by her son, a partisan commander who suspects they are working for the enemy. |
| 54 | News of the fighting reached the Imperial Court and the Emperor is not pleased. The sky grows crimson as hundreds of spacecraft carrying Imperial Star Marines land in the war torn city. The marines shoot everyone carrying arms. |
| 55 | The sky suddenly fills with purple and yellow fish that eat houses. At the same time, highly opinionated rats rise from the cellars and discuss the role of whiskers in modern society. Every Player Character sees something different. In an attempt to bring a bloodless end to the conflict, one of the sides has released hallucinogenic gasses into the air. |
| 56 | A military unit on the march (page 122). |
| 61 | A strange probe hovers over the Player Characters. It is amazingly durable and dexterous but does not seem to be aggressive. This is an automated news reporter. It is following the Player Characters because of their unusual behaviour, hoping to get a scoop. |
| 62 | A long line of refugees is escorted out of the city by neutral peacekeeping forces. The Player Characters can join the group to leave the city. If they do, roll 1d6. On a roll of 6 the group is bombed (event 13) or lasered (event 11) from orbit. |
| 63 | A large scale shootout between two military units. Roll 1d6: 1–4: The Player Characters notice it from considerable distance. 5–6: The Player Characters walk right into the centre of the engagement. |
| 64 | The Player Characters see from a distance hundreds of soldiers from both sides as well as civilians stumbling about pointlessly, mumbling nonsense or playing stupid games. They were hit by a weapon that temporarily disrupts brain activity. A new pulse will affect the area in 1d6 minutes. |
| 65 | The massive fighting awakens an abomination (page 86) that lay dormant for centuries. |
| 66 | A nuclear bomb is dropped on the city from orbit. |

Military Unit

| Roll 2d6 | Type of Military Unit |
|-------------|---|
| 2 | Elite heavy infantry. These are the best-equipped, best-trained and most loyal soldiers in the service of any aristocrat or major corporation. They are equipped with battle dresses and advanced plasma and slug weaponry. |
| 3 | Irregulars. Non-military people doing their part to aid the war effort, they are equipped with primitive weapons, wear no armour and fight without discipline. Use statistics for non combatants. |
| 4 | Air Cavalry. Relatively slow-moving flying vehicles that can provide air support and transportation. |
| 5 | Supplies. A non-combat unit moving supplies. A supplies unit is almost always escorted by a combat unit. Vital supply units can be escorted by several units. |
| 6 | Automated soldiers. Roll 1d6. 1–5: drones, 6: robots. |
| 7 | Mechanised infantry. Regular soldiers transported in armoured personnel carriers. |
| 8 | Field Artillery. Powerful but soft war machines capable of immense destruction. Usually equipped with massive rockets or plasma weapons. |
| 9 | Combat engineers. Experts in sabotage, demolition, mining, de-mining and so forth. |
| 10 | Armoured Cavalry. Heavy war machines that provide fire support. Not as powerful as the artillery but more manoeuvrable and defended. |
| 11 | Air Force. Fast moving and high flying aircraft that provide intelligence and massive fire support. A single air raid could devastate a continent, although such drastic measures are rarely used. |
| 12 | Mobile hospital. Just like the supply unit, the hospital is almost never found without an escorting combat unit. |

ABSENT PLAYER ACTIONS

Laziness on the part of the Referee is rewarded with this book. Laziness on the part of the players is punished by the following table. Whenever a player misses a session, roll on this table to determine what happened to their characters.

| D66 | Action |
|-----|---|
| 11 | Life Event (page 67). Re-roll in case of a hook. |
| 12 | You get hit by a speeding vehicle while crossing the street, taking 5d6+3 damage. The number flees the scene of the incident. Roll 1d6. 1–3: You lie wounded by the side of the road until the party finds you. 4–5: A kindly but eccentric family takes you in and helps as much as it can. Gain them as Contacts and suffer –1 to any one physical attribute. 6: All the equipment you carry on your person is stolen. |
| 13 | You got food poisoning from something you ate on the street. Treat the poisoning as regina flu (page 73 in the <i>Traveller Core Rulebook</i>). |
| 14 | You spent all this time watching television and eating junk food. Gain 1d6 kilograms. |
| 15 | You ignored a red light and ran over a boy who was crossing the road. The boy was killed on the spot. The accident was witnessed by the boy's preteen sister. What did you do? |
| 16 | Urban Event (page 7). |
| 21 | Life Event (page 67). Re-roll in case of a hook. |
| 22 | You went for a walk in the woods and stepped in a primitive trap. See page 166 for traps. |
| 23 | You were tricked into enlisting in the Imperial Navy. The ship leaves tomorrow. Deserters will be shot. |
| 24 | You fell into a deep and narrow hole in an alley no one ever visits. There is no reception in this hole. You fear that as soon as you fall asleep the rats will eat you. |
| 25 | An enemy has decided to use the fact that you are finally alone to make his move. Roll Gun Combat 8+. If you fail, take 4d6 of damage and wake up in a hospital. Police are very curious why was someone shooting at you. |
| 26 | Urban Event (page 7). |
| 31 | Life Event (page 67). Re-roll in case of a hook. |

D66 Event

- | | |
|----|---|
| 32 | You were kidnapped by a local gang. It demands a 50,000 Credits ransom for your release. The group has one week to come up with this money or you will be murdered. |
| 33 | You fell for a clever scam and lost 1d6 X 1,000 Credits. |
| 34 | You had an online argument with a stranger who turned out to be incredibly vindictive and mentally unbalanced. Gain an Enemy. |
| 35 | You had a hot date that ended in bed. Roll 1d6: 1–2: The date steals 1d6 X 100 Credits or a random item. 3–4: The date is the child of a local gangster known for his conservative family values and harsh enforcement of aforementioned values. 5–6: The date is murdered the next morning and you are arrested for the murder. |
| 36 | Urban Event (page 7). |
| 41 | Life Event (page 67). Re-roll in case of a hook. |
| 42 | You wake up naked a few miles outside the city. You are hugging a large dog and have 'killer' written on your forehead with lipstick. You have no recollections of what happened in the last few days. |
| 43 | You have an Unusual Event (page 34 in <i>Core Rulebook</i>). |
| 44 | You beat up a bunch of rich kids who assaulted a young woman returning alone from work late at night. The next day, you hear on the news that the police is looking for a thug who attacked the Duke's son and his friends. |
| 45 | You were invited to a fancy party at the duke's palace. Roll Carouse 8+. If you succeed, gain 1d3 Contacts. If you fail, you are challenged to a duel by an Aslan diplomat. |
| 46 | Urban Event (page 7). |
| 51 | Life Event (page 67). Re-roll in case of a hook. |
| 52 | You accidentally broke a taboo while strolling in an Aslan neighbourhood and must now flee an angry mob. Roll Stealth, Streetwise or Persuade 8+. If you fail, reduce any one Physical Characteristic by one. You may no longer safely enter this neighbourhood. |
| 53 | You had a fight with an old friend and ended up deeply hurting his feelings. Despite your attempts to make amends, he has no desire to ever talk with you again. Lose an Ally. If you do not have an Ally, gain a Rival. |
| 54 | You got into a bar fight and were arrested for disorderly conduct. The other Player Characters can bail you out for 1d6 X 100 Credits. If not bailed out, you spend about a week in jail. In any case, you are fined 500 Credits. |
| 55 | You find an ancient artefact in a trash bin in the street. As soon as you touch it, it fuses with your brain. From now on, every time you see a person of a certain type known only to the device, you lose control over your body and attack them. Removing the artefact would require a very expensive and dangerous neurosurgical procedure. |
| 56 | Urban Event (page 7). |
| 61 | Life Event (page 67). Re-roll in case of a hook. |
| 62 | You found an injured kitten and spent a week nursing it back to health. Roll 1d6. 1–4: The kitten has made a full recovery, gain a cat. 5–6: The kitten died despite your best efforts. |
| 63 | During routine maintenance, you managed to ruin a weapon, armour or vehicle. |
| 64 | Alone and bored, you experimented with drugs of questionable origins. Roll 1d6. 1–3: You had a good time. 4–5: You gained a drug addiction. 6: The drug damaged your brain; suffer –1 to any one mental attribute. |
| 65 | You find yourself walking in the woods, both your hands smeared in blood and some unidentified chemical. You do not remember what happened but every night for the following six months you wake up screaming and sobbing. |
| 66 | You wake up on a planet many parsecs away. The last thing you remember is a strange man in a pub asking you if you would like to see a magic trick. |

ABANDONED BUILDINGS

Most abandoned buildings are just that, houses fallen in to disrepair, waiting for the demolition crew to come and lay them to rest. Some, however, hold more sinister secrets. Of course, if the demolition crew arrives just as the Player Characters are exploring the building, they have only themselves to blame...

| Roll d66 | Theme |
|----------|--|
| 11 | Empty |
| 12 | Overrun by savage beasts or primitive humanoids. |
| 13 | Hiding place for criminals or terrorists. Roll 1d6 1–4: The house is currently empty except for some bedrolls and empty cans. 5: A hostage is tied in a small room under the floor. 6: The group's stash is hidden under a large stone. |
| 14 | Illegal research facility guarded by hired goons or government agents. |
| 15 | Taken over by an insane AI that controls all devices, turning even innocent appliances into deadly traps. |
| 16 | A colony of harmless animals. As you walk inside they shriek and scramble around, soiling your clothing. |
| 21 | Empty |
| 22 | Refugees fleeing from an alien genocide. Should the local government discover they are hiding in the building, they will be extradited to their enemies |
| 23 | Hiding place of a deranged serial killer or an intelligent monster. |
| 24 | A skeleton with a bullet hole in the skull. An old pistol lies half-buried in the ground. DNA analysis will reveal the skeleton belongs to a girl a high-ranking noble dated in his youth. |
| 25 | A group of homeless teenagers. The teenagers are hostile but not violent. Most of them are orphans but one is different. Roll 1d6 to determine their identity: 1–2: The estranged daughter of a powerful aristocrat. 3–4: An experimental infiltration robot. 5–6: A carrier of a very deadly disease. |
| 26 | A colony of harmless animals. As you walk inside they shriek and scramble around, soiling your clothing. |
| 31 | Empty |
| 32 | A functioning hologram player is buried under the rubble. Roll again on this table to see what it is projecting into the room. Re-roll results of 'empty'. |
| 33 | 1d6 Vargr thugs beating up a bound man who owes them money. |
| 34 | A man is chained to the walls. He is dirty and famished. Above his head there is a graffiti reading 'For the love of God, do not release him!' The man claims a masked stranger kidnapped him from the street and chained him in this house. |
| 35 | The house is full of traps, an eccentric misanthrope's last gift to a world he hated. See page 166 for traps. |
| 36 | A colony of harmless animals. As you walk inside they shriek and scramble around, soiling your clothing. |
| 41 | Empty. |
| 42 | The house was highly automated before it was abandoned, the hardware is intact but the software is hopelessly corrupted by a computer virus. Any Player Character entering the building is forcibly seized by drones, stripped naked and given a bath long enough to drown him. |
| 43 | Gamblers shooting craps. The Player Characters can join in the game if they are interested. |
| 44 | 2d6 drug addicts in a highly agitated state. 1d6 of them have pistols and the others have knives. |
| 45 | The walls are covered with incredibly complex chemical formulas. Roll 1d6: 1–2: This is the pointless ravaging of a diseased mind. 3–4: This is an incredibly potent chemical weapon. 5: This is the cure to a disease considered incurable on this world. 6: As for previous, only the cure has a hideous side effect (see page 164 for mutations table). |
| 46 | A colony of harmless animals. As you walk inside they shriek and scramble around, soiling your clothing. |
| 51 | Empty. |
| 52 | The walls are covered with fresh graffiti. See page 130 for Graffiti table. |

Roll d66 Theme

| | |
|----|---|
| 53 | Two Aslan males about to duel over the love of a beautiful female. If the Player Characters interfere in their plan, the Aslans will leave to find a new place to duel. |
| 54 | 2d6 drug addicts in a highly agitated state. 1d6 of them have pistols and the others have knives. |
| 55 | The house was fumigated with a highly toxic pesticide that still fills the air. See page 74 in the <i>Traveller Core Rulebook</i> for information on poisons. |
| 56 | A colony of harmless animals. As you walk inside they shriek and scramble around, soiling your clothing. |
| 61 | Empty. |
| 62 | A superbly disguised trapdoor leads to an illegal laboratory. |
| 63 | An out-of-world artist taking pictures of abandoned buildings in the city. |
| 64 | An old man is digging through the floor. He is very hostile toward the Player Characters but not violent, preferring flight over fight. If pressed, he will reveal that he found out that a suitcase full of Credits was buried somewhere in the area by a gang that was massacred soon after. |
| 65 | A group of homeless teenagers. The teenagers are hostile but not violent. Most of them are orphans but one is different. Roll 1d6 to determine their identity: 1–2: The estranged daughter of a powerful aristocrat. 3–4: An experimental infiltration robot. 5–6: A carrier of a very deadly disease. |
| 66 | A high ranking politician is meeting with a gangster. Both have numerous well-armed and well-trained bodyguards. If they spot the Player Characters, they will attack them since exposure of this meeting would ruin both men's careers. |

FESTIVALS

Use this table if the Player Characters arrive to a planet during an important festival. More advanced societies tend to observe traditions rather indifferently, while more backwards planets take these dead serious.

For example, a result of 12 on an advanced planet would result in a more or less normal holiday, except for some ten-related merchandise and a few people who stay indoors out of superstitious fear. The same festival in a traditional culture would result in deserted streets, closed shops, no traffic and people fleeing in terror from anything reminding them of the number ten.

Roll d66 Theme

| | |
|----|--|
| 11 | Elections day. Celebration of democracy or one step from civil war? Depends on the planet. |
| 12 | Unlucky Ten. Ten is considered to be an unlucky number in this culture. Therefore, on the tenth day of the tenth month, most people stay indoors in rooms full of soft cushions and avoid loved ones lest they get into a fight. At sunset, people go into the streets and congratulate each other for surviving the day unharmed. |
| 13 | Genocide of Enemy Tribe. Adults dress up as members of the vanquished race and children chase them down the streets, hitting them with foam swords. In the evening, all alien costumes are thrown into a big pile which is then stoned and burned. |
| 14 | Solstice. The week leading to the solstice is characterised by drinking, promiscuity and social role reversal. – The nights grow longer and all hope is lost. The week afterward is observed by fasting, meditation and atonement – The nights grow shorter and the gods are to be thanked for it. |
| 15 | New Year. Every adult person tattoos his new years resolutions on his chest with a special ink designed to last exactly one year unless erased by a priest. Ink that was not erased by a priest burns painfully as it fades. |
| 16 | Commerce. Stalls of myriad races and cultures are opened all over the city, bringing all traffic to a halt but offering some excellent deals. |
| 21 | Elections day. Celebration of democracy or one step from civil war? Depends on the planet. |
| 22 | Sacrifice. To appease the war gods lest they send another enemy fleet to invade the planet, gladiatorial combat to the death is held in the capital. The victors are sacrificed to the war gods. |
| 23 | Mourning. The race remembers some unspeakable tragedy from their distant past. All pleasurable activities, public displays of affection, commercial transactions, use of vehicles, or gadgets or athletic activities are forbidden. |

Roll d66 Theme

- | | |
|----|---|
| 24 | Love. Each member of a race must find a partner who is not their usual mate and make love. To avoid awkwardness, everyone must wear masks (and nothing else) on this day. Shops are open but do not take business very seriously. |
| 25 | Kindness. Everyone is expected to do as many good deeds as possible from sunrise to sunset. However, it is considered extremely rude to ask for anything on this day. |
| 26 | Commerce. Stalls of myriad races and cultures are opened all over the city, bringing all traffic to a halt but offering some excellent deals. |
| 31 | Elections day. Celebration of democracy or one step from civil war? Depends on the planet. |
| 32 | Aslan Pride. Aslans parade through the streets in traditional battle armour, brandishing cold weapons and banners. Many streets are closed and police presence is high due to violent incidents in the past. |
| 33 | Atonement. The people fast, dress in mourning clothes and call everyone they believe they had hurt last year to apologize. All stores are closed and there is no traffic whatsoever. |
| 34 | Self. A three day period in which the citizens dive into the innermost self and strive to expend their ego and expel their id. The streets are utterly deserted as everyone old enough to speak is busy self-analysing. |
| 35 | Martyrdom. One person is randomly chosen to atone for the sins of the entire city. Throughout the day he is mercilessly hunted, humiliated and tortured, but not killed. Although the choice should be random, strangers are chosen much more often than natives. |
| 36 | Commerce. Stalls of myriad races and cultures are opened all over the city, bringing all traffic to a halt but offering some excellent deals. |
| 41 | Elections day. Celebration of democracy or one step from civil war? Depends on the planet. |
| 42 | Unity. All citizens dress in archaic uniform, arm themselves with archaic weapons and walk into the country to kill strangers. The group that killed the most strangers gets a handsome monetary reward. |
| 43 | Ascension of the Prophet. Free food and toys are distributed by priests throughout the day. In the night a full-scale rocket with an effigy of the prophet is sent into space and everyone cheers as it disappears in the night sky. |
| 44 | Historic Victory. Generations ago the people of this world scored an unbelievable victory against a technologically and numerically superior alien force. The army holds lavish parades and people go into the streets to celebrate. |
| 45 | Haircut Day. Everyone is expected to shave their heads and burn the hair in a huge fire. The origins of this tradition are lost. |
| 46 | Commerce. Stalls of myriad races and cultures are opened all over the city, bringing all traffic to a halt but offering some excellent deals. |
| 51 | Elections day. Celebration of democracy or one step from civil war? Depends on the planet. |
| 52 | Silence. From sunrise to sunset it is illegal to make any sounds. Most shops are closed and streets are generally deserted. |
| 53 | Grudge Week. Murder is legal during this week but only if one has officially registered a grudge against the victim at least a month beforehand. |
| 54 | Historic Defeat. In memory of a terrible defeat that took the race many generations to recover from, all adult males must go into the streets and whip themselves bloody while women yell insults at them from above. |
| 55 | Defeat of Darkness. Gigantic bonfires must burn throughout the night and everyone must stay awake and vigilant by singing and drumming as loudly as possible. This is done to symbolically drive away the darkness. |
| 56 | Commerce. Stalls of myriad races and cultures are opened all over the city, bringing all traffic to a halt but offering some excellent deals. |
| 61 | Elections day. Celebration of democracy or one step from civil war? Depends on the planet. |
| 62 | Hate. A picture of a hated figure is carried across town and everyone is expected to throw shoes and yell curses at it. Those failing to show sufficient hatred risk being lynched. |
| 63 | Independence Day. The liberation or establishment of the nation is celebrated by outward expressions of patriotism such as flag waving and military parades. Drunk with alcohol and patriotic feelings, natives tend to be less tolerant toward strangers and dissidents. |

| | |
|----|---|
| 64 | Pilgrimage. Thousands of years ago a meteor crushed on the planet, wiped out an opposing nation and greatly improved the climate. To celebrate this event, people go to crater and shower it with gifts and kind words. |
| 65 | Backup Day. Everyone uploads their memory and personality to a colossal computer network with cathedral-like interfaces in each city. Strangers are forbidden from using electronics on this day. |
| 66 | Commerce. Stalls of myriad races and cultures are opened all over the city, bringing all traffic to a halt but offering some excellent deals. |

FOOT CHASES

Use this table to make urban foot chases more exciting and cinematic.

