



STAR TRADER

A SOLO TRADING GAME FOR TRAVELLER™



TRAVELLER

Compatible Product

*Requires the use of the Traveller Main Rulebook,
available from Mongoose Publishing.*

ZÖZER

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Publisher in PDF format
Zozer Games 2013

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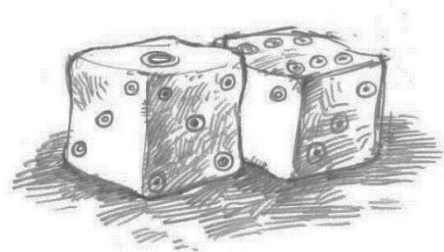
INTRODUCTION

solo [adjective] alone; without other people
Cambridge Dictionaries Online

Of all roleplaying games, it is perhaps Traveller that is the most suited to solo play and it has retained this feature since the first rulebooks were published back in the late 1970s. When we talk about solo games, we mean 'playing alone, by oneself'. This needs stating, because in some roleplaying circles the word 'solo' is sometimes used to describe the act of playing with a single referee and a single player; the word 'solitaire' instead being used to refer to playing alone.

One might wonder why anyone would play alone when roleplaying games are by their nature social entertainment, enjoyed in the company of friends. There are many reasons to play Traveller solo. Firstly, no-one in your group likes Traveller, but you want to jump into the universe and play. Secondly, you might soon be running a Traveller game for friends, but feel it would be prudent to test out a game first to get to grips with rules, ideas and concepts. Alternatively, you might not have a regular roleplaying group and be forced by geography or circumstance to game solo. You might even 'prefer' to game alone, many thousands of people play computer games in this way already. Lastly, you might have a group of friends who do play Traveller, but not at the pace or level of detail that you would like.

Whoever you are, and for whatever reason you picked up **Star Trader**, this book is for you!



How Can You Play Traveller Solo?

There are many ways to enjoy Traveller without a traditional roleplaying group. The Traveller Main Book includes a variety of systems which can be used to 'worldbuild'; one might roll up, interpret and then write-up an entire subsector of worlds, for example. Characters can be created, their back stories explained, their motivations and personality fleshed out. There are starships to be built, or starship fleets if one has the time or inclination. Worlds can be populated with important NPCs created for the purpose, maps can be drawn and animal encounter tables created. There is plenty to do!

Some referees desire more narrative in their solo activities, however and while this can be done, it is difficult. Attempts to run a traditional roleplaying scenario alone are fought with frustrations. The referee establishes the situation, how then can the referee then acting as player be surprised by plot twists, hidden agendas or random events? Random tables can help to some degree but perhaps the best method introduced so far as been the game supplement Mythic Game Master Emulator published by Word Mill Games. This emulates the referee's role

and through some randomization and clever use of word interpretation, can recreate the feeling of a table-top roleplaying session.

Such an approach is not for everyone; on one hand the process requires time and a good deal of thought which in a normal session would be replaced with straight talking, action and a rapid progression through the game. On the other, one could envisage the process of participating in a group roleplay session something of a shared entertainment, with everyone present there to bare witness to the events. "Sure, we never *really* hijacked the starliner and sent it crashing into the pirate base on the moon Nexar 4, but boy we'll all remember that session for a long time to come!" Contrast that with the solo roleplayer who has no-one to share his victories or his clever tactics and ruses with. In this way a roleplay session can be seen as somewhat self-congratulatory, a performance by one-self to one-self.

Star Trader recognises the need for a goal within the gaming. Solo games are not new, solitaire card and dice games have existed for decades, and many traditional boardgames can be played by a single player. The appeal of these solo activities is their challenge; there is a method of scoring or at the very least a win or lose result.

Star Trader then, uses the speculative trading rules found on p.160-166 to pit the Traveller player against the vicissitudes of the interstellar economy. His aim might be simply to stay in play without going broke, it may be more ambitious than that, perhaps he wants to score the big mega credit before he retires from play. However he defines his 'win', the player achieves victory by selling his cargoes for a profit and suffers a defeat if he sells his cargoes at a loss. His financial balance sheet acts as an on-going record of the state of play.