Unless explicitly stated, roll d6 to determine who experiences the event. 1–3 is chaser and 4–6 is escapee.

| Roll d66 | Theme |
|----------|---|
| 11 | Freakishly bad weather appropriate for the environment. |
| 12 | A peddler drags his cart right in front of the Player Characters. They must either run around it, losing precious time, or attempt to jump over it with a Difficult Athletics (Co-ordination) check. |
| 13 | The area is crowded with alien tourists. Movement is slowed down by three quarters and both Player Characters and target gain +2 DM to Stealth checks. |
| 14 | Electrical work is being done in the area. Each character passing through must make Athletics (Co-ordination) check or be hit by an electrical grid (see page 168). |
| 15 | The escapee runs into a dead-end alley with high walls. He cannot escape. |
| 16 | A long vehicle such as a train or a tram passes between the chaser and the escapee, giving the escapee a chance to gain a considerable distance over his chasers. |
| 21 | A mentally unbalanced man pulls out a knife and starts chasing the character. |
| 22 | As for previous, only the madman has firearms. |
| 23 | Chaser and escapee get mixed up in an Aslan funeral procession. The mourners are drunk, angry and armed. One wrong move and there will be another funeral today. |
| 24 | A natural disaster (15) occurs in the middle of the chase. |
| 25 | The escapee runs into a dead-end alley with high walls. He cannot escape. |
| 26 | A long vehicle such as a train or a tram passes between the chaser and the escapee, giving the escapee a chance to gain a considerable distance over his pursuer. |
| 31 | You step on the foot of a very large and hot-headed Vargr thug. |
| 32 | You run into a peaceful demonstration protesting the increase in spaceflight fares. There are tens of thousands of civilians and hundreds of armed policemen in the square. Spotting the escapee is a Difficult task. |
| 33 | A kindly old lady accidentally drops a vase from a high window. The vase lands on someone's head, inflicting 1d6 damage and dazing the victim for one round. |
| 34 | A few dozen street animals join the chase. Their intentions are unclear. 1–4: They are just running for fun. 5: They will attack the chasers. 6: They will attack the escapee. |
| 35 | The escapee runs into a dead-end alley with high walls. He cannot escape. |
| 36 | A long vehicle such as a train or a tram passes between the chaser and the escapee, giving the escapee a chance to gain a considerable distance over his chasers. |
| 41 | A sign saying 'careful, slippery floor'. For the next 50 metres, running for a round without tripping becomes a Routine Athletics (Co-ordination) task. |
| 42 | Six policemen are drinking coffee in the street. Wild running or driving will cause them to call backup and join the pursuit. |
| 43 | Escapee suddenly grows wings and flies into the sky. Re-roll if the Player Characters are the escapees. |
| 44 | An old friend of the Player Characters walks out of a building just as the Player Characters pass by. |
| 45 | The escapee runs into a dead-end alley with high walls. He cannot escape. |

Roll d66 Theme

| | |
|----|---|
| 46 | A long vehicle such as a train or a tram passes between the chaser and the escapee, giving the escapee a chance to gain a considerable distance over his chasers. |
| 51 | The weather suddenly takes a turn for the worst. All Recon and Athletics checks suffer a -2 DM. |
| 52 | A police vehicle joins the pursuit. |
| 53 | The escapee runs into one or more allies. |
| 54 | An important device such as a vehicle or a weapon malfunctions. Roll 1d6. 1-3: The device belongs to the chasers. 4-6: The device belongs to the escapees. |
| 55 | The escapee runs into a dead-end alley with high walls. He cannot escape. |
| 56 | A long vehicle such as a train or a tram passes between the chaser and the escapee, giving the escapee a chance to gain a considerable distance over his chasers. |
| 61 | The escapee runs into a dead-end alley with high walls. It appears he cannot escape but in the last moment he pulls a jetpack from a trash canister and flies away. Re-roll if the Player Characters are the escapees. |
| 62 | A teenager notices the chase and takes pictures of all involved. |
| 63 | The pavement was scraped off and workers are currently at work laying a new pavement, make the ground highly uneven. Each character running in the area must succeed on a Routine Athletics (Co-ordination) check or sprain an ankle, reducing their speed to 1 for a minute. |
| 64 | The escapee runs into a dead-end alley with high walls. He cannot escape. |
| 65 | A long vehicle such as a train or a tram passes between the chaser and the escapee, giving the escapee a chance to gain a considerable distance over his chasers. |
| 66 | A passer-by is knocked off a bridge or down a shaft, dying on the spot. Roll 1d6. 1-2: The event was recorded on camera, 3-5: The event was witnessed by passers-by. 6: No one saw this. |

ANCIENT ARTEFACTS

Roll D66 Artefact

| | |
|----|---|
| 11 | A fully functional time machine that enables precise time travel both into the past and the future. |
| 12 | A fully functional time machine that enables precise time travel only into the future. |
| 13 | A fully functional time machine that enables precise time travel only into the past. |
| 14 | A malfunctioning time machine that hurls the user into a random point in time and space. |
| 15 | A time machine that affects its occupants. For example, travelling five years into the future causes the user to age five years. |
| 16 | Black globe generator. |
| 21 | An acceleration chair that protects travellers from gravity changes created by high acceleration. |
| 22 | Black hole generator. Can destroy entire planets from orbit. |
| 23 | A sarcophagus-like device that can cure any injury or disease in a matter of seconds. |
| 24 | As for previous, only patients gain a random mutation (see page 158) each time they use the device. |
| 25 | A toothpick.* |
| 26 | Black globe generator. |
| 31 | A device which safely enables moving planets across the galaxy. |
| 32 | An artificial planet with complete gravity, weather and rotation control. |
| 33 | As for previous, only the artefact is a star system and not a single planet. |
| 34 | A door frame*. |
| 35 | A door mat. The inscription on it reads, 'wipe all feet'.* |
| 36 | Black globe generator. |
| 41 | A hyperspace communication device. |
| 42 | An antimatter drive which can power a large ship indefinitely. It cannot be reverse-engineered but it can be converted to an antimatter bomb. |

| Roll D66 | Artefact |
|----------|---|
| 43 | A dormant killer machine. Roll 1d6. 1–3: The machine turns on as soon as it is powered. 4–5: The machine turns on if given a command in its language. 6: The machine turns on as soon as it comes in contact with biological matter. |
| 44 | A sculpture of a strange, tentacled humanoid.* |
| 45 | A small portable wormhole generator. See page 43 for more information on wormholes. |
| 46 | Black globe generator. |
| 51 | A device which can detect brain waves and play tunes suitable for the general atmosphere in the room. |
| 52 | A normal stove.* |
| 53 | A robotic pet. The creature is clearly mechanical and highly adaptable; it learns the Player Characters' language in a matter of days and serves as a faithful, although terribly obsolete adviser. |
| 54 | As for previous, only the pet has a sinister ulterior agenda, such as leading the Player Characters to an ancient dormant killing machine. |
| 55 | A city that can walk across the planet on thousands of powerful robotic legs. Unless given a new command, it will move between two set seasonal positions. |
| 56 | Black globe generator. |
| 61 | A memory device containing the recorded personalities of Ancient. Roll 1d6. 1: Politicians. 2: Criminals. 3–4: Normal people. 6: Slain heroes. |
| 62 | Window cleaning nanobot. Roll 1d6. 1–5: The bots need a power source to work. 6: The bots begin working as soon as they identify a window. |
| 63 | A ceremonial sword.* |
| 64 | Personal teleportation device. Roll 1d6. 1–2: The device induces a random mutation or disease due to being unfamiliar with non-ancient anatomy. 3–4: The device tends to miss its target by a 6d6 metres in a random direction. 5: The device functions perfectly. 6: The device has a set location hundreds of parsecs away. |
| 65 | Universal lie detecting probe. Whenever a person says something he does not believe in, including making a sarcastic or ironic remark, he is zapped for 1d3 damage. |
| 66 | Black globe generator. |

*While no more advanced than its earth counterpart, this device can be sold for millions of Credits to collectors or museums.

ARCHAEOLOGICAL SITES

| Roll d66 | Site |
|----------|---|
| 11 | Temple |
| 12 | Library |
| 13 | Theatre |
| 14 | Labyrinth, pleasure |
| 15 | Labyrinth, trapped |
| 16 | Latrine |
| 21 | Temple |
| 22 | Prison (1–5: only skeletons remain, 6: prisoner is still alive) |
| 23 | Laboratory |
| 24 | Armoury, conventional |
| 25 | Armoury, nuclear |
| 26 | Latrine |

| Roll d66 | Site |
|----------|---|
| 31 | Temple |
| 32 | Crashed Spaceship |
| 33 | Catacombs |
| 34 | Barracks |
| 35 | Palace |
| 36 | Hotel |
| 41 | Temple |
| 42 | Crashed Spaceship |
| 43 | Star Port, primitive |
| 44 | Star Port, ultra-advanced |
| 45 | Gigantic alien, dead |
| 46 | Latrine |
| 51 | Temple |
| 52 | Gigantic alien, dormant |
| 53 | Sacrificial Grounds |
| 54 | Trade Centre |
| 55 | Residential |
| 56 | Battlefield |
| 61 | Temple |
| 62 | Residential |
| 63 | Mass burial site |
| 64 | Battlefield with operational war machines |
| 65 | Battlefield with operational robots |
| 66 | Latrine |

GRAFFITI

| Roll | Graffiti |
|------|--|
| 11 | YOUR REIGN IS OVER! |
| 12 | CALL 555-867-543 FOR GOOD TIME! |
| 13 | DOWN WITH HUMANS! POWER TO THE DOGS! LIBERATED OPRESSED CANINES EVERYWHERE! JOIN THE REVOLUTION NOW! |
| 14 | RIGHTS FOR VARGR, RIGHTS FOR ASLAN, WHAT ABOUT MAN! |
| 15 | ____ WAS HERE AND SAID MEH |
| 16 | I DID IT FOR THE LOLZ |
| 21 | THE FILTH RISETH NONE WILL BE SPEARED! FLEE THIS PLANET WHILE YOU CAN. |
| 22 | DON'T BE SAD, BE DEAD. BROUGHT TO YOU BY THE DOGS FROM HELL |
| 23 | KNOW HOPE |
| 24 | THE GOVERNMENT LIES AND I AM THE LIVING EVIDENCE. ACCIDENTS ARE NO ACCIDENTS |
| 25 | INSTITUTE ____ WANTS TO MAKE US INTO ZOMBIES! |
| 26 | ____ WAS RIGHT! |
| 31 | DOWN WITH FEUDALISM! POWER TO THE BOURGOIS! MEN AND VARGR MARCH TOWARD DEMOCRACY! |
| 32 | FRAG THE EMPEROR! HE CANT REIGN FOREVER. |
| 33 | I WILL KILL A DUDE TONIGHT TRY AND STOP ME LOL |
| 34 | I WILL KILL A DUDE TONIGHT TRY AND STOP ME LOL UPDATE: I KILLED HIM AND NO ONE CARED LOL TIME TO KILL SOMEONE MORE IMPORTANT! |
| 35 | SAVE A TREE, BLOW UP A CORPORATE PIG. |
| 36 | WORM LOVE |
| 41 | I WILL KILL YOU. YES YOU! (Player Character's name) |

| | |
|----|--|
| 42 | GRAFITTI IS A FUN CRIME |
| 43 | ON (a date next month) I WILL KILL A CAPITALIST PIG! |
| 44 | CORPORATION ____ EXRPIMENTS ON PEOPLE! |
| 45 | CORPORATION ____ EXRPIMENTS ON PEOPLE! <i>Who gives a frag? People experiment on US!</i> |
| 46 | SHE SCREAMED LIKE A PIG AS I DID HER HERE. NOBODY CARED. HATE THIS CITY! NEXT TIME I WILL KILL SO MANY YOU WILL NOTICE. PIGS |
| 51 | THE ABOMINATION UNDER THE GROUND IS RESTLESS, RUN AWAY WHILE YOU CAN |
| 52 | I AM NOT MAD I AM NOT MAD I AM NOT MAD I AM NOT MAD I AM NOT MAD I AM NOT MAD... |
| 53 | LOOKING FOR DUDES WHO WANNA STIR THE POT. CALL 55-351-643 |
| 54 | THEY WILL INVADE IN A MONTH. NO ONE BELIEVES ME SO I RUN. YOU SHOULD RUN TOO. |
| 55 | VOTED LEAST LIKELY TO FINISH A COHERENT SENT |
| 56 | THE DUKE AND HALF THE SENATE HAD BEEN IMPLANTED I AM NOT MAD SOMEONE DO SOMETHING! |
| 61 | THIS WALL IS ACTUALLY A DOOR |
| 62 | I HAVE A NUKE. SCARED YET TINY IDIOTS? |
| 63 | VARGR ARE CATS AND ASLAN ARE DOGS. SINCE WHEN DO PETS TELL MANS WHAT TO DO?!!!! |
| 64 | ON (date next week) EVERYONE IS GOING INTO THE STREETS TO PROTEST (gangster's name). THEY CAN'T ASSASSINATE US ALL. |
| 65 | I AM SO LONELY. CALL 555-575-593. PLEASE. |
| 66 | IF YOUR READING THIS IT MEANS THE TIME MACHINE WORKED!!! :D |

OBJECTS ON A TABLE

| Roll d66 | Object |
|----------|---|
| 11 | A historic novel about a captain of a spaceship who constantly dates green women. |
| 12 | A fancy hat. |
| 13 | A key ring with dozens of keys. Roll 1d6. 1–3: The keys open doors inside the complex. 4–6: The keys are to some other destination. |
| 14 | A communication device with several unanswered messages. |
| 15 | A hastily written address. |
| 16 | A grenade with the pin removed. |
| 21 | A pet table elephant, when the Player Characters approach it greets them with a very loud trumpet-like noise. |
| 22 | A picture of someone's family. |
| 23 | Printed financial records with many hand-scrawled notes. |
| 24 | A cup of tea. |
| 25 | A plastic bag full of illegal narcotics. |
| 26 | A severed body part (1–3: hand, 4–5: head, 6: something else...). |
| 31 | An alien pet that looks scary but is, in fact, a friendly and curious creature. |
| 32 | As for previous, only when the right time comes, the alien drains the blood of sleeping humans. |
| 33 | A time bomb (6: with 1d6 minutes left to go). |
| 34 | Unused bumper stickers reading, 'I brake for mayhem.', 'My other vehicle is a white dwarf.' and 'My amoeba is an honour student!' |
| 35 | A paddleball game. |
| 36 | A mostly-finished Rubik's Cube and a how-to guide. |
| 41 | Consumer Reports' minivan issue. |
| 42 | A partially reassembled fishing reel. |
| 43 | A very disturbing children's book. |
| 44 | A clock that shows the current time in every major city in the Imperium. |
| 45 | A small drone designed to look like the emperor. It can fetch objects upon command. |
| 46 | A mirror that displays the viewer 10 years younger and 20 pounds lighter. |

Roll d66 Object

| | |
|----|--|
| 51 | A dissected toad whose anatomy displays obvious and unsettling mutations. |
| 52 | A living toad in an aquarium. The toad is quite gruesomely malformed. |
| 53 | A death trap scribbled over, with the notes 'Too elaborate. Just shoot them? No...' |
| 54 | A box full of octagonal collectible cards. |
| 55 | Unfinished and cold breakfast. |
| 56 | As for previous, only the ingredients are profoundly sickening. Some of them still move. |
| 61 | A plastic statute of an ancient divinity. |
| 62 | As for previous, only the statuette is made of precious metal and is quite old. |
| 63 | A pistol with only one bullet in the chamber. |
| 64 | A detailed map of a bank with notes about security arrangements. |
| 65 | A still running television/ hologram viewer. Roll on the 'What's on TV'? Table on page 137 to see what is on. |
| 66 | Alien pornographic magazines. Unless the Player Characters have the Xenology skill, they will not be able to understand what these aliens are doing. |

RADICAL CAUSES

'Flogging servants, shooting poor people and the extension of slavery to anyone who hasn't got a knighthood.'

— Blackadder on sensible policy

Use this table to generate causes for radical organisations that the Player Characters may encounter. Note that some of these causes might be too close to home for some players so use this table with discretion.

| Roll d66 | Cause |
|----------|--|
| 11 | Stop all abuse of animals including experimentation, use in food industry, hunting and even pet ownership. |
| 12 | Equal distribution of wealth between all sophonts on the planet, including illegal aliens and uplifted animals. |
| 13 | Extermination of a minority considered racially inferior. |
| 14 | Liberation of an occupied territory, possibly hundreds of parsecs away. |
| 15 | Roll twice and keep both results. |
| 16 | Roll again. The group is radically opposed to this cause. |
| 21 | Banning a product considered illegal or immoral by the movement (drinking, sugar, the colour blue). |
| 22 | Banning an activity considered illegal or immoral by the movement (public displays of affection, spaceflight). |
| 23 | Absolute cosmic anarchy. |
| 24 | Investigating corporate corruption. |
| 25 | Roll twice and keep both results. |
| 26 | Roll again. The group is radically opposed to this cause. |
| 31 | Promotion of an immigrant religion incompatible with local laws. |
| 32 | Making an allegorical statement through a series of high profile bombings. |
| 33 | Toppling the local feudal lord. |
| 34 | Toppling the local corporate manager. |
| 35 | Roll twice and keep both results. |
| 36 | Roll again. The group is radically opposed to this cause. |
| 41 | Toppling the Imperium and replacing it with an alliance where all races, sexes, religions and classes are equal. |

| Roll d66 | Cause |
|----------|---|
| 42 | Exterminating the working class and replacing it with robots. |
| 43 | Uplifting all animals. |
| 44 | Stopping an ongoing genocide deep inside Aslan space. |
| 45 | Roll twice and keep both results. |
| 46 | Roll again. The group is radically opposed to this cause. |
| 51 | Assisting an alien species to take over the Imperium because this species is more advanced and moral than humans. |
| 52 | Voting rights for illegal aliens who infiltrated the nation more than a century ago and were neither expelled nor given legal rights. |
| 53 | Expulsion of the previous group. |
| 54 | Stripping women of their voting and employment rights and returning them to the bedroom and kitchen. |
| 55 | Roll twice and keep both results. |
| 56 | Roll again. The group is radically opposed to this cause. |
| 61 | Banning sexual reproduction because it fills the world with imperfect people who commit crimes. |
| 62 | Legalisation of all banned substances, including the mutation-inducing Meshuginan extract. |
| 63 | Re-conquering a recently liberated nearby nation and enslaving its racially inferior citizens. |
| 64 | Banning all FTL travel and AI and killing everyone not native to this planet or with cybernetic implants. |
| 65 | Roll twice and keep both results. |
| 66 | Roll thrice and keep all results. |

ROOM FUNCTIONS

| Roll d66 | Room |
|----------|---|
| 11 | Master bedroom |
| 12 | Children bedroom |
| 13 | Study |
| 14 | Kitchen |
| 15 | Living Room |
| 16 | Bathroom |
| 21 | Library |
| 22 | Wine Cellar |
| 23 | Torture Chamber |
| 24 | Storeroom |
| 25 | Laboratory |
| 26 | Secret Room (1–5: illegal items 6: owner thinks he's a superhero) |
| 31 | Observatory |
| 32 | Cage for inbred freaks |
| 33 | Closet Room |
| 34 | Art Workshop |
| 35 | Art Gallery |
| 36 | Medical Room |
| 41 | Cloning Chamber |
| 42 | Power Plant |
| 43 | Mechanic Workshop |
| 44 | Mess Hall |

| Roll d66 | Room |
|----------|--------------------|
| 45 | Prayer Room |
| 46 | Robot Storage |
| 51 | Robot Workshop |
| 52 | Servants' quarters |
| 53 | Bathroom |
| 54 | Toilet |
| 55 | Thinking Room |
| 56 | Empty Room |
| 61 | Conference Room |
| 62 | Computer Farm |
| 63 | BDSM room |
| 64 | Attic |
| 65 | Airlock |
| 66 | Games Room |

DISCOVERIES

Use this table to generate world-shaking discoveries.

| Roll d66 | Discovery |
|----------|---|
| 11 | A major alien race is in fact the result of a failed experiment by another race. |
| 12 | An active settlement of Ancients not far from Imperium borders. |
| 13 | Conclusive evidence that some major religious or historical document is fake. |
| 14 | The place where souls go after death... a huge computer constructed by the Ancients. |
| 15 | A more efficient mode of travelling than jump drives. |
| 16 | A cheap method of blocking all psionic powers. |
| 21 | A cure for a deadly and common disease. |
| 22 | Time travel. Roll 1d6. 1–3: The device ages the user instead of moving him through time. 4–5: The device can only move in one temporal direction. 6: The device is fully functional. |
| 23 | A portable device that can control seismic activity of entire continents. |
| 24 | An incurable and extremely infectious disease. Roll 1d6. 1–5: The disease is isolated from the environment. 6: The discoverers are infected. |
| 25 | The cure for the above mentioned disease. |
| 26 | Rapid cloning technology. |
| 31 | A war crime perpetrated by a well-loved billionaire philanthropist. |
| 32 | A handheld device that enables weather control on a national scale. |
| 33 | Conclusive evidence that the person currently occupying a position of great power is an impostor. |
| 34 | Conclusive evidence that the previous evidence is false, either the result of malice or an innocent misreading of data. |
| 35 | An impenetrable energy shield. Roll 1d6. 1–3: The shield consumes copious amount of energy, draining the average spaceship in minutes. 4–5: The shield causes all metallic elements to heat over time. 6: The shield converts everything inside it into antimatter. |
| 36 | A drug that induces absolute regeneration in the patient, making him practically indestructible. Roll 1d6. 1–3: The drug causes degradation of tissues, causing the patient to suffer –1 to any one attribute once per month. 4–5: The drug causes a random mutation (page 168) once per year. 6: There are no side-effects. |

| Roll d66 | Discovery |
|----------|---|
| 41 | A narcotic that causes an immediate and almost incurable addiction. |
| 42 | A generator of neural waves which causes sophonts' dreams and thoughts to manifest in the form of holographic pictures. |
| 43 | Evidence that a certain planarity civilisation was created solely for the entertainment of a powerful alien race. |
| 44 | Evidence that a colony was started as an experiment by a corporation. Roll 1d6. 1–3: The corporation wants to study consumer habits. 4: The corporation wants to experiment unconventional weapons on living subjects. 5: This is a eugenics experiment. 6: The colony will be sold to aliens once it reaches a certain level of population and advancement. |
| 45 | There are no Ancients. What is considered Ancient technology was in fact created by a shadowy secret society within the Imperium. |
| 46 | A drug which, if regularly taken by a pregnant female, guarantees the child will be born with psionic powers. |
| 51 | A wave generator that turns sophonts into insane killers for 1–6 days. Roll 1d6. 1–5: The killing is absolutely random. 6: The device enables partial control over their behaviour. |
| 52 | The remains of a legendary expedition vanished hundreds of years ago. Their records may contain clues leading to another discovery. |
| 53 | As for previous, only the expedition is not dead, only cryogenically frozen. |
| 54 | A fuel source 10 times more efficient than anything presently known. If it becomes widely known, billions will lose their jobs and thousands of world will go into economic recession. |
| 55 | Contact with a new major race. |
| 56 | A handheld device that enables users without psionic talents to control people's thoughts and behaviour from a distance. |
| 61 | Conclusive proof that plants can feel pain. The K'kree are hit hard by this news. The Aslans are highly amused. |
| 62 | A financial pyramid threatening to bring down Imperial economy. |
| 63 | The previous Emperor's death was orchestrated by a major corporation because he passed a law banning drilling on several newly discovered worlds. |
| 64 | A colony believed to have been wiped out by a natural plague was in truth undone by a zombie apocalypse resulting from a failed experiment. |
| 65 | A great historical figure believed to have been killed in battle centuries before is still alive... |
| 66 | ...and plotting a hideous revenge against all humanity. |

SHIP PECULIARITIES

You can use this table to liven up ship encounters (see page 44). Note that a ship's appearance is not necessarily connected to its function. For example, a bloody pirate vessel could be a happy and colourful affair with pictures of fairies on it.

| Roll d66 | Peculiarity |
|----------|---|
| 11 | Painted in vivid pastel colours and has funny caricatures drawn on it. |
| 12 | Incredibly obscene slogans are written all over the ship. |
| 13 | Made from old junk. No effort had been made to hide this fact. |
| 14 | Painted to look like a predatory animal such as a shark or a space alien. |
| 15 | Dull metallic grey with no identifying marks. |
| 16 | Dull metallic grey with ship name and allegiance clearly written on the hull. |
| 21 | The ship's hull and inner walls are transparent. |
| 22 | Dozens of mechanical tentacles 'grow' from the ship. |
| 23 | Has an absurd amount of weapons for its size. |
| 24 | Leaves behind a trail of glittering particles. |

Roll d66 Peculiarity

| | |
|----|--|
| 25 | Dull metallic grey with no identifying marks. |
| 26 | Dull metallic grey with ship name and allegiance clearly written on the hull. |
| 31 | An alien ship which accidentally resembles gigantic human genitals. |
| 32 | A human ship which accidentally resembles gigantic alien genitals. |
| 33 | There is a gigantic smiling face drawn on ship's hull. Underneath, it is written, 'did you smile? Now prepare to die.' |
| 34 | The ship has the same name as one of the Player Characters. |
| 35 | Dull metallic grey with no identifying marks. |
| 36 | Dull metallic grey with ship name and allegiance clearly written on the hull. |
| 41 | Designed to look like a predatory animal such as shark or a space alien. |
| 42 | The ship is designed to look like some cute and harmless animal. |
| 43 | The ship is fused with a strange alien organism, giving it an organic look. |
| 44 | Lacks any windows or visible portals. |
| 45 | The ship has an astronaut clinging to an antenna. The crew is not aware he is there. See page 139 for random NPCs. |
| 46 | The ship has the same name as an NPC. Roll 1d6. 1–5: This is a coincidence. 6: The NPC is more powerful than thought/ has a secret agenda. |
| 51 | The ship leaves behind it a trail of shimmering pixie dust and is painted pink and light green. |
| 52 | The ship's launch date is absurdly ancient. Roll 1d6. 1–5: This is a typo. 6: The ship went through a time vortex. |
| 53 | The ship is black as soot and lacks any identifying marks or windows. |
| 54 | Dozens of space natives are clinging to the ship's hull. |
| 55 | Dull metallic grey with no identifying marks. |
| 56 | Dull metallic grey with ship name and allegiance clearly written on the hull. |
| 61 | The ship is covered in graffiti (see page 130). |
| 62 | The ship bears the markings of one race but is obviously designed by another. |
| 63 | Many dead bodies are frozen to the ship's hull. Roll 1d6. 1–3: The crew is not aware of this. 4–5: This is a particularly nasty pirate ship. 6: The sole occupant of the ship is a serial killer. |
| 64 | Dull metallic grey with no identifying marks. |
| 65 | Dull metallic grey with ship name and allegiance clearly written on the hull. |
| 66 | The ship is identical to the Player Characters' in every aspect, including name and launch date. |

Non-Ancient Artefacts

Use this table to generate expensive or curious items that can serve as foci for adventures or a more exotic alternative to Credits or cargo rewards.

Roll d66 Theme

| | |
|----|--|
| 11 | A chest full of ancient gold coins. |
| 12 | Ceremonial weapons and armour. |
| 13 | An idol made from a massive ruby with diamond eyes. |
| 14 | A collection of paintings depicting various planetary landscapes. |
| 15 | A clothing article previously owned by a celebrity. |
| 16 | The first ever printed edition of a popular/culturally significant book. |
| 21 | The bones of a martyr or some other religious figure. |
| 22 | First FTL engine produced by some race. |
| 23 | A beautiful jewelled leather-bound book believed to be cursed. |

Roll d66 Theme

| | |
|----|--|
| 24 | As for previous, only the book is infected with a terrible disease. |
| 25 | A diamond the size of an apple. |
| 26 | A high-tech mirror that flatters the viewer, believed to have been owned by an infamous tyrant. |
| 31 | The last copy of the most widely banned film ever produced. |
| 32 | A rare (and highly illegal) copy of a joke cookbook with recipes for cooking K'krees. |
| 33 | A small robot designed to look like an imp. It has a superb database of the Imperium's who is who and can make suggestions on social etiquette. |
| 34 | As for previous, only the robot is attuned for some other race. |
| 35 | The skull of an Ancient. |
| 36 | As for previous, only the skull is only 300 years old. |
| 41 | A gold disc with a map of a star system. |
| 42 | A six-foot high and several miles long scroll with life-sized images of various sophonts and aliens. It is written in English but contains plenty of typos. |
| 43 | A masterwork fencing blade signed, 'To Niki, future emperor'. |
| 44 | A rare comic featuring the debut of Superman. |
| 45 | A lost masterwork of a famous artist. Players without Art or Social Sciences are likely to mistake it for used toilet paper. |
| 46 | A doll from a rare series produced to appeal to the Aslan market. |
| 51 | The front-right hoof of a K'kree war hero from the first war. |
| 52 | A purse made from 1,001 different precious stones. |
| 53 | The audio diary of a legendry scout who disappeared on his last mission. It is almost impossible to hear the last entry without bursting into tears. |
| 54 | A teddy bear equipped with TL14 AI. It is much more intelligent than any sophont and does not fail to mention it every 10 minutes. |
| 55 | Hand-crafted cigars that come in a box made of carved camel bone and brass. When opened the box hands you a cigar and lights it with an artificial metal hand. |
| 56 | An archaic board game. Pieces are studded with hundreds of black and white diamonds. |
| 61 | A communication device cover made from pure Juncbolium, one of the rarest materials in known space. Sadly, the design is gaudy and vulgar. |
| 62 | A credit card. |
| 63 | A toilet seat made from the ivory of a rare space alien. |
| 64 | A Zhodani corkscrew made of a special aviation alloy and cast in yellow and white gold. |
| 65 | The rights for the most sought after domain name in the star system. |
| 66 | The shirt the famous Vargr outlaw Karr-Ek was wearing when he was shot by police, complete with blood stains and bullet holes. |

WHAT'S ON TV?

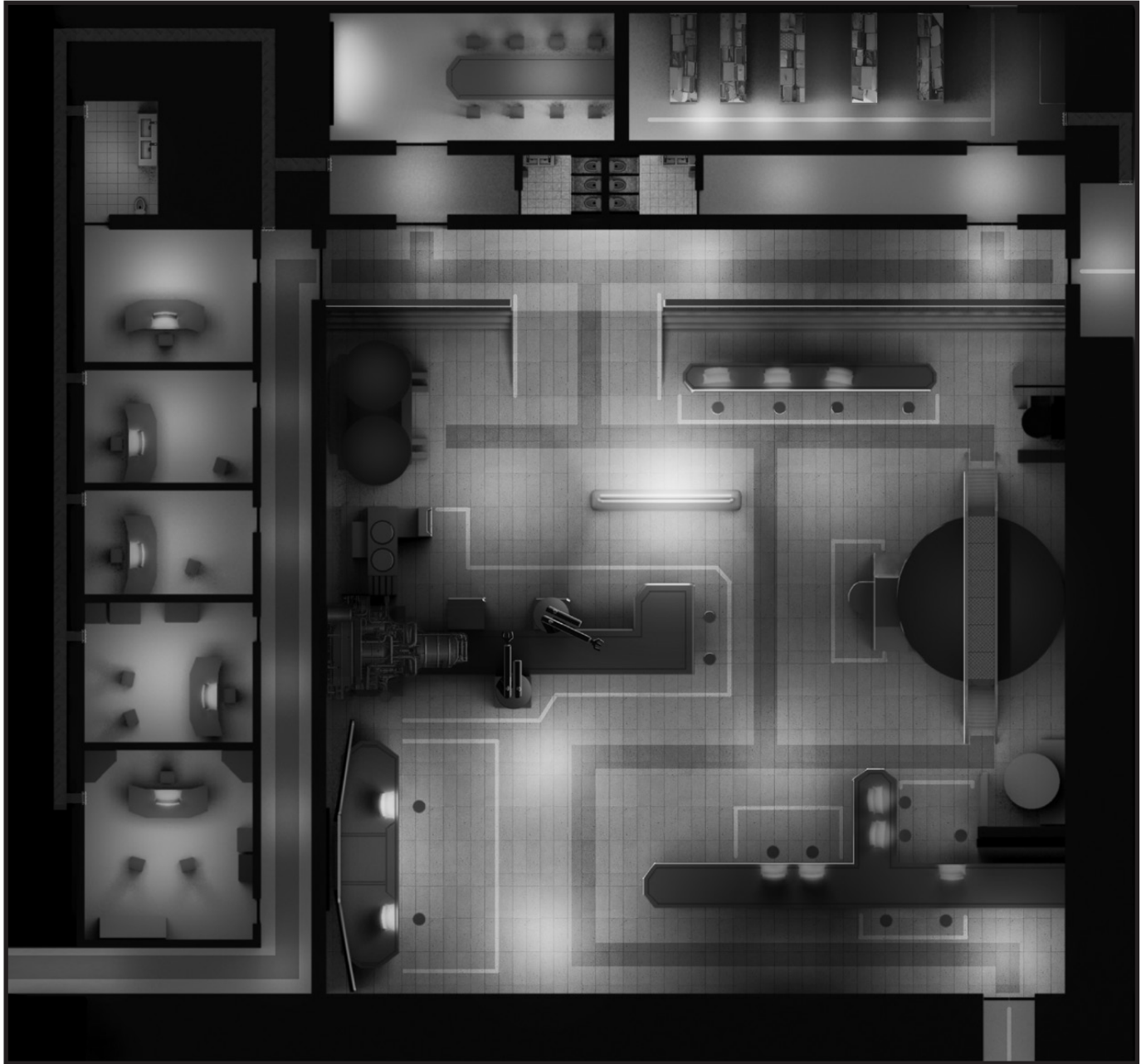
Roll d66 Theme

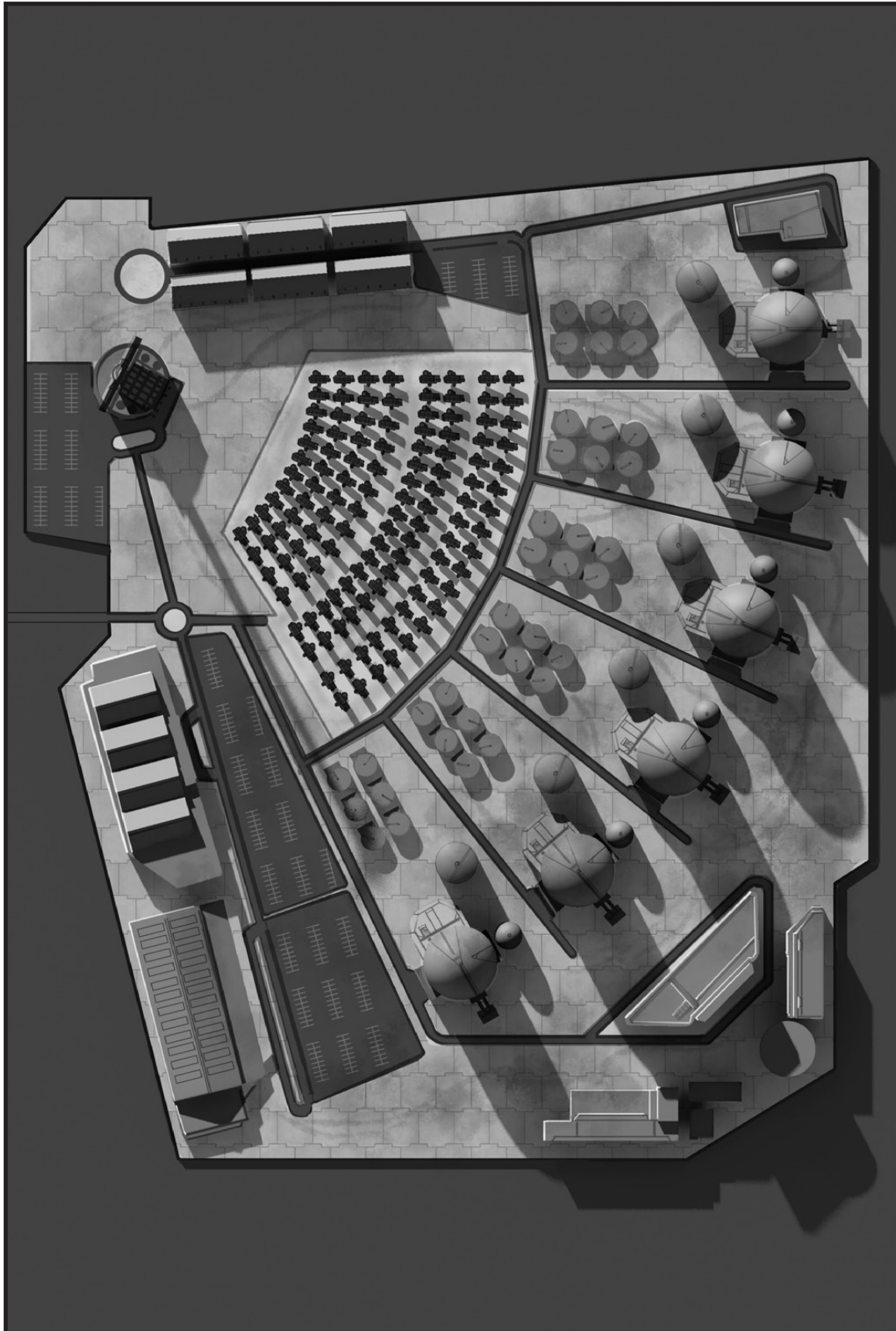
| | |
|----|---|
| 11 | News about an alien invasion to a nearby world. |
| 12 | A heartrending drama about a pilot talking with his wife as his ship spirals out of control toward a planet. |
| 13 | A tele-preacher urging believers to repent and donate handsomely to his church. |
| 14 | Boring debate about the loss of personal freedom on the planet due to the rise of the aristocratic class. |
| 15 | An Aslan drama. It is incredibly violent and gory and does not make any sense whatsoever. |
| 16 | An interview with someone the Player Characters know. He is saying awful things about them. |
| 21 | Incredibly obscene pornography of an alien race. Due to the race's odd anatomy, uninformed viewers will think it is a cooking show. |
| 22 | Coverage of a terrorist attack in the Player Characters' hometown. |
| 23 | As for previous, only someone very dear to the Player Characters is missing and presumed dead. |
| 24 | A cooking program with an alien chef. Today's special ingredient is humans. |

| Roll d66 | Theme |
|----------|---|
| 25 | As for previous, only one of the humans to be cooked is a friend of the Player Characters. The show is transmitted live. |
| 26 | A documentary about a newly discovered planet. Experts suspect it was once a colony of the Ancients but no expedition can be arranged due to budgetary constraints and the planet's extremely hostile environment. |
| 31 | A speech by the emperor describing the state of the Imperium... 40 years ago. |
| 32 | As for previous, only one of the Player Character's parents are briefly, but very fondly, mentioned by the emperor. Afterward he takes a long, sad sigh. |
| 33 | A news report about the investigation of a crime the Player Characters were involved in. The reporter ends by saying unofficial sources within the police inform that a breakthrough in the investigation is eminent. |
| 34 | An Enemy or a Rival of the Player Character with the highest Social Status is telling the most horrible and damning lies about the Player Character. |
| 35 | An action movie remarkably similar to the Player Characters' latest adventure in space. The writer is a Contact of one of the players. |
| 36 | The K'kree ambassador reading a lecture on the importance of vegetarianism. Someone in the crowd throws a raw steak at the ambassador. |
| 41 | An obscenity-laden, raging Vargr spoken word performance. |
| 42 | A news report about a newly made discovery (see page 134). Afterward a panel of experts discusses potential consequences. |
| 43 | A local reporter is talking about a new art exhibition in City Hall. A Vargr approaches, screams into the camera 'booooooring!' and shoots the reporter in the head. The shot is also heard outside. |
| 44 | Coverage of a demonstration in the planetary capital. The people are protesting a humiliating peace treaty their government has signed with the Imperium. |
| 45 | A patronising documentary about Aslans. It is showing them as primitive animals and implying they are in fact uplifted lions and not a true race. |
| 46 | A reality show about a group of Hivers that join a different flight each time, redecorating the ship for free. They are currently looking for freelance spacers interested in re-doing their old ship. |
| 51 | Direct translation from the marriage of a baroness and high-ranking corporate executive. The Player Characters recognise a professional hit-man they met some years ago among the guests. |
| 52 | A Zhodani film. It is incredibly boring because the characters never speak, just stare intently into each other. |
| 53 | A reality show in which a group consisting of one alien of every major race is given a series of simple tasks to complete. They constantly fail because they cannot agree on anything. |
| 54 | An interview with a famous musician. He says he would pay anything to experience the thrill of adventuring in space. |
| 55 | An old show about the social misadventures of a well-meaning but thick-headed dilettante and his intelligent and sardonic valet. |
| 56 | A pornographic movie in zero G. By the time the aliens start showing up the Player Characters feel compelled to change channels. |
| 61 | As for previous, only a Contact considered conservative is starring in the movie. |
| 62 | A documentary about a Hiver shooting a documentary about humans shooting a documentary about Hivers. |
| 63 | An incredibly tedious discussion between an expert on economics and a historian. It sounds as if they are about to divulge some useful information but they never do. |
| 64 | An ancient 21st Century film recently uncovered and decoded by archaeologists. |
| 65 | Breaking news regarding the approach of a rogue planet. Experts claim there is nothing to fear but the news still lead to widespread panic. Roll 1d6. 1–5: The experts are right. 6: The world will be destroyed in 2d6 days. |
| 66 | A horror film about a chubby young couple being chased by the ghosts of all the animals they ate in their life. Paid for by the K'kree for Life Foundation. |