But this is Traveller, not 'fantasy stocks and shares' and the great appeal of solo gaming is the interaction with Traveller's high technology, its starships, exotic planets and interesting NPCs. The **Star Trader** game fills the player's journey through the cosmos with these events and encounters, putting him into predicaments that his character will have to resolve before the game can continue. To some extent the encounters are sets and backdrops to the trading game, but frequent events force the character to respond and the player will need to refer to the task and combat rules in order to tackle these situations. In reality, of course, it's this interaction with the Traveller setting that gets our juices flowing. Yes, there is a financial measure of success, a profit and loss scale, a balance sheet, but that part of the game, in the author's experience anyway, rapidly fades to become a secondary role. In its place events, relationships with NPCs, chance encounters, problems which leave a character stranded, embarrassed or in mortal danger, become the enjoyable and memorable building blocks of the game.

- Paul Elliott

THE STARSHIP

The aim of **Star Trader** is to travel from world to world buying cargoes as cheaply as possible then selling them elsewhere for as high a price as possible. This is trade speculation, and becomes a game in as much as the player must select a suitable destination at which to sell his goods for the highest price. With 60 tons of farm machinery on board, it is no good flying out to some asteroid belt, the player needs to maximise his profits by seeking out an agricultural world that wants that cargo! This may be one, two or more jumps away, he will have to weigh up the costs of getting there with the potential profits of a sale. This is the game in a nutshell.

Part of the fun of the game comes in dealing with the starship that the player owns, which transports the cargoes from world to world. It may be a type A free trader, a type R subsidized merchant or some other vessel, but whatever it is, the ship will require maintenance and upkeep. It will cost the player character thousands of credits every trip to run, but that all becomes part of the game. Page 137 of the TMB lists the costs facing a starship operator, and the player may wonder whether all that financial book-keeping will be worthwhile. These include the cost of fuel, life support, crew salaries, a share of the annual maintenance bill, monthly mortgage repayments and berthing costs. Revenues come from high, middle and low passengers and also come from transporting other people's freight at standard rates (p.160 TMB).

Operating Costs Table

Item	Monthly Cost (Cr)
Mortgage	1/240 th of Ship Price
Life Support	2,000 per stateroom (3,000 for double occupancy)
Fuel	500 per ton of refined fuel 100 per ton of unrefined fuel
Berthing Costs	1,000 for class A and B 100 for others
Maintenance	0.1% of Ship Price
Crew Salaries:	
• Pilot	6,000
• Astrogator/Co-pilot	5,000
• Engineer	4,000
• Medic	4,000
• Steward	2,000

COST OPTIONS

1-Calculate and apply all costs and revenues : For many, operating a starship, flying it from world to world through a subsector buying and selling cargoes as you go, is what Traveller should be about. For these people the minutiae of starship economics is certainly worth the effort. It certainly adds to the realism and recreates the hard life faced by free traders living on the edge. It makes financial gains more rewarding.

2-Average costs and revenues : This option accepts the costs need to be paid, but that every credit needn't be accounted for. Total all costs and subtract these every trip. Assume all passenger staterooms are filled with middle passage passengers and the low berths are full. All passengers want to go to the next destination. Any cargo space not filled with the player's own speculative cargo is taken up with freight going to the next destination. Revenue will still have to be calculated, though it will be simplified.

3-Ignore all costs and passenger revenues : These focus only on speculative cargo. In this option it is assumed that the revenues from passengers and incidental freight cancels out any operating costs. It might be more easy to accept this option if the player assumes his ship no longer has a mortgage that needs to be repaid. Perhaps the ship was paid off years ago, or claimed in salvage, given as a gift, bought outright second hand or even won in a game of chance.

4-Switch from a starship to 'Speculation Without a Starship' : Here the starship is written out of the game. Sure, the speculative cargo as well as the player character travels from world to world on starships, its just that he doesn't own the starship. The character merely books passage for himself and his cargo on a flight going to his desired destination. He will travel on many different ships in the course of a game, paying only for his stateroom and the freight costs listed on p.160 TMB. This option can have the most on-planet adventure opportunities.

SHIP TYPES

Preparing a ship for a trading expedition is a fairly simple process. Essentially you need to select your ship and then prepare a list of costs and revenues. Use the STARSHIP TRADING SHEET to fill in the relevant values that you will be using again and again. It will be useful to have a decent deckplan for the game, use one from the main rule book, Supplement 2: Traders and Gunboats or one downloaded from the Net.