SAMPLE MAPS

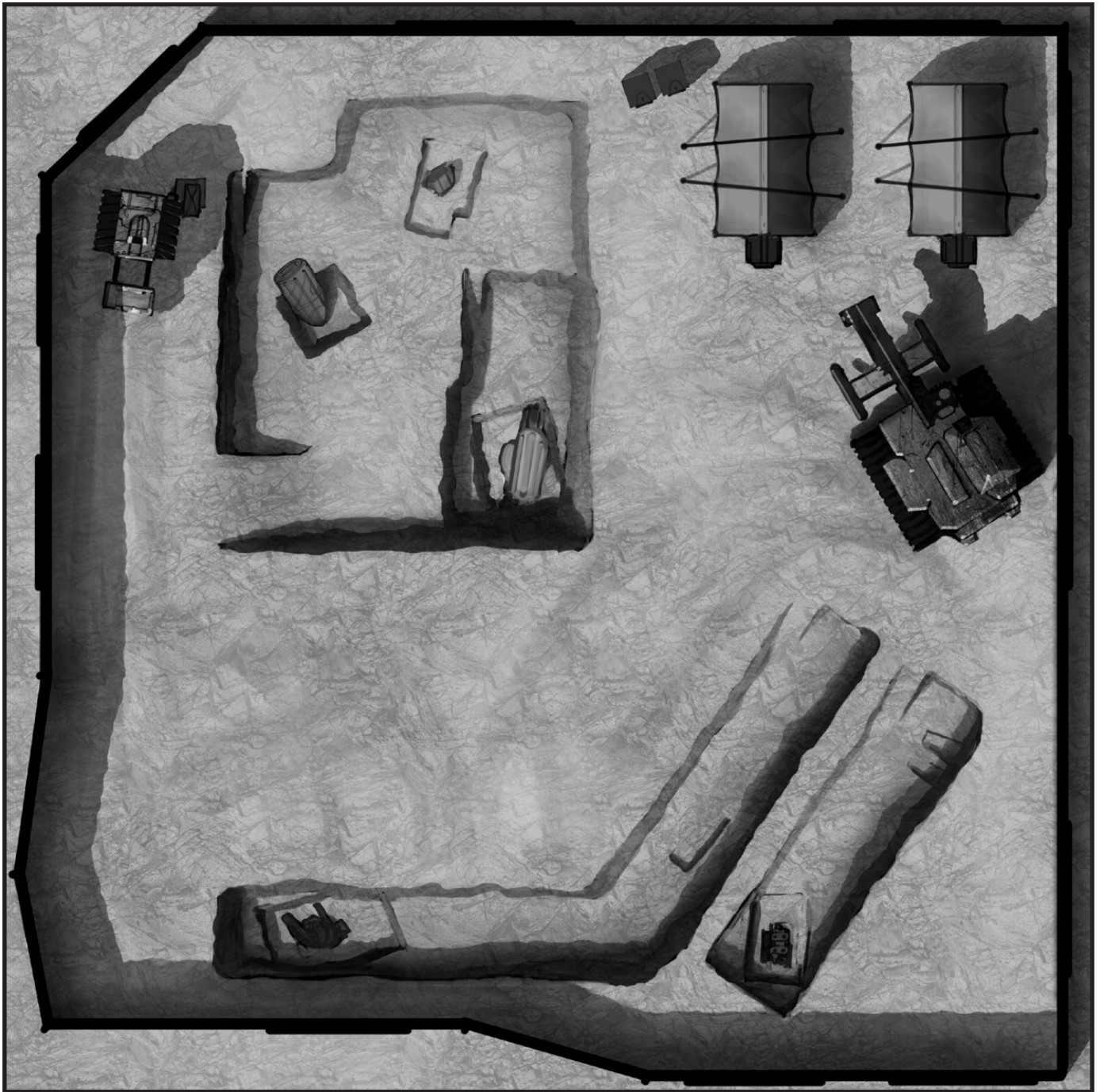
Laboratory



Power Plant

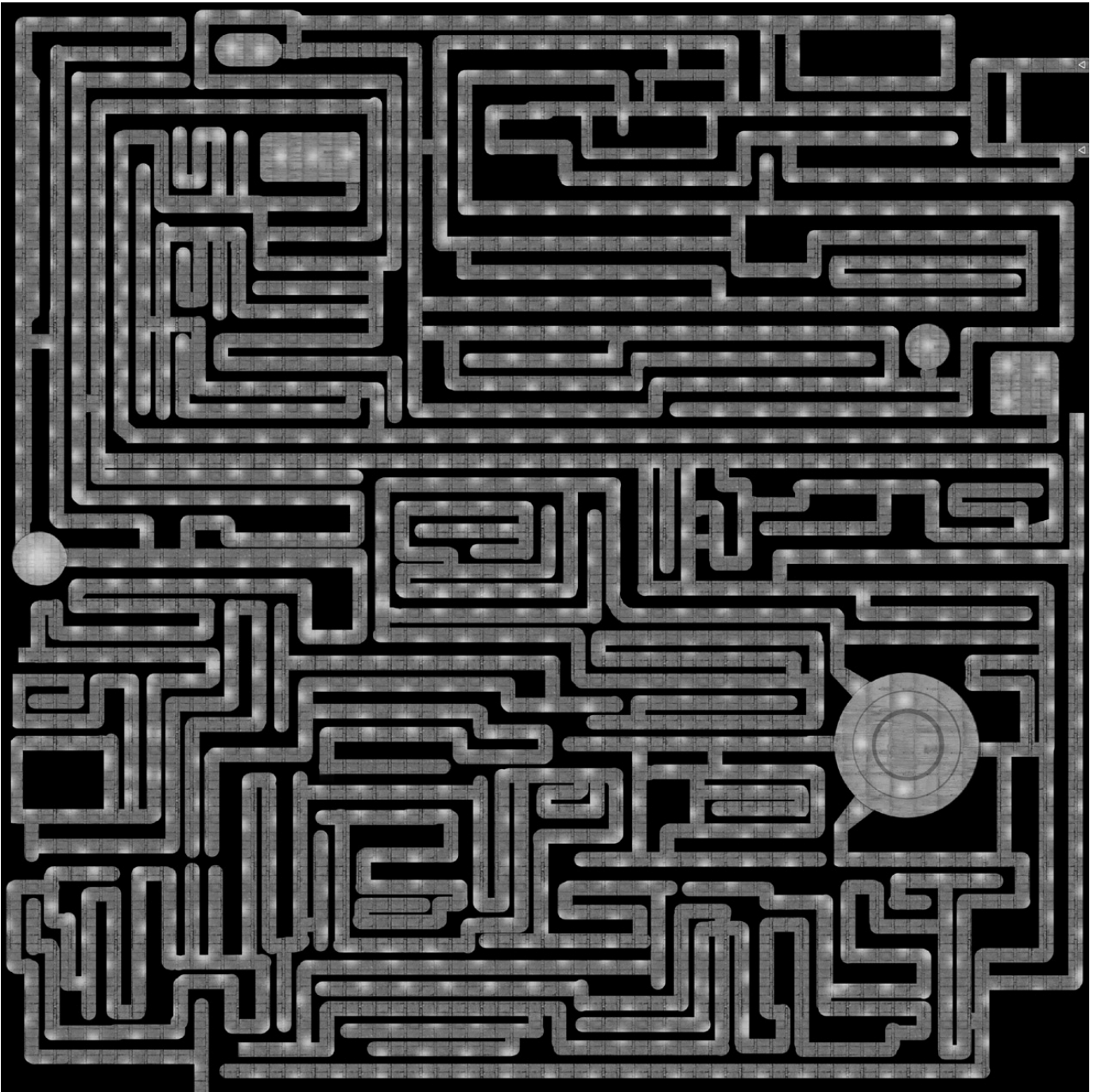
Crashed Ship



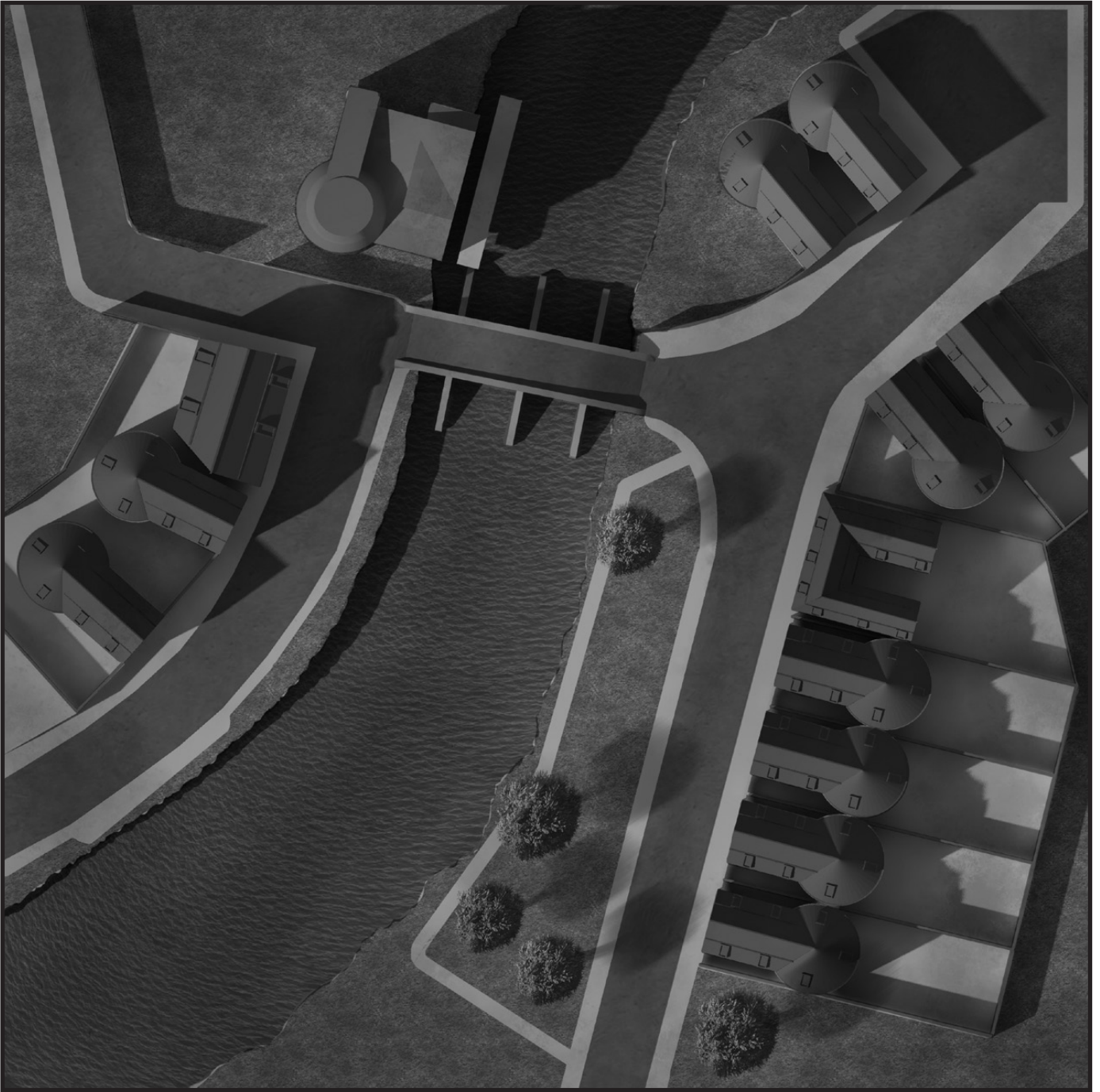
Excavation

Wilderness Encampment

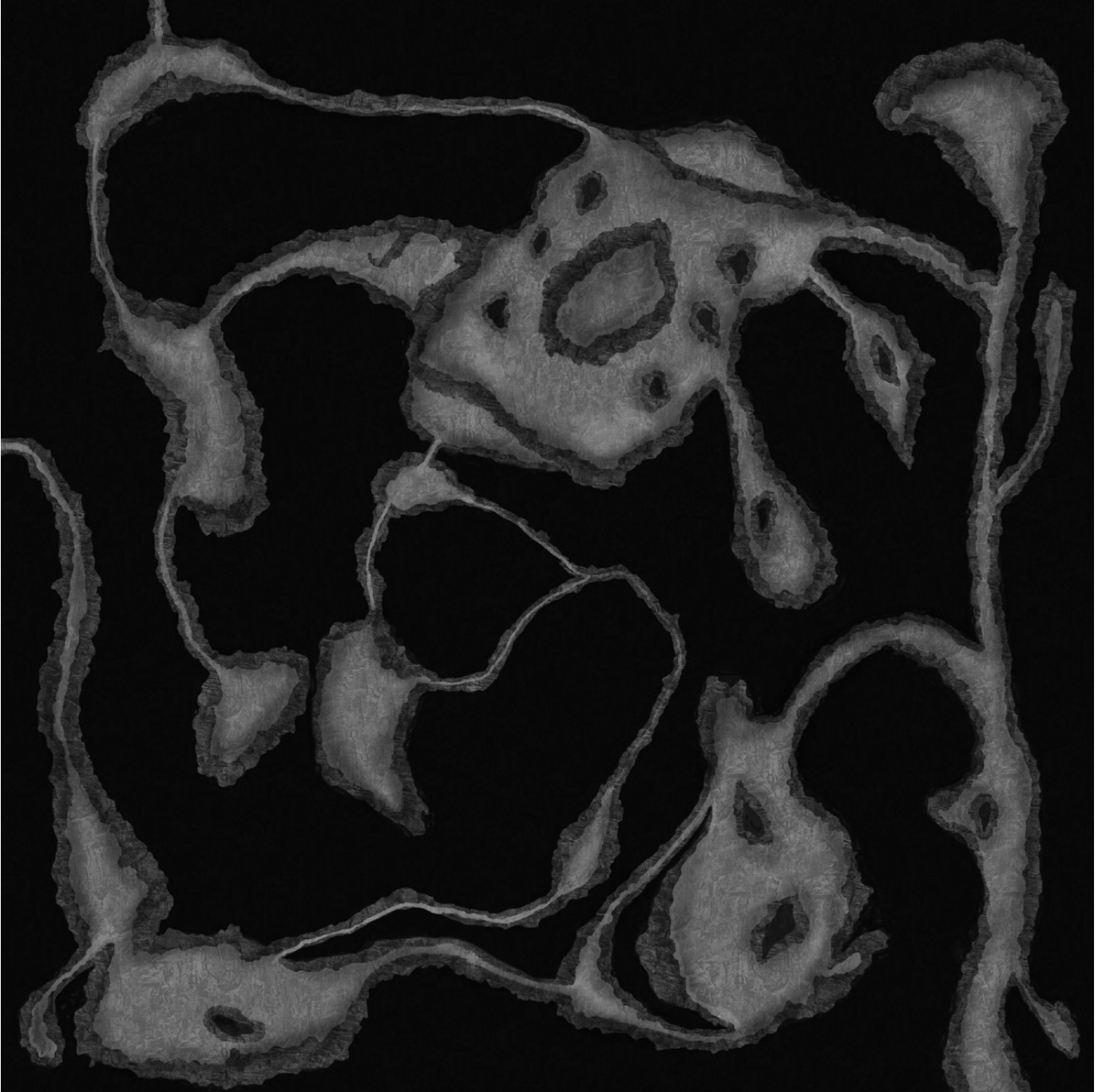


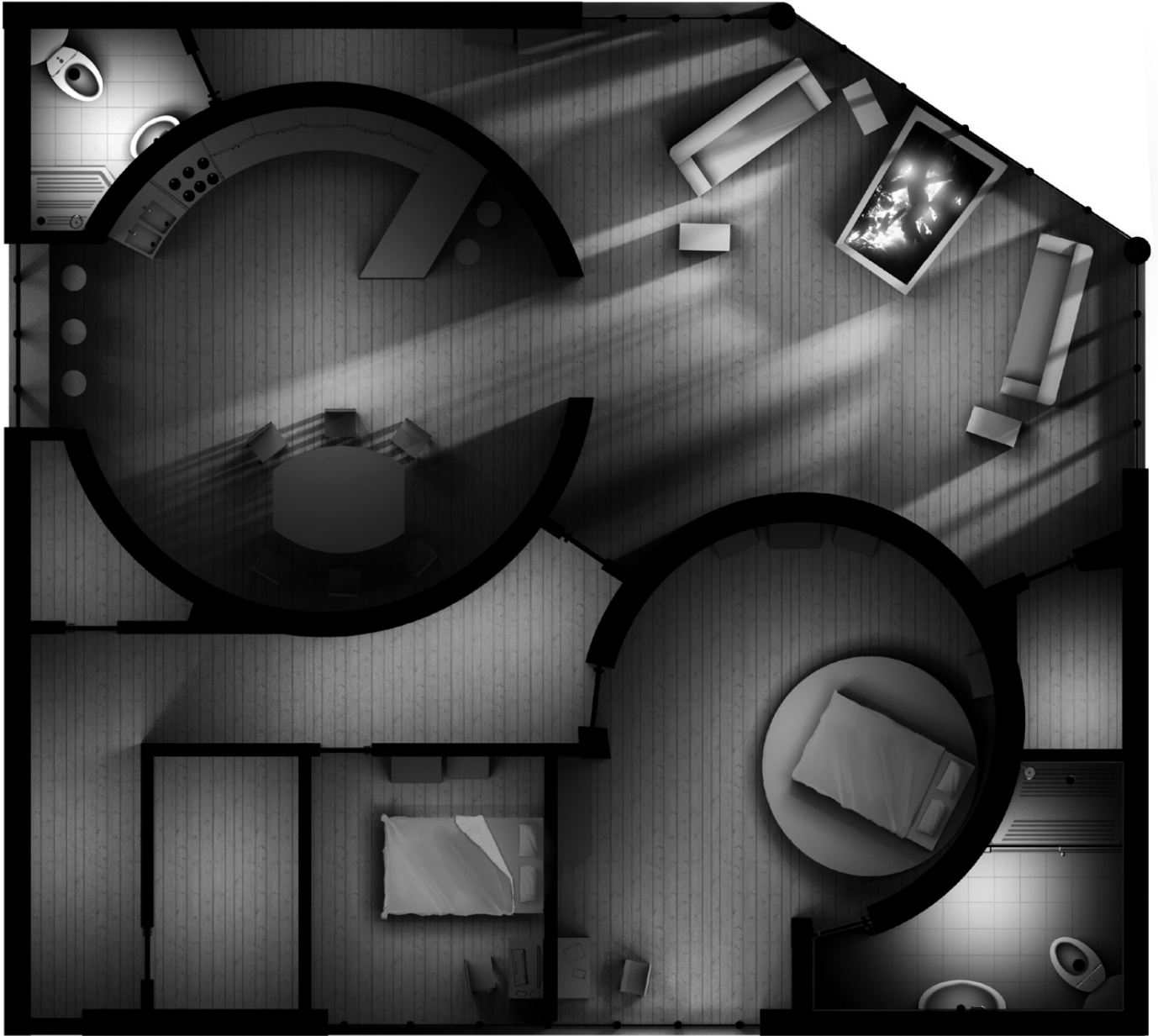
Labyrinth

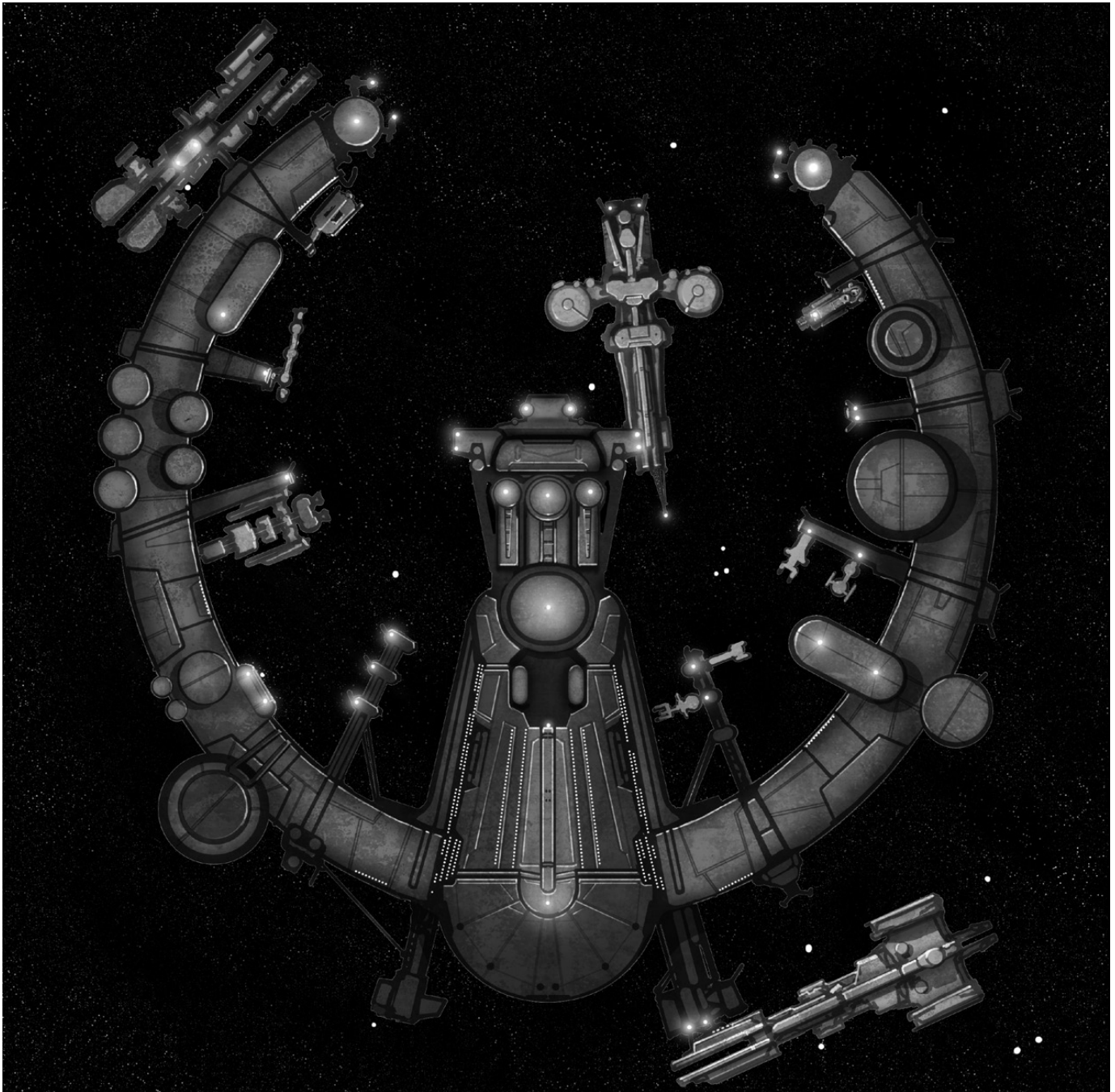
Village



Caverns



Apartments

Spaceport

APPENDIX

This chapter includes the 'building blocks' of adventures – cities, villages, environments, characters and methods of customising them, traps, maps, random information and so forth. Unlike other chapters in this book, in which events are sorted by theme, in the appendix they are sorted by their utility to make it easier to quickly find whatever the Referee needs at the moment.

CITIES

This section includes two cities; an 'evil' city in which the Player Characters will find it challenging to simply walk down the street without getting into trouble and a 'good' city that can be used as a safe, albeit odd, base of operations.

NAGH'HAR'VA'AKUNDURION (NEZ):

THE HEART OF THE DISEASE

'Words cannot describe it; the enormity, the sheer wrongness of it... if you saw what I saw, you would have done the same.'

— Spymaster Jorlan Krax, in his suicide note

Population: 27 million

Power Groups: City Hall (Loyalists), Religious Institute (Fundamentalists), Radicals (Assorted alien freedom fighters), Organised Crime, Businessmen (tourism and vending)

The unpronounceable Nagh'har'va'akundurion (usually referred to as Nez) is the capital of the Vir Empire. It is a gigantic metropolis where millions of people of myriad nations and races live in conditions that range from inhuman to opulent. Due to the city's size, it is mostly lawless – the sounds of constant terrorist bombings and clashes with police mix with haggling and trading in all the known languages.

Districts of Note

Kaz-Padon (Industrial)

Power Groups: Loyalists

Crime Rate: Very Low

The centre of Nagh'har'va'akundurion is a region of terrible beauty, a place where nightmarish monuments kiss the crimson sky and infernal laboratories constantly spit out new horrors to unleash on the enemies of the Vir. Kaz-Padon is a fortress within a fortress; only a select few Vir (mostly priests, high-ranking officers and scientists) are allowed inside. Any non-Vir who has ever crossed the iron bridge into this formidable complex of depravation was never seen again. The residents and workers of Kaz-Padon are called Paedyon-Kiz and carry special rings to

| Object | Description | Page |
|----------------------|---|------|
| Nez | A deranged city of humanoid viruses where corruption is the norm and violence is the only universal language. | 149 |
| Tengor | A bi-polar city where humans and uplifted rats uphold a fragile status-quo. | 151 |
| Khudrian | A small human village terrorised by Vargr bandits. | 152 |
| Lionpride | A proud Aslan outpost fighting a bloody war against their barbaric neighbours. | 152 |
| Ummasalia | The descendents of human colonists degraded into tribalism and savagery. | 152 |
| Crystal Forest | A beautiful but deadly alien wilderness. | 153 |
| Gas Giant | In addition to being fuel sources, gas giants are also strange environments with their own ecologies and hazards. | 153 |
| Earth-like Biomes | More detailed descriptions of all the biomes mentioned in the <i>Planetside Events</i> chapter. | 26 |
| Freaks and Villains | Detailed NPCs that serve as alternatives to traditional patrons. | 153 |
| Character Generation | A collection of various NPC statistics and a series of tables designed to generate background and personality. | 163 |
| Robots | Statistics for intelligent machines. | 162 |
| Colossal Aliens | Statistics for the giant space beings described in the Space Events chapter (page 35). | 163 |
| Random Aliens | A table for determining the race of an encountered alien group. Includes both major and new races. | 45 |
| Random Enhancements | Mutations, crossovers with other species and cybernetic augmentations. | 164 |
| Urban Power Groups | Can be used as patrons, enemies or factions in cities | 86 |
| Traps | Primitive and technological traps. | 166 |
| Utility Tables | A collection of small table designed to give flavour to otherwise generic situation. | 170 |
| Maps | Generic, ready-to-use maps. | 139 |

distinguish them from the vulgar masses. Agents of this small but elite organisation operate throughout the entire Vir Empire and are tasked with rooting out the hidden enemies of the Vir and guarding and controlling vital processes such as research and procreation.

Inside this fortress lie secrets that could fetch millions in the Imperium and possibly shake the very foundations of the Vir Empire. Many tried to steal them, let in purposefully by the Vir to die – it is so much easier when the test subjects come to you.

Vokh'azh'badun (Government)

Power Groups: Loyalists, Fundamentalists, Businessmen

Crime Rate: Moderate

This district is a gigantic field dominated by two gargantuan structures; the Government House and the High Temple. Striving to outdo one another, the church and the government have devoted immense resources to creating two of the most imposing and epic structures in the galaxy.

The Government House is welded from the swords, guns, canons and war machines of defeated nations. Dozens of sophonts are impaled on the deadly walls to make sure that the streets around the temple always flow with fresh blood. Non-vir petitioners must appear barefoot with a symbolic chain on their neck even before the most minor of officials. Somewhat ruining the impression, are hundreds of fast-food vendors and even a few shantytowns lining the labyrinthine corridors of the Government House. The Vir administrative machine is vast and hopelessly obsolete. Despite being a TL 13 society, it is yet to purchase a single computer and radio acquisition only started in recent years.

Characters without the Admin skill will get hopelessly lost searching for what they need. Even experienced administrators can spend days looking for an archive or a clerk they need.

Perhaps the greatest testimony to the inefficiency of the Vir's government system is the fact that only one in ninety Vir know what regime they live under or even the proper name of the state. Most think the emperor or the high priest is in charge, often leading to clashes between loyalists and fundamentalists. Officially, the Vir are a representative democracy with tens of thousands of elected positions but only a few hundred registered voters. In practice, the admirals and bureaucrats run the empire, with little or no cooperation between each other.

Not to be outdone by the impressive Government House, the priests imported the mile-long spine and ribcage of a legendary colossal alien the Vir claim to have killed more than 6,000 years ago. As additional testimony of their power, the preserved bodies of conquered rulers of different races adorn the tips of the behemoth's 88 gargantuan ribs and the temple's sanctum is fashioned from the gigantic skull of an alien emperor. The spine itself serves as the entrance to this gruesome temple. Each of its house-sized vertebrae are decorated with the dried skin of a sacrificed enemy champion. Like ants on a dead cat, the temple is crawling with xenologists, alien architects and tourists whose cameras forever flash like a million glittering stars.

The Vir

The Vir are a humanoid species reminiscent of giant cockroaches. Unlike most other species in the galaxy, they do not reproduce sexually or through mitosis. Instead they must interfere in the reproductive process of other species and corrupt the unborn offspring into new Vir. This has made them an enemy to almost all other species in the galaxy.

Vir have: **Notable Strength (+2), Weak Dexterity (-2) and are Armoured (3).**

Oymoybois (Weird)

Power Groups: Loyalists

Crime Rate: Utopian

For the Vir, the Oymoybois is the most important structure in the galaxy, for it is more than some war factory; it is the empire's womb.

From all over the galaxy, living humanoids are brought into the Oymoybois ('egg' in Vir) where elite members of the Paedyon-Kiz infuse them with Vir blood mixed with a special substance known as God Seed, which causes their bodies to warp into lifeless cocoons from which Vir babies crawl after six months. As soon as the baby is able to walk (usually within 2–3 weeks) it is shipped offworld for military training.

The methods of creating God Seed is the most carefully guarded secret of the Vir loyalists and, should it ever fall into fundamentalist or enemy hands, it will surely serve as a mortal blow to loyalists' power and possibly even the entire Vir race.

Kupibarankupi (Marketplace)

Power Groups: Bad Cops, Organised Crime

Crime Rate: Very High

In typical Vir fashion, this many-miles-long street is paved with gravestones of vanquished empires and plates of downed spaceships. Of course, one can hardly see them, since hundreds of historians and archaeologists spend entire days crawling on all fours, looking for anything of value. Some of the gravestones are thousands of years old and are worth a fortune back home. Others hold the answers to some of history's greatest riddles, often covered in manure.

The main attraction of the district, however, is not the pavement but the hundreds of thousands of ever-changing shops it contains. With government control being limited to the occasional demand of a bribe or favour (and the occasional random summary execution), one can literally find anything on this street. This draws traders, collectors, gourmands, adventurers, tourists, pirates and many other colourful characters from all over the universe to this street, earning it the title 'marketplace of the universe'.

Player Characters willing to spend a few days in this very dangerous district can acquire any item available in the galaxy for double the normal price. Conversely, merchants with strange merchandise will always find buyers in Kupibarankupi, although getting the money instead of a laser beam in the back of the head will be quite challenging.

TENGOR: THE DOPPELGANGER CITY

'The Sun and the Moon, though different, are at peace and their light is beautiful. So can men be, so must men be, so will men be!'

— Mayor Rowan Jeeveson

Population: 7 million

Power Groups: AI (replaces City Hall), Moderate Party (Night and Day), Radical Movement (The Eclipse), Organised Crime (Sewer Rats)

As long as people from different walks of life continue to brush shoulders on the streets, there will be crime and social tension. Remove that and you get a utopia of law, peace and prosperity... or an absurd police state.

For centuries, the Tengarian human majority has clashed with the Krissian uplifted rat minority. Desperate to restore order, City Hall resorted to increasingly more extreme measures, increasing police presence and infringing on personal freedoms in the name of law and order. Eventually, a radical solution was proposed. The city will be divided between the belligerent factions. Not geographically, as this would constitute an act of genocide under Imperial laws but temporally. The humans will have the day while the Krissians will have the night.

Under the Permanent Curfew Act, humans were forbidden to leave their homes without a special police permit during the night and Krissians were forbidden to leave their homes during the day. A joint human-Krissian police force patrolled the streets at night, ensuring the curfew was not broken. Except for the occasional demonstration by abhorred intellectuals ('The Eclipse') or rare acts of playful hooliganism, the curfew remained practically unbroken ever since.

Slowly, the city truly divided. Krissians started renaming streets and squares, changing the function of public structures and passing their own laws. Tengor was divided into two cities – a day city and a night city. The two rarely meet and have very little in common, especially since the introduction of ACH (Automated City Hall), a powerful neutral AI administering the city with the aid of thousands of drones and robots.

The hour before sunset and the hour before sunrise are known as 'quiet hours' since no one human, Krissian or even tourist is allowed on the streets this time of day. With the aid of an army of service drones, the city undergoes a miraculous transformation very few citizens get to witness.

Tourists are allowed to walk both cities. Such is the difference between night and day Tengor, that outsiders are urged to buy two maps and two guides.

DISTRICTS OF NOTE

Duality is the main feature of Tengor's districts. With the exception of its Class B Starport, all districts change name and function after sunset.

Memorial Park (Parks)/ Rat Market (Red Light)

Power Groups: City Hall/ Organised Crime

Crime Rate: Very Low/ Moderate

During the day, this district is a lovely park with a crystal-clear pond, dozens of posh restaurants and excellent sunbathing spots. After sunset, it undergoes a transformation extreme even by Tengerian standards; the restaurants are transformed into pubs of the seedier sort, the grass disappears beneath an army of stalls and booths selling sin and a large and extremely vulgar structure rises from the pond – the 'Wet Mouse' brothel. Couples and families are replaced by large rats looking for wild pleasures and illegal trade. Finally, mean rats with obscenely-dyed fur start patrolling the streets, glancing menacingly at everyone. They are enforcers for the Sewer Rats – the mafia of the night.

The Rat Market is perfect for anyone wishing to purchase arms, ranging from sabres to PGMPs. Just about any weapon under TL 13 can be found in the Rat Market for a reasonable price. Of course, quality is not guaranteed; half the acquired weapons will require repairs while the other half will be completely broken. Still, given the relative safety of the district and its attractive prices, it is no wonder many travellers refer to the district as 'killer's mall'.

The brothel supposedly offers excellent service as well... if one is an oversized rodent.

**Lemington Research and Development Institute
(University)/ Cradle (Historic)**

Power Groups: City Hall/ Corporation

Crime Rate: Very Low/ Low

Lemington is a fine research facility with many specialised workshops, a university hospital known for its excellent cybernetic augmentations and the sector's best Biology department. Tens of thousands pass through the university gates every morning, scientists, students, customers and tourists interested in the ancient institute's unusual architecture.

After sunsets, robots clear the laboratories and workshops equipment, remove posters from the walls and replace data chips with dusty tomes. Welcome to Cradle, a historical neighbourhood following the Krissian's creation history.

The streets are less crowded now, though there is still a fair amount of people outside – tourists enjoying the perfectly reconstructed historical district, researchers and travellers wishing to consult the ancient tomes and young couples (mostly Krissian) enjoying the quiet cafés and cosy atmosphere. Small museums offer unique insight into the lives of uplifted animals in general and Krissian rats in particular.

VILLAGES

Khudrian (Hamlet)

Population: 200 humans, 7 Vargr

Description: Khudrian is a small village founded a few decades ago by political radicals who wanted to live an honest life as far away from the wickedness of the Imperium as possible.

All has been well until a particularly vicious gang of Vargr pirates landed near Khudrian last year and enslaved the peaceful villagers, turning Khudrian into a pirate base and a sadistic playground. Their mistreatment of the Khudrians is heinous but since the latter are neither armed nor warlike, no resistance has been offered to this reign of terror.

Should well-armed strangers approach the village, the Vargr will hide in the inn's basement, taking the village children as hostages. One of the Vargr will remain on top, posing as a visiting adventurer to make sure the villagers do not try to alert the newcomers of the hidden dangers. The Khudrians, meanwhile, will do their best to attract the visitors' attention without alerting the Vargr to their deceit.

This will create a very odd social situation, made even odder by the total lack of children in a village where children are obviously plenty. This will puzzle Player Characters and end either in a very grateful community or a horrible massacre.

Characters

Dawn Earthdaughter serves as the mayor and spiritual leader of the village. She is a vegetarian, nudist, collectivist, neo-pagan, pacifist, environmentalist and so forth. She believes the Khudrians' peaceful ways will eventually placate the Vargr and does her best to silence anyone trying to alert the visitors.

Varr is the commander of the gang. He poses as a wounded adventurer resting in the village until he can continue on his journey. Cunning and ruthless, Varr only cares about profits and power and will stop at nothing to increase them.

Lionpride (outpost)

Population: 1,000 Aslans

Description: The planet Vostomert was once the site of an ancient Aslan settlement, erected by a religious movement that followed their prophet across the stars. Despite their great courage and battle prowess, the numerically inferior Aslans were eventually wiped out by a coalition of native aliens and newly-arrived human colonists (see Ummasalia).

Now, the great-grandchildren of the survivors are back, ready to fight against the world to reclaim the land of their fathers! This mission is not condoned by the Aslan government, which fears the small group of fanatics might very well ignite yet another pointless war. However, since the settlers are very popular in religious Aslan circles, even viewed as holy men by some, it cannot publicly condemn their actions either.

Characters:

Teacher Rarr Akibar is the venerable head of the community. Stoic and unyielding as the simple stone temple in which he reads his zealous sermons, the old lion knows neither fear, nor doubt – he will either restore the glory of the old settlement or drink from the cup of heroes in heaven.

General Yarr Kozbarr is the commander of the settler's militia. A decorated war hero, an ingenious tactician, a crack sharpshooter and a master swordsman, this fierce warrior is a force to be reckoned with even without his excellently trained and disciplined militia. He does not share Rarr's blind fanaticism but his sense of loyalty keeps him from voicing his opposition.

Ummasalia (Camp)

Population: 15,000 Humans

Description: Ummasalia are human colonists who, over the course of centuries of isolation, have reverted to Stone Age barbarism. Rediscovered some decades ago by Imperial merchants interested in the fine fur and unique game the Ummasalia can provide, the feral people are back on track to civilisation. In truth, the only products of civilisation they are interested in are modern weapons – all other aspects of civilisation they vehemently reject.

Recently, Aslan settlers have driven the Ummasalia from their land just like the Ummasalia did to the Aslan's forefathers centuries ago. Proud and warlike, the tribe has taken an oath to never sleep on the same spot twice until they get their land back. Unfortunately, the Aslans are sworn to never leave their land alive so the only way this standoff can end is with elimination of one of the warring sides.

Characters:

Amina Nu Da is the shaman's intelligent and headstrong daughter. Unable to live the oppressive life expected of an Ummasalian woman but unwilling to shame her father by leaving the village or openly challenging him, Amina plans a spectacular suicide that will end the conflict. But first she needs to get a bomb. A really big one...

Rukh Bal Dam is an erudite young man who has spent a few years working as a spacehand on an Imperial spacecraft. Upon returning home, Rukh realised just how barbaric and bloodthirsty his people are and how pointless and hopeless is their war against the equally barbaric Aslans over a tiny stretch of barren land in a vast wilderness. This led him to a brave decision – to start campaigning to peacefully end the conflict. So far it gave him nothing but heartache and disappointment and made him the most reviled man in the camp.

WEIRD WILDERNESS AREAS

Crystal Forest (5)

This bizarre terrain consists of brittle crystal-based plants that crack and rain deadly shards at the slightest gust of wind. A storm in a crystal forest reduces unarmoured creatures into a bloody mass in a matter of minutes (three points of damage per 10 seconds). The ground is strewn with razor-sharp shivers and microscopic crystal dust is carried in the wind, making every breath painful. Animals native to crystal forests have extremely hard shells (Armour 6 or higher) and digestive systems that enable them to consume most minerals.

Navigating a crystal forest without an HEV suit is very dangerous. Survival checks are made every 10 minutes. Failed checks result in 1d6 points of damage due to wounds inflicted by fallings shards. Failure Effect of –3 or higher means the character was struck by a falling branch or tree, taking 4d6 points of damage and being pinned down to the ground by the heavy crystal.

Native life forms are not aggressive but may try to eat characters in HEV suits because of the high quality metal and other minerals the armour is made of. However, even one point of damage is enough to drive away those slow and peaceful animals.

Gas Giant (NA)

Gas giants lack solid surface. Oceans of liquid gas and thick, colourful clouds create a surreal environment few can imagine as teeming with life. And yet teeming it is – balloon-like plants hover in the vivid sky, flying predators and herbivores forever play cat and mouse in a world of ever-changing shapes and textures, and natives living on the backs of vast floating animals glide through the sky to visit kin or hunt other aerial beings. Acidic rains, extreme temperatures and poor visibility are a common problem – the natives have evolved to cope but Player Characters might find survival in the environment very challenging.

Possibly the most exotic of all biomes, the gas giant makes an exciting adventure location. Even if its atmosphere can sustain terrestrial lives, Player Characters still require technology to survive, as this biome lacks land masses and falling into an ocean of liquid gas spells instant death for any living creature.

FREAKS AND VILLAINS

'Each film is only as good as its villain. Since the heroes and the gimmicks tend to repeat from film to film, only a great villain can transform a good try into a triumph.'

— Roger Ebert

For the purposes of this book we will define a villain as a character who performs one of the following functions:

- The villain causes harm to the Player Characters or their allies or possessions.
- The villain competes with the Player Characters over some objective or resource.
- The villain pursues the Player Characters or otherwise acts to disturb their lives.

A villain then, is more than just a menace to be survived. He is the motivation behind the adventure and one of the main movers of the plot.

Reward is not listed for villains as it is always the same – getting out alive.

Villains

| Roll 1d6 | Villains |
|----------|---|
| 1 | Rolan Paskuda, Human Trafficker (page 154) |
| 2 | Dr. Burpadonak Svolsukinsuk, Psychopath (page 155) |
| 3 | Marquis Shoar Gyensid, Corporate Executive (page 156) |
| 4 | Krushen Vatikvas, Avenger (page 156) |
| 5 | Yafin Avalra'a, Femme Fatale (page 157) |
| 6 | Prof. Nase-Nase Vakhaslon, Immoral Scientist (page 158) |

Playing Their Game: Villains as Patrons

The greatest fear of many travellers is to lose control over their lives and become unwilling pawns in the hands of their enemies.

Occasionally travellers will find themselves at the mercy of their enemies – old figures from the past now come back to exact sadistic vengeance, unscrupulous merchants trick the characters into slavery or bad cops frame the characters for their horrible crimes.

Just like hooks (see page 71), villains force the adventure on the characters, disrupting the routine of their lives and making them face various challenges unprepared. Unlike hooks, at the end of the adventure, Player Characters have the satisfaction of making the guilty party pay for its crimes. Unless, of course, it is too high placed, too far away or succeeded in hiding his identity throughout the adventure. In this case the Player Characters can start a new adventure of locating and punishing the villain, this time on *their* terms.

Rolan Paskuda, Human Trafficker

Required: Advocate, Deception, Melee, Pilot, Recon, Stealth, Survival.

Player's Information

Rolan is a sleazy man in his early 40s, blessed with the unique talent of making even the most expensive designer suits look cheap and the most precious jewels appear fake while on his person. He is known for his obscene sexual appetite, mistreatment of those unfortunate enough to find themselves working under him and his immense influence in the political and criminal spheres. No one is quite sure about the source of his wealth, though rumours of illegal arms trade, narcotics and blackmail come up quite often... as do the bodies of those spreading the rumours.

For these reasons, decent Player Characters might react with trepidation when the obese businessman offers them to transport a dozen passengers to a distant planet. But all the papers seem to be in order, Rolan does not object to the Player Characters talking with the passengers before or after the flight and the payment offered is very handsome...

Referee's Information

Contrary to what one might expect, the cryogenically frozen people are not Rolan's victims – the Player Characters are. As soon as the Player Characters reach their destination and unfreeze the people, they will be attacked, subdued and sold into slavery along with their spacecraft and equipment.

1. The Player Characters are transported to an asteroid where they are made to work in an extremely dangerous and radioactive mine, guarded by robots controlled by a megalomaniac named Vorrán Paskuda, a younger and fatter version of Rolan, his uncle. With every passing day, Player Characters and fellow slaves get weaker due to radiation sickness. Unless they get a hold of their vessel, now used as a mining boat, very soon their fate will be sealed.

2. The Player Characters are sold to a barbaric but honourable race where they are made to fight robots, monsters and other warriors for the glory of this people's War God. If they survive the bloody games, they will be set free. If they prevail they will be awarded with gold and honour.

3. The Player Characters are sold to a secret establishment that offers wealthy sadists the opportunity to act out their sickest and wildest fantasies on real people. Not all encounters lead to death but all of them maim the victim in some way, permanently reducing their ability scores and causing various disabilities. Elite guards protect the establishment, which operates under the guise of a legitimate social club for the wealthy elite.

4. The Player Characters are sold to an illegal research facility located in a secluded location in the heart of a vast wilderness.

5. A few degenerate Aslan aristocrats have grown tired of hunting dumb animals and want to diversify their hunting expeditions with tough and intelligent sophonts. The Player Characters find themselves in a vast savannah (see page 107), armed with primitive weapons and a note saying '10 minutes and then it's GAME TIME!' Then the hunt will begin. See page 162 for hunter statistics.

6. The Player Characters are sold as animals to a zoo on an alien planet. The aliens are not malevolent; they simply do not know that human beings are intelligent. Naked and with no common language, the Player Characters will have a hard time proving otherwise and an even more difficult time getting back home afterward.

Returning the Favour

Paskuda has enough connections to get out of any legal trouble they run into on a planetary scale. However, should conclusive evidence of his many heinous crimes reach the court, he might very well find himself in a situation that he cannot buy his way out of.

Killing the crime lord in his home is nearly impossible as he spares no expenses in hiring the best guards and automatic security. However, it is possible to lure Rolan out of his fortress with a clever deception. The man is greedy and debauched beyond belief and can be tricked by promises of easy money or exotic pleasures.

Dr. Burpadonak Svolsukinsuk, Psychopath

Required: Athletics, Computers, Engineer, Gun Combat, Investigate, Melee, Stealth, Streetwise, Survival.

Player's Information

If evil had a face it would be the unassuming face of Burpadonak, a snivelling rat-like creature whose small eyes dart across the room, always in search of new victims. Under the guise of medical research, the former army doctor has committed the worst atrocities imaginable on prisoners of war; civilians wanted for questioning or even fellow soldiers whose wounds made them unable to protect themselves.

The war is over now. This makes finding toys slightly more difficult.

Slightly.

Hundreds of sophonts have known fear, agony and death under the doctor's unflinching hand and now it is the Player Character's turn.

Referee's Information

Either due to some minor insult or for no reason at all, Burpadonak has singled out the Player Characters to be his next victims.



1. After being drugged, the Player Characters wake up in an abandoned apartment full of deadly traps and cameras. A disgusting nasal voice will mock their efforts, laugh at their failures and belittle their successes. See page 147 for map and page 166 for traps.

2. As for previous only instead of traps, the apartment is full of strange mutant monsters who turn out to be Burpadonak's previous victims changed with surgery and mind-altering chemicals. This event is especially effective if one or more of the monsters slain by the Player Characters turn out to be someone the Player Characters were hired to rescue from the clutches of the madman. See page 164 for mutations.

3. Every day an Ally or a Contact of one of the Player Characters is horribly killed or mutilated. Clues hinting at the identity of the killer are deliberately left in the crime scene, each clue thicker than the previous one. The clues, however, are just another sadistic joke by the killer. They all lead to a mentally unstable but innocent man who has been carefully framed for the murders. After the Player Characters kill or arrest the man, the killer will gleefully inform them that they are now no better than him and disappear from their lives forever. Keep in mind that in addition to the fake clues, the killer might accidentally also leave real clues that will lead investigators to him.

4. Scary images of a known NPC killing the Player Characters constantly appear on blinking screens, newspapers of passersby, mirrors or even other Player Characters' dreams. These are all tricks by Burpadonak designed to test just how much mental tricks are required to cause a law-abiding citizen to commit murder. He spared no expenses in making his manipulations as hidden as possible but good psions and engineers still have a chance of tracing him through devices or hints left behind.

5. As for previous only the nightmare killer is one of the Player Characters.

6. No more games. Armed with a choice of weapons, traps, poisons and holograph records, Burpadonak is going to creep into the Player Characters' apartments, hotel rooms, spacecraft or even a camp deep in the wilderness and kill them one-by-one.

Returning the Favour

Despite Burpadonak's miniature stature and bookish appearance, Player Characters will find him a formidable opponent. Intelligent and crafty, the serial killer is an expert in disappearing without a trace.

The hunt for him might take years and face Player Characters with many more horrors performed by the madman until they finally catch up to him and make him answer for his countless atrocities. Even this will not be easy, however, for Burpadonak is a very deadly fighter and has the habit of booby trapping his home-for-the-day.

Marquis Shoar Gyensid, Corporate Executive

Required: Computers, Deception, Stealth.

Player's Information

Shoar is the sort of person who causes popular uprisings. Dashing beautiful and unimaginably rich, the young magnet likes to flaunt his wealth and success at the faces of the masses. Having climbed to the top of the corporate ladder, the self-made billionaire will stop at nothing to enhance his wealth and power. For him, all the people but himself are pawns and the entire universe is but a resource to be exploited.

Shoar hires the Player Characters to perform industrial espionage for him in the medical drugs field. However, his true intentions are much more serious.

Referee's Information

1. The target is a subsidiary of Shoar's corporation. He intends to use the case to defame his competitors. In order to do this, however, the Player Characters have to be captured with the stolen data before they have a chance to actually deliver it to Shoar.
2. The Player Characters are really sent to steal the opponent's secret formula. Unknown to them, however, Shoar's associates murder the chief scientific officer of the opposing corporation, leaving many clues pointing at the Player Characters.
3. During their mission, the Player Characters find out Shoar's corporation employs slave labour and supports criminal alien regimes. This makes them the target of countless corporate assassins, corrupted cops and mafia hit men. Publishing the article, however, might just bring down one of the darkest figures in the corporate world.
4. As for previous only no news outlet would touch the information for fear of corporate reprisal. The Player Characters' only ally in this conflict is a strange counter-culture radical underground fighting against the corporation.
5. Shoar 'awards' the Player Characters for their service by having them all installed with tiny devices that will kill them if they do not follow his increasingly illegal and immoral orders.
6. Shoar is not a man but an alien shapeshifter consciously acting to cause maximum damage to the world prior to its brethren's

invasion. The illegal toxic waste disposal, the dangerous medical drugs, the crime links – they are all just preparation for an industrial disaster that will shock and weaken the planet.

Returning the Favour

Of all the villains in the book, Shoar is probably the hardest one to catch. Protected by elite mercenaries and expensive lawyers as well as contacts at the highest echelons of the Imperium, nothing short of a direct order from the Emperor can bring down this ingenious schemer.

Corporate politics are a shifty field, however, and Player Characters with contacts in the corporate world can try to bring about Shoar's downfall from within, using against him the same methods he has used against the Player Characters.

Krushen Vatikvas, Avenger

Required: Gun Combat, Melee, Survival.

Player's Information

Krushen is a figure from the Player Characters' past now come back to haunt them. For them it could have been a minor encounter, another faceless enemy shot down during a pirate attack, a nameless civilian disappearing under the rubble during a strategic bombing but for him it was the moment his life changed forever.

Years have passed since he and the Player Characters have crossed paths, years Krushen has used to plan the perfect revenge.

Referee's Information

Krushen is possibly the most straightforward and yet versatile of all the villains presented in the book. He does not have some grand scheme involving the Player Characters, he is not trying to con them – he just wants to make them suffer and die.

At the same time, the amount of motives and personas that can be used by the Referee is vast. Here are but a few examples:

1. An investigation conducted by the Player Characters has led to Krushen being arrested, tried, convicted and shipped off to a prison colony. After killing half a dozen guards and surviving weeks in the freezing wastes of the prison planet, he managed to escape with one thought on his mind – to have the Player Characters undergo what he did... before being dispatched with an effective laser blast to the back of the head. His plan is to take over their spacecraft with some hired goons and drop the Player Characters on the same planet he was jailed on. As the Player Characters make their way through the deadly wilderness (see page 105), Krushen will constantly hover above them, throwing insults at them and telling them how much he enjoys *his* new ship.

2. As for previous only to further frustrate the Player Characters, Krushen uses the ship's weapons to kill anyone they meet who could help them.

3. Krushen plans to kidnap the Player Characters to a hidden location where he intends to torture them so that they will experience in a few weeks what he has experienced over the course of many years of imprisonment.

4. Krushen has enhanced his body with cybernetic augments, including some ancient technology to the point of becoming almost invincible (use all the enhancements from page 166). He will hunt the Player Characters mercilessly until either they or he are dead.

5. As for previous only this is a tragic case of mistaken identity. The Player Characters have absolutely nothing to do with whatever misfortune has befallen Krushen.

6. Krushen is Chatter (see page 159). Just like Chatter, he is mute and illiterate so the Player Characters are likely to never know what caused them to earn the enmity of this terrible man.

Krushen's Identity

| Roll 1d6 | Identity |
|----------|---------------------|
| 1 | Serial Killer |
| 2 | Career Criminal |
| 3 | Terrorist |
| 4 | Innocent Bystander |
| 5 | Corrupt Officer |
| 6 | Disgraced Socialite |

Returning the Favour

Since Krushen intends to kill the Player Characters or die trying, this issue is unlikely to come up.

Yafin Avalra'a, *Femme Fatale*

Required: Carouse, Investigate, Persuade.

Player's Information

Yafin is a beautiful and charming lady married to a boorish but extremely wealthy industrialist named Skotpil Avalra. Should this fat swine meet an untimely demise, all his fortune will become hers, minus the obnoxious manners and nauseating body odour. All she needs now are some suckers to use and then discard...

Of course, killing her husband is only the beginning. A lady such as herself deserves to be a queen... no less!

Referee's Information

Needless to say, Yafin is not planning to fulfil her end of the deal with the Player Characters. In fact, even as the Player Characters risk their lives in her service, the manipulative belle is already thinking of ways to get rid of them.

While not particularly intelligent, Yafin is dazzlingly beautiful and gives the impression of a perfectly angelic young woman. This impression is supplemented by limited psionic powers. When cornered, she will try to use her enhanced feminine wiles and excellent oral skills to get out of the situation.

1. Yafin hires the Player Characters to protect her from a crazy stalker who pretends to be her husband. She then has friends inform her husband that she is cheating on him and arranges it so that the Player Characters will be around as the hot-headed Skotpil storms into her chambers. After thanking the Player Characters for saving her life, she calls the police, informing them that burglars have killed her beloved husband.

2. As for previous only Yafin has hired bodyguards for her husband as well. She will try to orchestrate the encounter in such a way that her husband's bodyguards will burst into the room seconds after he has been killed. She will then burst into tears and scream 'stop the killers!' to no one in particular. Should the survivors appear to be in no shape to offer resistance, she might even try to finish them off herself with a hidden laser pistol, thus ensuring anyone who knew about her ploy is now dead.

3. Yafina has seduced a wealthy gem dealer and plans to rob his private collection by shutting off his alarm and letting armed robbers into his secured mansion. She hires the Player Characters to carry out the attack while she pretends to be a victim. However, as soon as she has the collection, she activates the security system, locking the Player Characters inside the mansion with the gem dealer and his deadly security system.

4. Yefina hires the Player Characters to negotiate the release of her kidnapped daughter. In truth, the girl is on vacation with off-world friends. Yefina staged the kidnapping in order to keep the ransom for herself.

5. Yefina is chased by vicious alien monsters who want to sacrifice her to their evil deity and her only hope is the Player Characters' assistance. The monsters are in fact law enforcement agents from a primitive culture seeking to arrest her in relation to a series of high profile heists on their world.

6. As for previous only amazingly Yefina is telling the truth this time. The reason the mysterious aliens are chasing her is because the latest gift from her husband was nothing less than a jewel from the aliens' God-King's crown. Her husband is fully aware of the jewel's history. He has given it to Yefina in hopes of getting rid of her without losing a considerable sum of money to a divorce settlement.

***Prof. Nase-Nase Vakhaslon,
Immoral Scientist***

Required: Melee, Sciences, Stealth.

Player's Information

Nase-Nase is a brilliant biologist whose controversial studies have advanced medicine and science for many decades. At the same time, many of his researches were deemed too dangerous or immoral by the university to finance. Undaunted, the ingenious scientist has constructed secret research facilities on deserted class M planets.

It is true that many innocents suffer and die in monstrous ways in his facilities. But the data gathered from his researches might one day save billions of lives across the galaxy, making his victims martyrs for science.

Referee's Information

Either through trickery or through hired goons, Nase-Nase is going to get the Player Characters to his laboratory where they will become his test subjects.

1. Nase-nase is working on a method to turn dead bodies into productive workers or deadly soldiers. The Player Characters' role is not to become zombies but rather to test the zombies' deadliness.

2. As for previous only the zombies escape, turning the situation to a zombie outbreak (see page 16).

3. The Player Characters become test subjects for a series of experiments on mutation, after which they are made to fight other mutants to test which breeds are the strongest and deadliest. See page 164 for more information on mutations.

4. As for 1 only instead of zombies, the hapless subjects are twisted into grotesque mutants (see page 164).

5. As for 2, only instead of zombies, mutants are used. Mutants still retain bits of their former personality and can be reasoned with. Smart Player Characters can even become their leaders.

6. The Player Characters are installed with experimental cybernetic Enhancements (see page 166) after which they wake up back on their ship with only dim recollections of their experiences in the facility. As time progresses they will realise strange men keep stalking them. These are Nase-nase's agents, sent to check the success of his inventions.

Returning the Favour

If Nase-nase is caught in the aftermath of a failed experiment he is at the mercy of the Player Characters and cannot offer much by way of resistance except for an arrogant indifference to death that is characteristic of the upper classes. Of course, in the middle of a zombie or mutant (or mutant zombie) outbreak the Player Characters might have more pressing matters than locating and punishing their tormenter.

If, on the other hand, Nase-nase has managed to escape the facility unharmed, he will be very difficult to track and even more difficult to indict. The man is a genius and is capable of working in a way that leaves practically no paper trail. However, characters connected to the academic world can trace him, or at least narrow down the list, by going over previously published papers and comparing them with what they saw in the laboratory. The latter may lead them to expose larger conspiracies involving fanatic generals, unscrupulous businessmen or scientific cabals and place their lives at risk.

FREAKS

Just like some missions cause the Player Characters to rub their eyes in disbelief and consider whether the patron is joking or not, some NPCs have a similar effect on campaigns. They do not want to hire the Player Characters like patrons, nor do they plan to exploit or hurt them like villains. Instead, they just live out their strange lives but either through their suffering or their personal quests, the Player Characters cannot remain indifferent and become involved in their lives.

Chatter, Enigmatic Warrior

STR 11 DEX 15 END 13 INT 7 EDU 4 SOC 1

Age 47 **Career(s)** see following

Skills: Athletics (co-ordination) 1, Gun Combat (shotgun) 5, Gun Combat (slug pistol) 3, Melee (blade) 3, Melee (unarmed) 5, Persuade 3*, Stealth 3, Survival 4.

Equipment: A battered old shotgun, a pair of battered pants, a hunting knife

* Can only be used for intimidation.

The ironically named mute Chatter is an extraordinarily ugly man. His stocky and misshapen body is covered in scars and burns. He is missing his tongue, an ear and an eye, some fingers and most of his teeth. He is shaving with a blunt knife and without a mirror and it shows. He cannot talk, cannot write and walks with a repulsive limp. He dresses in tattered clothing that would have been discarded even by the most destitute beggars. He wears an iron chain around his neck, possibly a pathetic attempt at adornment or a reminder of a dark past.

The man is a genuine enigma. They say he lives on hate alone; does not eat, does not sleep – just hates. He is also one of the deadliest fighters out there. He can do with a rock what normal people cannot do with a full set of armour and a plasma gun. His fighting style lacks elegance or sophistication. He just kills people in the quickest way possible. And he is quick!

Many legends circulate in the seedier locales of the galaxy about Chatter. Most attribute him demonic powers and a body count in the thousands. Some even consider him an agent of divine retribution. Few even go so far as to whisper that he is Satan. In truth, he is:

1. Simply a very angry man. His family was slaughtered in an alien raid on his colony and since then he has dedicated his life to avenging the slaughter... through an act of xenocide.

Citizen (Colonist, 1 term), Guerrilla (Terrorist, 6 terms).

2. A traumatised veteran, the last survivor of an apocalyptic battle. In his mind, the war rages on and agents of the enemy are everywhere, trying to finish what they have started over a decade ago.

Marines (Ground assault, 4 terms), Guerrilla (Assassin, 3 terms) see page 22 in *Traveller: Mercenary*.

3. An android or a cyborg unaware of his mechanic nature but unable to reconcile his strange memories and inhuman nature with reality.

Robot Fugitive (Vagabond, 7 Terms) see page 32 in *Traveller 9: Robot*.

4. A gladiator who has survived a thousand battles and was given his freedom by the alien species that kidnapped him. He wants to gather a force of good men and release his still imprisoned fighting comrades.

Drifter (Wanderer, 1 term), Drifter (Barbarian, 6 Terms).

5. A martial artist looking for a worthy opponent. He treats other warriors with respect. Everyone else is cattle.

Drifter (Barbarian, 7 term).

6. A hit man and mass murderer employed by a powerful criminal organisation. Even his employers are afraid of him because he is known to do horrible things to random people for his own incomprehensible reasons.

Rogue (Enforcer, 7 terms).

Campaign uses: Chatter is an extremely versatile NPC. His utility stems from his muteness and enigmatic origins. He can be the murderer that the Player Characters must flee while investigating his past, a good man wrongfully accused and unable to speak his case or another gun to help the Player Character survive a particularly deadly adventure.

Do not reveal Chatter's past too soon. Let the Player Characters speculate for a while. Feed their paranoia by scattering outrageous rumours about him. Imply that he has superhuman and maybe even supernatural powers. When the Player Characters finally gain access to the man's past, it should come as a shock either due to its banality or monumentality.

Lt. Col. Lanar Mon (Traumatised Scout)**STR 17* DEX 15* END 15* INT 9 EDU 8 SOC 1.**

B 38 Career(s) Scout (Exploration, 2 terms), Merchant (Free Trader, 2 terms)

Skills: Admin 2, Athletics (All) 5*, Broker 3, Carouse 2, Melee (Claw) 5,* Pilot (Spacecraft) 2.**Equipment:** Fully equipped X-boat.**Traits:** Armoured 5, Natural Weapon (3d6).

*Due to new body.

Lanar was once a man. He was a very successful man too – a shrewd merchant, a brilliant explorer, a glamorous celebrity. He had a trophy wife, children one could put in a display case and cars, apartments, lovers, friends and contacts in the highest circles.

One day it all went to hell.

During yet another exploration mission, Lanar and his crew landed on a seemingly abandoned planet. They were setting up equipment when suddenly there was a flash. Lanar woke covered in the blood of his fellow men. *Previously* fellow men, for Lanar was no longer a man but a monster, a person inhabiting a body not his own.

Ashamed of his gruesome appearance and suspecting that it was by his hands that his men found their grisly deaths, Lanar decided not to return home until he found out what happened to him and how he can regain his humanity. He tries to minimise his contact with sophonts, fearing that he might kill again. Nevertheless, in his desperation, he is willing to accept any aid offered to him.

In his present state, Lanar looks like a vaguely humanoid toad. His eyes, however, are still human and it takes a heart of stone not to weep at his broken stare. This body is powerful – its carapace is strong enough to hinder bullets while its paws can tear a man asunder in seconds.

Campaign uses: First the Referee must decide whether Lanar really is a dangerous killer. If yes, then he could be a tragic villain the Player Characters must destroy for the greater good (assuming there is no cure for his condition). If not, he can serve



as a patron who hires the Player Characters to help him find a cure or possibly a bizarre ally with an unbearable secret whose past is slowly uncovered during the campaign.

QUICK NPCs

Quick NPCs are little more than stat-blocks. They are designed to be used in conjunction with the events described in this book but are equally useful as random encounters. Some of them can be used as one-session Player Characters although.

A note on equipment: some of the characters in this section are very rich and a full list of their possessions would exceed the length of this entire book. Even poor people own hundreds if not thousands of items. Because of this, we have only listed items that can affect the actual encounter with the players – usually weapons and objects that provide flavour.

CAPTAINS

Commanders of spacecrafts. These characters are experienced, powerful and versatile.

Civilian Captain

STR 6 DEX 7 END 5 INT 11 EDU 10 SOC 10

Age 59 **Career(s)** Merchant (merchant marine) 7
Skills Admin 1, Advocate 1, Broker 0, Comms 0, Drive 0, Engineer 1, Languages 2, Mechanic 1, Persuade 0, Pilot (Capital ships) 2, Steward 1, Vacc Suit 0.
Equipment Picture of wife and kids on the table.

Eccentric Captain

STR 11 (15) DEX 6 (10) END 7 INT 7 EDU 11 SOC 7

Age 60 **Career(s)** Noble (dilettante) 3, Scholar (field researcher) 3
Skills Art (Holography) 2, Astrogation 1, Battle Dress 0, Deception 1, Engineer 1, Melee (Bludgeon) 1, Persuade 0, Pilot 0, Remote Operations 0, Vacc Suit 1, Science (xenology) 2.
Equipment Battle Dress (16), warhammer (4d6+3, heft 3), art and animal collections.

Navy Captain

STR 6 DEX 8 END 7 INT 9 EDU 10 SOC 12

Age 47 **Career(s)** Naval (flight) 6
Skills Admin 1, Astrogation 1, Carouse 2, Gun Combat 1, Gunner 1, Leadership 2, Mechanic 0, Melee (blade) 1, Pilot (Spacecraft) 2, Tactics (naval) 2, Vacc Suit 0, Zero-G 0.
Equipment Masterwork blade, laser pistol, diamond broach.

Pirate Captain

STR 9 DEX 8 END 9 INT 7 EDU 10 SOC 8

Age 52 **Career(s)** Rogue (pirate) 7
Skills Astrogation 1, Athletics (strength) 0, Deception 1, Gun Combat (energy pistol) 1, Melee (blade) 2, Persuade 2, Pilot (spacecraft) 1, Recon 0, Stealth 0, Streetwise 0, Tactics (naval) 2.
Equipment Cutlass, laser pistol, frag grenades, talking parrot.

CREW MEMBERS

Alcoholic Astrogator

STR 6 DEX 8 END 5 INT 7 EDU 7 SOC 6

Age 42 **Career(s)** Naval (flight) 3
Skills Astrogation 2, Gambler 0, Gun Combat 0, Gunner 1, Leadership 0, Mechanic 1 Pilot (any) 2.
Equipment Hand computer, laser pistol, whisky flask.

Expert Gunner

STR 7 DEX 8 END 5 INT 8 EDU 10 SOC 8

Age 42 **Career(s)** Naval (gunner) 3
Skills Gun Combat 1, Gunner (capital weapons), Gunner Turrets 2, Mechanic 1.
Equipment Personal Computer, Laser Pistol, War Journal.

Suspicious Cook

STR 5 DEX 6 END 6 INT 7 EDU 7 SOC 7

Age 33 **Career(s)** Citizen (worker) 2
Skills Deception 1, Drive 0, Gambler 1, Gun Combat 0, Mechanic 0, Streetwise 2, Trade (cooking) 2.
Equipment Excellent knives collection.

Ship's Doctor

STR 5 DEX 6 END 6 INT 7 EDU 7 SOC 7

Age 33 **Career(s)** Scientist (physician) 3
Skills Admin 0, Computers 1, Gun Combat 0, Medic 2, Science (xenology) 2.
Equipment First aid kit, Hand computer, comm, laser pistol.

Tough Chief Mate

STR 10 DEX 6 END 8 INT 9 EDU 4 SOC 4

Age 42 **Career(s)** Army (infantry) 3, Naval (crew) 1
Skills Athletics 1, Gambler 0, Gun Combat (shotgun) 2, Heavy Weapons (MPA) 2, Persuade 2, Survival 1.
Equipment Shotgun with a lot of marks on the butt, cigar, more medals than chest space.

From Traveller Core Rulebook: Old Spacehand, Trader, Crewman, Experienced Technician, Technician.

COMBAT PERSONNEL

Characters trained in fighting on both sides of the law.

Elite Assassin

STR 9 DEX 12 END 10 INT 8 EDU 7 SOC 9

Age 31 **Career(s)** Commando (spec ops) 1, Rogue Enforcer 2
Skills Art 1, Athletics 1, Carouse 0, Computers 0, Deception 2, Gun Combat (energy pistol) 2, Recon 0, Stealth 2, Streetwise 2, Persuade 1.
Equipment Ballistic cloth (5), disguised laser pistol, ring with hidden poison needle, tailored suit, luxury car, gold watch.

Elite Soldier

STR 9 DEX 12 END 10 INT 8 EDU 7 SOC 9

Age 35 **Career(s)** Commando (spec ops) 4
Skills Athletics 1, Drive 1, Explosives 1, Gun Combat (energy rifle) 2, Heavy Weapons 1, Medic 1, Melee (blade) 2, Melee (unarmed) 1, Recon 1, Stealth 1, Tactics (military) 0.
Equipment Ballistic cloth (5), frag grenades, rocket launcher, TDX explosive, commando knife, laser carbine, chain with severed ears.

Soldier

STR 8 DEX 6 END 9 INT 6 EDU 7 SOC 7

Age 18 **Career(s)** Army (infantry) 1
Skills Athletics 1, Gun Combat 1, Heavy Weapons 0, Medic 0, Melee 0, Recon 0.
Equipment Flak jacket (6), laser rifle, frag grenades, comms, snacks in vest pockets.

Suicide Bomber

STR 8 DEX 8 END 6 INT 5 EDU 6 SOC 4

Age 16 **Career(s)** None

Skills Athletics 0, Deception 0, Gun Combat 0, Melee 1, Stealth 1.

Equipment Explosive vest, forged papers, holy book.

Terrorist

STR 5 DEX 7 END 8 INT 8 EDU 7 SOC 7

Age 19 **Career(s)** Guerrilla (Terrorist) 1

Skills Athletics 1, Deception 0, Drive 1, Explosives 2, Gun Combat (energy pistol) 1, Persuade 0, Stealth 1.

Equipment Cloth armour (5), laser pistol, ground car, forged documents.

Note: To create an extra dangerous terrorist, add Flyer 1 to skills and Pocket Nuke to equipment.

Vargr Militant

STR 8 DEX 13 END 8 INT 7 EDU 7 CHA 11

Age 23 **Career(s)** Commado (raider) 4

Skills Athletics 1, Comms 0, Explosives 1, Gun Combat (energy rifle) 2, Heavy Weapons 1, Medic 1, Melee (blade) 1, Melee (natural) 1, Persuade 1, Recon 1, Stealth 1, Survival 1 OR Streetwise 1, Tactics (military) 0.

Equipment Ballistic cloth (5), frag grenades, grenade launcher, commando knife, laser rifle, Street Dog manifesto.

OTHER

Aslan Hunter

STR 10 DEX 9 END 8 INT 7 EDU 7 SOC 13

Age 45 **Career(s)** Noble (dilettante) 4

Skills Admin 0, Advocate 0, Carouse 2, Comms 0, Gun Combat (Slug Rifle) 2, Melee (Natural Weapons) 0, Persuade 1, Recon 1, Survival 2.

Equipment Fashionable hunting armour (5), handmade ACR, everything anyone could ever dream of.

Note: To convert to human hunter decrease Str by 2, increase Dex by 2 and replace Melee (natural weapons) with Melee (blade).

Athlete

STR 11 DEX 12 END 11 INT 6 EDU 6 SOC 11

Age 22 **Career(s)** Citizen (worker) 1

Skills Athletics (co-ordination) 3, Athletics (endurance) 2, Carouse 1, Trade (any) 0.

Equipment Comm.

Brilliant Surgeon

STR 5 DEX 11 END 7 INT 12 EDU 12 SOC 11

Age 35 **Career(s)** Scientist (physician) 3

Skills Admin 0, Computers 1, Medic 4, Science (genetics) 3, Science (xenology) 3.

Equipment First aid kit, comm..

Business Magnate

STR 8 DEX 8 END 9 INT 10 EDU 11 SOC 14

Age 51 **Career(s)** Nobility (Administrator) 1

Skills Admin 2, Advocate 1, Broker 5, Carouse 2, Comms 0, Deception 3, Diplomat 2, Gambler 3, Leadership 2, Persuade 3.

Equipment Look around. Everything you see is owned by this guy. Even you!

Expert Hacker

STR 6 DEX 11 END 6 INT 13 EDU 12 SOC 4

Age 27 **Career(s)** Citizen (administrator) 2

Skills Admin 1, Comms 1, Computers 3, Deception 2.

Equipment Comm, computer, a lot of booby traps (page 166).

Native Champion

STR 13 DEX 10 END 11 INT 7 EDU 6 HON 12

Age 24 **Career(s)** Drifter (Barbarian) 1

Skills Melee (Spear) 2, Recon 1, Stealth 2, Survival 1.

Equipment Spear (1d6+3).

Native Warrior

STR 11 DEX 9 END 9 INT 5 EDU 6 HON 5

Age 24 **Career(s)** Drifter (Barbarian) 1

Skills Melee 1, Recon 1, Survival 1.

Equipment Spear (1d6+3).

ROBOTS

Robots fight and take damage in the same way as vehicles.

Basic Killer Robot

STR 10 DEX 16 INT 5

Hull 6, Structure 2

Skills Gun Combat 2, Mechanic 0, Melee 1.

Traits Infrared vision, armour 13, laser rifle.

Advanced Killer Robot

STR 18 DEX 14 INT 10

Hull 9, Structure 6

Skills Gun Combat 3, Mechanic 1, Melee 3, Recon 2.

Traits Infrared vision, armour 13, laser rifle, chainsaw (6d6).

Ultimate Killer Robot

STR 24 DEX 14 INT 6

Hull 10, Structure 6

Skills Gun Combat 2, Heavy Weapons 3, Mechanic 3, Melee 2, Recon 3, Tactics 2

Traits Reflective armour 22, infrared vision, keen senses (+2 DM), auto-repair (1 hull point per 1d6 minuts), chainsaw, gas tank (neurotoxin), gauss rifle, stunner, laser rifle, PGMP, huge size.

COLOSSAL ALIENS

Colossal aliens are the size of spaceships. The characteristics are intended for space combat. Fighting a space alien with personal weapons should be resolved in a narrative way.

Endurance replaces hull and skill is an all-inclusive trait replacing the crew.

Peaceful Alien

Endurance 4, Armour 4, Skill 0, Thrust 2

Weapons ram (1d6–1)

Hardened Alien

Armour 8, Endurance 4, Skill 0, Thrust 1.

Weapons Ram (1d6).

Predatory Alien

Armour 6, Endurance 6, Skill 1, Thrust 4.

Weapons Bite (2d6+2).

Psionic Alien

Armour 4, Endurance 4, Skill 3, Thrust 6.

Weapons Tail whip (2d6), pyrokinesis (1d6, automatic hit unless ship is protected by psion), mental assault (2d6 + Effect, against crew only).

Sphere Alien

Armour 7, Endurance 8, Skill 2, Thrust 1.

Weapons Ram (2d6+3, –2 DM to attack).

CHARACTERISATION TABLES

These tables will help Referees to quickly characterise NPCs.

Background

This section determines significant events in the Player Character's past that might affect game play. The Player Character is free to add some flavour to these events.

Backgrounds Table

| Roll 1d6 | Event |
|----------|-------------------|
| 1–3 | Accomplished Past |
| 4–5 | Troubled Past |
| 6 | Bizarre past |

Accomplished Past

| Roll 1d6 | Background |
|----------|---|
| 1 | The character has retired from his career and is looking for a new and exciting job. |
| 2 | The character has spent his entire life 'playing it safe' and now wishes to experience some excitement and drama through adventuring. The character has 1d3 additional contacts back home. |
| 3 | The character recently came into a significant inheritance that enabled him to quit his job and start living the carefree life he always wanted. The character starts play with double the normal funds. |
| 4 | The character must spend a while exploring space as part of an initiation process to some elite society. Even being an initiate in the organisation opens many doors throughout the galaxy. |
| 5 | The character was raised by members of a different species after his biological parents were killed in a spacecraft accident. The character has a trait or a skill characteristic of his adoptive parents' species. |
| 6 | The character is the son of a famous adventurer and has some big shoes to fill. In times of trouble, he can always turn to his father for advice or assistance. |

Bizarre Past

| Roll 1d6 | Background |
|----------|---|
| 1 | The character has recently escaped an interplanetary circus. He has Athletics (Any) 1. |
| 2 | The character has recently escaped an interplanetary travelling freak show. He has a random mutation (see page 164). |
| 3 | The character was created by a higher entity (see page 36) or a colossal alien (see page 35) to teach humanity about love and kindness. Hurting the character is likely to anger his powerful creators. |
| 4 | As for previous, only the character's creators' notions of love and kindness have nothing to do with either. |
| 5 | The character was found cryogenically frozen in a box taken by pirates from a mail freighter. The shipping address had another Player Character's address. |
| 6 | The character believes himself to be one of the previous options (roll again). In truth he is simply mentally unstable and tends to replace past events with outlandish fantasies. |

Troubled Past

| Roll 1d6 | Background |
|----------|--|
| 1 | The character has just gone through a nasty divorce and needs something to take his mind off this awful period of his life. The ex might resurface at some stage and 1–2: desperately try to win him back in various insane ways, 3–4: try to take away everything he has, waving a court order, 5–6: try to kill him with the aid of her new lover, a powerful and dangerous man. |
| 2 | The character was framed for a murder that he did not commit and had to flee his homeland. Bounty hunters are still after him. |
| 3 | The character has made some horrible mistake that has completely destroyed his name, antagonised his friends and relatives and led to criminal charges being levelled against him. Disgraced, he became a traveller trying to flee his reputation. 1–2: Pilot who crashed a ship, killing everyone on board. 3–4: Scientist who developed a cure with horrible side-effects. 5–6: Officer who gave a command that resulted in a tragedy. |
| 4 | The character has escaped the clutches of an abusive and delusional cult. He must learn to live anew while dealing with the many traumas of his past life. |
| 5 | The character was haunted by strange shadowy beings since childhood. As he got older, the haunting became more substantial, culminating in the massacre of his family. Terrified, he joined the first ship that left his planet and has been travelling ever since. But the shadows will eventually return. They always do. |
| 6 | The character is a dissident exiled or was forced to flee his tyrannical world. While some will hail him as a hero for his progressive views, many will view him as a traitor and a reactionary. Some governments will attempt to arrest and extricate him to his oppressors. |

Motivation

Background and motivation often overlap, since one's past often defines one's aims later in life. Nevertheless, the future need not be a slave to the past and characters can have motivations completely different from those that their background might suggest.

For example, a retired character who lived a good and comfortable life might suddenly become obsessed with dying a death worthy of an epic poem. On the other hand, the victim of abuse and torture might try to rise above his violent past by simply trying to become a better person.

Motivation Table

| 2d6 | Event |
|-----|---|
| 2 | Avenge harm done to a loved one. |
| 3 | Earn enough money to retire comfortably. |
| 4 | Assist in a rebellion or a revolution. |
| 5 | Become more than human. |
| 6 | Solve a great cosmic mystery. |
| 7 | Escape powerful enemies. |
| 8 | Die a worthy death. |
| 9 | Find a cure to a personal, local or planetary condition. |
| 10 | Loyalty or honour debt to patron or another Player Character. |
| 11 | Vision, prophecy or addict from religious figure. |
| 12 | Visit new places, meet new creatures, update blog, get cool comments. |

RANDOM ENHANCEMENTS

Enhancements are a great way to make ordinary NPCs more memorable, quirky and threatening. Random enhancements are also a great way to reward (or damn) Player Characters who participate in adventures in very alien or strange settings.

| Roll 1d6 | Enhancement |
|----------|----------------------------|
| 1 | Benign Mutation |
| 2 | Malignant Mutation |
| 3 | Animal and Bird Crossover |
| 4 | Reptile and Fish Crossover |
| 5 | Insect and Plant Crossover |
| 6 | Cybernetic Augmentation |

Benign Mutation

These mutations are beneficial to the characters. They may be awkward and socially inconvenient but in game terms they always grant some positive DM or a new trait. When generating mutations for zombies, replace Super Digestion with Poison Salvia and Ageless Cells with Tough Skin.

Most mutations are not suitable for realistic campaigns.

* These mutations are clearly visible and may impair social interaction (–1 to –2 DM to social checks).

Malignant Mutation

These mutations harm the character in some way, usually by forcing social or physical limitations on him.

Benign Mutations table

| 2d6 | Mutation | Effect |
|-----|------------------|--|
| 2 | Psychic Powers | The character gains Psi 7 or +3 to his current Psi if he is already a psion. |
| 3 | Natural SONAR | The character is aware of objects in a 10 metre radius as if able to see them. |
| 4 | Additional Eyes* | The character gains +1 DM to Recon checks and has 360 degrees vision. |
| 5 | Palm Mouths* | The mouth is extremely sensitive and can recognise most chemicals by taste. It is impossible to be poisoned through palm mouths. Some palm mouths can also speak. |
| 6 | Poison Salvia | The character's bite poisons the victim with neurotoxins in addition to causing its normal mechanical damage. The character can also use his salvia to poison melee weapons. |
| 7 | Super Digestion | The character can eat almost anything, organic or not, and survive for hours without oxygen. |
| 8 | Second head* | +2 DM to Recon checks. Head can have separate personality and stay awake when the original head sleeps. |
| 9 | Additional limb* | Can hold an additional item; +2 to Str and End. |
| 10 | Tough skin | The character has natural Armour of +1 to +3. |
| 11 | Ageless cells | The character does not age naturally. Unless killed by injury or disease, he can live forever. |
| 12 | Re-roll Twice | NA |

Malignant Mutations table

| 2d6 | Mutation | Effect |
|-----|---------------------|---|
| 2 | Tiny Mouth | It is very difficult to understand what the character says. His bite attacks deal only 1 point of damage. |
| 3 | One eye | The character suffers –1 DM to all Recon checks and has 90 degrees vision. |
| 4 | Alien Hand | At least once per day, the character's hand acts independently of the character, often against him or his friends. |
| 5 | Inhumanity | The character is inhuman in some subtle but disturbing way. This grants +1 DM to intimidation checks and –1 DM to all other social checks. |
| 6 | Hermaphrodite | The character has both male and female sexual organs and characteristics. |
| 7 | Joined Feet | The character's lower body part resembles that of a snake, only without the snake's grace and dexterity. The character always moves at half speed and suffers –2 Dex. |
| 8 | Altered Digestion | The character can eat only one material and even this in a profoundly disgusting way. All social checks made during dinners suffer from a –2 DM. |
| 9 | Cancer | The character has cancer. |
| 10 | Soft Body | All hits inflict two additional points of damage. |
| 11 | Body Part Atrophies | The character is unable to use a body part. 1–2: Leg. 3–4: Hand. 5–6: Tongue. |
| 12 | Re-roll Twice | NA |

Animal and Bird Crossovers

| 2d6 | Crossover | Effect |
|-----|------------------|---|
| 2 | Bat Ears | The character is aware of objects in a 10 metre radius as if able to see them. |
| 3 | Leathery Wings | Player Character can fly clumsily. |
| 4 | Sabre teeth | The character's bite attack inflicts 2d6 points of damage. |
| 5 | Feline Claws | The character's unarmed attacks inflict additional three points of damage. |
| 6 | Rhino Hide | The character has natural Armour 2. |
| 7 | Bull Horns | The character can gore his enemies. This attack is done with –2 DM and inflicts 2d6+3 points of damage. |
| 8 | Horse Hooves | –1 DM to Stealth checks. |
| 9 | Porcupine Quills | Unarmed attacks against the character inflict three points of damage on the attacker. The character can strike foes with his quills. This inflicts 1d6 points of damage and –2 DM to all attacks due to the pain caused by broken quills lodged in the target's flesh. The negative DMs are not cumulative. |
| 10 | Tiger Fur | It is handsome and pleasant to the touch but offers no additional advantages. |
| 11 | Sharp Senses | The character gains +1 DM to all Recon checks. |
| 12 | Re-roll Twice | This option can be rolled only once. Ignore on further rolls. |

Crossovers

Crossovers grant one or more non-human feature to a character. Crossovers are generally beneficial.

Cybernetic Enhancements

Cybernetic Enhancements are probably the sanest and most generic of the enhancements. They are appropriate for almost all campaigns and are a staple of the cyberpunk genre.

Note: Enhancement names and descriptions were altered to be more evocative.

TRAPS

Traps make excellent hazards as they challenge the character, who has to survive them, as well as the player, who has to understand them and learn how to avoid or deactivate them.

Unless otherwise stated, spotting a trap is a Difficult task.

Primitive Traps

Primitive traps are usually used for hunting. Their production requires TL 2.

Foothold

Footholds resemble steel jaws that snap when triggered. They are designed to immobilise the victim rather than to kill it. A foothold inflicts 2d6 points of damage and reduces walking speed by three quarters. Opening a clenched foothold requires a Difficult Strength check.

Caltrops

Caltrops are small and sharp metal or stone objects scattered in grassy areas in order to wound the soles of those who step on the caltrops. Inflicts one point of damage per step and reduces the wounded character's movement speed by half.

When used on bare terrain, caltrops are Easy to spot.

Pit

Spotting a pit is a Very Difficult task. Pits are usually six metres deep, inflicting 3d6 points of damage to falling characters. Spikes increase this damage by 2d6. The walls of the pit are usually covered with lard, making climbing out a Difficult check.

Swinging Log

A swinging log trap is triggered by contact with a taunt string, displacing which causes the log to slide down and strike the target from the front. Avoiding the log requires a Very Difficult Athletic (co-ordination) check. A normal log deals 4d6 points of damage. A log with blades and nails inflicts 6d6 points of damage.

Snare

A snare is a rope loop triggered by pressure. It is designed to catch the target without harming it. Characters who fail to spot the trap are trapped by a loop that tightens around their feet and leaves them hanging about three metres above ground.

Net

This trap includes a net falling on a two metre squared area. Anyone caught by the net suffers -2 DM to all physical checks. While not very effective in itself, this is often used as part of an ambush.

Deadfall

A deadfall is a trap that includes a trigger, usually a string or a stick, and a heavy object that drops from above on anyone displacing the trigger. The most typical objects used are rocks, which cause 5d6 points of damage and pin the victim underneath, and two metre squared cages, which cause no damage but trap the characters inside (Very Difficult Athletics (Strength) check to lift).

Technological Traps

These high tech traps are used by army bases, banks and paranoid madmen. Unless otherwise stated, technological traps are TL 9.

FSM

FSM stands for 'Fluidizing Solid Matter'. This is a surface that looks solid but upon application of pressure turns into a viscous and sticky liquid. FSM functions like quicksand (see page 109). Spotting an FSM trap is a Formidable task.

Booby trap

This category includes all traps that are triggered by pressure.

Explosion: An explosive device inflicts 4d6 points of damage in a 4d6 metre radius. Due to the extensive damage this trap inflicts on the building, it is rarely used for protection of valuable assets.

Poison gas: Neurotoxins or tranq gas (see page 74 of *Traveller Core Rulebook*) are released into the room. The latter is the most common defence mechanisms for banks and museums.

Psychic wave (TL 14): This trap is used only by madmen or bizarre aliens. It is extremely difficult to construct and not particularly effective.

Sonic frequency (TL 11): A sound that causes a deadly resonance in the human body is emitted. Each character within a 10 metre radius takes 2d6 points of damage each round. Shutting one's ears does not end this effect as the damage is done on the molecular level.

Reptile and Fish Crossovers

| 2d6 | Crossover | Effect |
|-----|---------------------|---|
| 2 | Frog Tongue | The character can move light objects with his tongue. |
| 3 | Turtle Shell | Armour 5 but speed is halved. |
| 4 | Jellyfish tentacles | The tentacles can whip enemies for 1d6+3 points of damage. This attack ignores armour. |
| 5 | Snake Bite | The character's bite poisons the victim with neurotoxins in addition to causing its normal mechanical damage. The character can also use his saliva to poison melee weapons. |
| 6 | Scales | Armour 1. |
| 7 | Chameleon Skin | The character's skin changes colour and texture to match the surrounding environment. When completely nude, the character enjoys +3 DM to Stealth checks. When nude but equipped the DM is reduced to +1. |
| 8 | Blowfish Inflation | The character can inflate into a huge thorny ball. This can be quite scary for unprepared observers. Also, this makes the character float/hover for a limited period of time. |
| 9 | Shark Jaws | The character's bite attack inflicts 1d6+3 points of damage. |
| 10 | Crocodile Physique | Combines scales, gills and shark jaws. |
| 11 | Gills | The character can freely breathe underwater. |
| 12 | Re-Roll Twice | NA |

Insect and Plant Crossovers

| 2d6 | Crossover | Effect |
|-----|-------------------|---|
| 2 | Grasshopper feet | +4 DM to Athletics (Co-ordination) checks. |
| 3 | Barkskin | The character gains Armour 4 but becomes highly flammable. |
| 4 | Mosquito Stylet | Attack deals 1d6+3 points of damage. Each round hold is maintained, bloodsucking inflicts 1d6 points of End damage to the victim. |
| 5 | Poisonous Spores | Once per day, the character can release poisonous spores into the air. All creatures within a 6 metre radius are affected by the poison (neurotoxin, page 74 of <i>Traveller Core Rulebook</i>). |
| 6 | Centipede Body | +2 Stealth, -2 Dex. The character is always considered prone for the purpose of determining combat DMs. |
| 7 | Cockroach Stamina | The character gains +2 End. It takes double a radiation dose to damage it (see page 141 in the <i>Traveller Core Rulebook</i>). |
| 8 | Flowers | Flowers grow from the Player Character's body. Some consider it pretty. |
| 9 | Butterfly Wings | The character can fly clumsily for short periods of time. |
| 10 | Barbs | Unarmed attacks against the character inflict 1d6 points of damage to the attacker. Unarmed attacks by character cause 3 more points of damage. |
| 11 | Ant Mandibles | Bite inflicts 2d6+3 points of damage |
| 12 | Re-Roll Twice | NA |

Cybernetic Enhancements

| 2d6 | Augmentation | Effect |
|-----|------------------|---|
| 2 | Subdermal Armour | +1 to +3 to armour. Stacks with other armour. |
| 3 | Cybernetic Eyes | Infrared vision and +1 to Recon checks. |
| 4 | Titanium Bones | +2 End. |
| 5 | Mechanic Arms | +2 Str. |
| 6 | Hand Razors | When the razors are drawn unarmed attacks deal four additional points of damage. |
| 7 | Voice Modulator | The character can perfectly mimic the voice of any person he has heard speaking. |
| 8 | Artificial Wings | The character can fly clumsily. |
| 9 | Hydraulic Jaws | The character can bite for 1d6+6 points of damage. Attack is made with –2 DM. |
| 10 | Self-Destruction | The character has a powerful plastic explosive installed within his body and can activate it at will (either his or a faraway operator's). |
| 11 | Brain Computer | See page 89 in <i>Traveller Core Rulebook</i> . |
| 12 | Finger Laser | The character can shoot laser beams from his finger. This functions in the same way as a standard laser pistol (page 100 in the <i>Traveller Core Rulebook</i>) but due to its small size must be recharged after each shot. |

Electric grid: An electrical grid on the floor is activated, inflicting 2d6 points of damage on each character not wearing special protective footwear. Each affected character must make an Endurance check with a negative DM equal to the damage. If this Endurance check is failed, the character is knocked unconscious.

Beast: A large starved beast is released into the room. Almost exclusively used by decadent aristocrats.

Recorded Holographic Message: A recorded message is played to the characters, usually a warning or a tease. This is often followed by an activation of a slicer or crushing walls.

Slicer

This category includes laser traps triggered by motion. Detecting a slicer is a Very Difficult task.

Laser grid: Most often used in corridors. A laser grid 'scans' the room, slicing everything in its path. Dodging a laser grid is a Very Difficult Athletics (co-ordination) task. Failing to dodge it results in 6d6 points of damage.

Laser shooting: This trap is a robotic arm holding a laser carbine that fires at anything moving within the room. It attacks with a +3 bonus and can be destroyed by inflicting it five or more points of damage.

Radiation

Not a trap per se. The room is highly radioactive (around 200 rads) and anyone entering it is immediately struck by radiation sickness.

Crushing Walls

This bombastic trap is a special corridor designed to crush those passing through it. As soon as the trap is triggered, all exits are sealed and the walls begin to slowly close on the victim. Usually it takes the walls 10 rounds to fully close, instantly killing anyone caught between them.

Spring Gun

This primitive trap consists of a slug weapon and a string tied to its trigger. Anyone pulling at the string is automatically hit by the weapon.

Festivals

| Roll | Theme |
|------|---|
| 1 | Defeat of Darkness. Gigantic bonfires must burn throughout the night and everyone must stay awake and vigilant by singing and drumming as loudly as possible. This is done to symbolically drive away the darkness. |
| 2 | Unlucky 10. 10 is considered to be an unlucky number in this culture. Therefore on the 10 th day of the 10 th month, most people stay indoors in rooms full of soft cushions and avoid loved ones lest they get into a fight. At sunset, people go into the streets and congratulate each other for surviving the day unharmed. |
| 3 | Genocide of Enemy Tribe. Adults dress up as members of the vanquished race and children chase them down the streets, hitting them with foam swords. In the evening, all alien costumes are thrown into a big pile which is then stoned and burned. |
| 4 | Solstice. The week leading to the solstice is characterised by drinking, promiscuity and social role reversal, the nights grow longer and all hope is lost. The week afterward is observed by fasting, meditation and atonement, the nights grow shorter and the gods are to be thanked for it. |
| 5 | New Year. Every adult person tattoos his new years resolutions on his chest with a special ink designed to last exactly one year unless erased by a priest first. Ink that was not erased by a priest burns painfully as it fades. |
| 6 | Ascension of the Prophet. Free food and toys are distributed by priests throughout the day. During the night a full-scale rocket with an effigy of the prophet is sent into space and everyone cheers as it disappears into the night sky. |
| 7 | Historic Defeat. In memory of a terrible defeat that took the race many generations to recover from, all adult males must go into the streets and whip themselves bloody while women yell insults at them from above. |
| 8 | Sacrifice. To appease the war gods lest they send another enemy fleet to invade the planet, gladiatorial combat to the death is held in the capital with the victor being sacrificed to the war gods. |
| 9 | Mourning. The race remembers some unspeakable tragedy from their distant past. All pleasurable activities, public displays of affection, commercial transactions, use of vehicles or technology or athletic activities are forbidden. |
| 10 | Love. Each member of a race must find a partner who is not their usual mate and make love. To avoid awkwardness, everyone must wear masks (and nothing else) on this day. |
| 11 | Commerce. Stalls of myriad races and cultures are opened all over the city, bringing all traffic to a halt but offering some excellent deals. |
| 12 | Unity. All citizens dress in archaic uniform, arm themselves with archaic weapons and walk into the country to kill strangers. The group that killed the most strangers gets a handsome monetary reward. |

Foot Chases

| Roll | Event |
|------|--|
| 1 | A peddler drags his cart right in front of the Player Characters. They must either run around it, losing precious time, or attempt to jump over it with a Difficult Athletics (co-ordination) check. |
| 2 | The street abruptly stops at a dead end. The only way to leave it is through the pursuer. |
| 3 | The area is crowded with alien tourists. Movement is slowed down by three quarters and both Player Characters and target gain +2 DM to Stealth checks. |
| 4 | Electrical work is being done in the area. Each character passing through must make an Athletics (co-ordination) check or be hit by an electrical grid (see page 168). |
| 5 | Player Characters pass by a sign saying 'careful, slippery floor'. For the next 50 metres, running for a round without tripping becomes a Routine Athletics (co-ordination) task. |
| 6 | Six policemen are drinking coffee in the street. Wild running will cause them to call backup and join the pursuit. |
| 7 | The Player Characters bump into a mentally unbalanced man who then pulls out a knife and starts chasing them. |
| 8 | As for previous only the madman has firearms. |
| 9 | Both pursuers and escape get mixed up in an Aslan funeral procession. The mourners are drunk, angry and armed. One wrong move and there will be another funeral today. |
| 10 | A natural disaster (15) occurs in the middle of the chase. |
| 11 | Escapee suddenly grows wings and flies into the sky. Re-roll if the Player Characters are the escapees. |
| 12 | An old friend of the Player Characters walks out of a building just as the Player Characters pass by it. |

UTILITY TABLES

These small tables offer replies to random questions the Player Characters may come up with such as 'what's on the table in the captain's room?' or 'what is this festival all about?'. These tables use a limited form of the d66, the first die can generate any number, while the second die can only roll 1 (1–3) or 2 (4–6) for the result, multiply the two numbers.

They can also be used to add flavour to adventures by making them more detailed.

Abandoned Building

| Roll | Theme |
|------|---|
| 1–6 | Empty |
| 7 | Overrun by savage beasts or primitive humanoids. |
| 8 | Hiding place for criminals or terrorists, possibly including stash or hostages. |
| 9 | Illegal research facility guarded by hired goons. |
| 10 | Taken over by an insane AI that controls all devices, turning even innocent appliances into deadly traps. |
| 11 | Hiding place of a madman or an intelligent monster. |
| 12 | Houses refugees fleeing from an alien genocide. Should the local government discover they are hiding in the building, they will be arrested and extradited to their killers |

Archaeological Sites

| Roll | Site |
|------|---|
| 1 | Temple |
| 2 | Library |
| 3 | Theatre |
| 4 | Residential |
| 5 | Dungeon |
| 6 | Latrine |
| 7 | Prison (1–5: only skeletons remain, 6: prisoner is still alive) |
| 8 | Laboratory |
| 9 | Armoury |
| 10 | Sacrificial Grounds |
| 11 | Catacombs |
| 12 | Crashed Spaceship |

Buildings

| Roll | Purpose |
|------|----------------------------|
| 1 | Restaurant |
| 2 | Shop |
| 3 | Law office |
| 4 | Warehouse |
| 5 | Dentist |
| 6 | Tourist Information Centre |
| 7 | Brothel |
| 8 | Public Office |
| 9 | Terrorist Hideout |
| 10 | Abandoned |
| 11 | Clinic |
| 12 | Temple |

Graffiti

| Roll | Graffiti |
|------|---|
| 1 | YOUR REIGN IS OVER! |
| 2 | CALL 555-867-543 FOR GOOD TIME! |
| 3 | DOWN WITH HUMANS! POWER TO THE DOGS! |
| 4 | RIGHTS FOR VARGR RIGHTS FOR ASLAN WHAT ABOUT MAN! |
| 5 | NUKE IT ALL |
| 6 | ___ WAS HERE AND SAID MEH |
| 7 | I DID IT FOR THE LOLZ |
| 8 | THE FILTH RISETH NON WILL BE SPARED! |
| 9 | DON'T BE SAD, BE DEAD. |
| 10 | KNOW HOPE |
| 11 | GOVERNMENT LIES |
| 12 | INSTITUTE ___ WANTS TO MAKE US INTO ZOMBIES! |

Objects on a table

| Roll | Object |
|------|--|
| 1 | A book (fiction). |
| 2 | A fancy hat. |
| 3 | A key ring with dozens of keys. |
| 4 | A communication device. |
| 5 | A hastily written address. |
| 6 | A loaded gun. |
| 7 | A miniature pet elephant. |
| 8 | A picture of someone's family. |
| 9 | Financial records. |
| 10 | Half-eaten meal. |
| 11 | Illegal narcotics. |
| 12 | A severed body part (1–3: Hand, 4–5: Head, 6: Something else...) |

Radical Causes

| Roll | Cause |
|------|--|
| 1 | Stop all abuse of animals including experimentation, use in food industry, hunting and even pet ownership. |
| 2 | Equal distribution of wealth between all sophonts on the planet. |
| 3 | Extermination of a minority considered racially inferior. |
| 4 | Liberation of an occupied territory, possibly hundreds of parsecs away. |
| 5 | Promotion of an immigrant religion incompatible with local laws. |
| 6 | Making an allegorical statement through a series of high profile bombings. |
| 7 | Banning a product considered illegal or immoral (drinking, sugar, the colour blue). |
| 8 | Banning an activity considered illegal or immoral (public displays of affection, spaceflight). |
| 9 | Absolute cosmic anarchy. |
| 10 | Roll twice on this table. |
| 11 | Roll thrice on this table. |
| 12 | Opposes one of these causes. |

Room Functions

| Roll | Room |
|------|---|
| 1 | Master bedroom |
| 2 | Child's bedroom |
| 3 | Study |
| 4 | Kitchen |
| 5 | Living Room |
| 6 | Bathroom |
| 7 | Library |
| 8 | Wine Cellar |
| 9 | Torture Cellar |
| 10 | Storeroom |
| 11 | Laboratory |
| 12 | Secret Room (1–5: Illegal items. 6: Owner thinks he is a superhero) |

Scientific Discoveries

| Roll | Discovery |
|------|--|
| 1 | A major alien race is in fact the result of a failed experiment of another race. |
| 2 | An active settlement of Ancients not far from Imperium borders. |
| 3 | Conclusive evidence that some major religious or historical document is fake. |
| 4 | The place where souls go after death... a huge computer constructed by the ancients. |
| 5 | A more efficient mode of travelling than hyperspace. |
| 6 | A cheap method of blocking all psionic powers. |
| 7 | A cure for a deadly and common disease. |
| 8 | Time travel. |
| 9 | A portable device that can control seismic activity of entire continents. |
| 10 | An incurable and extremely infectious disease. |
| 11 | The cure for disease in 10. |
| 12 | Rapid cloning technology. |

Ship Peculiarities

| Roll | Peculiarity |
|------|---|
| 1 | Painted in vivid pastel colours and has funny caricatures drawn on it. |
| 2 | Incredibly obscene slogans are written all over the ship. |
| 3 | Made from old junk. No effort had been made to hide this fact. |
| 4 | Painted to look like a predatory animal like a shark or a space alien. |
| 5 | Designed to look like a predatory animal like a shark or a space alien. |
| 6 | Ship is designed to look like some cute and harmless animal. |
| 7 | The ship's hull and inner walls are transparent. |
| 8 | Dozens of mechanical tentacles 'grow' from the ship. |
| 9 | Has an absurd amount of weapons for its size. |
| 10 | Leaves behind a trail of glittering particles. |
| 11 | Fused with a strange alien organism, giving it an organic look. |
| 12 | Lacks any windows or visible portals. |

Treasure

| Roll | Treasure |
|------|---|
| 1 | A chest full of ancient gold coins. |
| 2 | Ceremonial weapons and armour. |
| 3 | An idol made from a giant ruby with diamond eyes. |
| 4 | A collection of paintings depicting various planetary landscapes. |
| 5 | A clothing article previously owned by a celebrity. |
| 6 | The first ever printed edition of a popular/culturally significant book. |
| 7 | The bones of a martyr or some other religious figure. |
| 8 | First FTL engine produced by some race. |
| 9 | A beautiful bejewelled leather-bound book believed to be cursed (it is not). |
| 10 | As for previous, only the book is infected with a terrible disease (see page 108). |
| 11 | A diamond the size of an apple. |
| 12 | A high-tech mirror that flatters the viewer, believed to have been owned by an infamous tyrant. |

What's on TV?

| Roll | Theme |
|------|---|
| 1 | News about an alien invasion in a nearby world. |
| 2 | A heartrending drama about a pilot talking with his wife as his ship spirals out of control. |
| 3 | A tele-preacher urging believers to repent and donate handsomely to his church. |
| 4 | Boring debate about the loss of personal freedom on the planet. |
| 5 | Something which might be pornography, hunting or a dance. The participants' anatomy is too weird to determine. |
| 6 | An interview with someone the Player Characters know. He is saying awful things about them. |
| 7 | Incredibly obscene pornography of an alien race. Due to the race's odd anatomy, uninformed viewers will think it is a cooking show. |
| 8 | Coverage of a terrorist attack in the Player Characters hometown. |
| 9 | As for previous, only someone very dear to the Player Characters is missing and presumed dead. |
| 10 | A cooking program with an alien chef. Today's special ingredient is humans. |
| 11 | As for previous only one of the humans to be cooked is a friend of the Player Characters. |
| 12 | An incredibly tedious discussion between an expert on economics and a historian. It sounds as if they are about to divulge some useful information but they never do. |

Supplement 9: Campaign Guide

The Campaign Guide for Traveller is a referee's new best friend! Contained within this hardback are countless adventure hooks, mini-systems, maps and other tools that can be used at a moment's notice. Also included is the Automatic Campaign System, a tool that binds the contents of this book together to allow a referee to run a complete campaign, from start to finish, with no preparation whatsoever!

Designed for the lazy/busy referee, the Campaign Guide is the perfect tool with which to create a complete campaign with as little work as possible!

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