CREW

A fully fleshed out crew is essential for an interesting and entertaining solo game, it adds a level of unpredictability and dynamism that gives each encounter or event a more three dimensional and immersive feel to it. Spend some time on this. There are several ways to create your crew; you can roll a number of merchants up using the core book and allocate them to the positions you have on-board, you can simply pick the relevant stats and skills you think would be appropriate or you can pick the characters from a pregenerated list, perhaps from Mongoose Publishing's Supplement 7: 1001 Characters or an older book,

such as Game Designers' Workshop's out-of-print Supplement 1: 1001 Characters. Add them to the crew roster on the STARSHIP TRADING SHEET.

Relationships: An NPC is a collection of skills and characteristics, perhaps with a little backstory. However, crucial for some entertaining play in **Star Trader** is an NPC's relationship with his comrades. These bonds of friendship, hatred or mistrust really add spice to an event when NPCs must, by necessity, work together. It certainly gives the referee a good idea of how the NPC crewman will act and respond. The NPC Relationship Table recognizes that although a player character may be happy with a goal like 'wants to find his father' or 'wants revenge on the crime syndicate' and so forth, in a game that has NPCs trapped on a starship or at a starport, how they react to each other has far more relevance.

The table has around 36 combinations of inter-personal relationship between one NPC crewman and another. Once the crew list has been created, the referee should roll on the Relationship Table once for every crewman. Every result will be a relationship (good or bad) with another crewman - either select a suitable NPC crewmember or roll randomly for one. The author typically does a bit of both.

NPC Relationship Table

11	Bickers	41	Sexual partner
12	Secretly in love	42	Sexual partner
13	Secretly hates	43	Married couple
14	Competitive rival	44	Divorced due to past incident
15	Blames for a past event	45	Divorced over differences
16	Blames for a past event	46	Related (and on good terms)
21	Knows a dark secret	51	Related (but feuding or cold)
22	Ignores or ridicules	52	Life-long friend
23	Good friends	53	Secretly related (only one knows)
24	Good friends	54	Loner
25	Life-long friend	55	Bitter about a past event
26	Dependant for emotional reasons	56	Inseparable buddies
31	Admires	61	Bitter about a past event
32	Secretly jealous	62	Friendship through guilt
33	Openly jealous	63	Friendship through guilt
34	Loner	64	Knows a dark secret
35	Old (and these days, ex-) friends	65	Enemy – waiting for chance to strike
36	Share a secret past incident	66	Roll again, but it's all an act. Why?

FAST PLAY SPACE COMBAT

It may be that the referee wants to play all aspects of the Traveller game and if a starship combat encounter should occur, play that out in detail as described in the Traveller Main Book. However, there may be others wishing to focus on trading, planetary adventures and interpersonal conflicts; a simple fast resolution space combat system is provided for them here.

For a ship wanting to escape an attack, throw 2d6 for a 10+; add Pilot skill to this throw. If this escape attempt fails, then roll 8+ to avoid being hit by incoming laser or missile fire. Again, add Pilot skill to this roll. Alternate between these two task rolls until the ship escapes or is hit. Add a DM here or there to simulate pursuit by a fighter, or attack from a heavy missile barrage. If the ship is hit then roll 2d6, on a result of 5-12 it is crippled and may be boarded, on a result of 2-4 then the craft is destroyed and must be abandoned. If the player's starship is attacking another vessel, then make the same set of rolls on behalf of the fleeing ship.

For those times when two ships go toe to toe in a stand-up space battle, then let both sides roll 2d6 to avoid being hit as above. Skip the attempt to escape task. This system requires some adjudication and improvisation, err on the side of drama and fun!

SPECULATION WITHOUT A STARSHIP

For anyone choosing Cost Option 4, this section of the rules will show you how some star traders do away with the costly starship altogether and ship their speculative cargoes on established starliners or free traders. There's far less overhead of course, but the downside is that there will be many times when a ship is just not available with the right amount of space that is going to your preferred destination. For the pessimist, hotel bills and warehousing fees just eat away at profits, but for the optimist it simply means one more week on-world and more opportunities for adventure and excitement!

Follow the established rules for buying and selling cargoes. Next, look for a carrier starship as described in Section 7 of the Trading Checklist.

SHIP TRADING SHEET

Ship Name: <i>USS SOUTHERN CROSS</i>		Ship Type: <i>SUBSIDIZED MERCHANT</i>	
Cargo Capacity: <i>205</i>		Life Support	
		High/Medium (Cr2000)	<i>16,000</i>
		Low Passage (Cr 100)	<i>900</i>
		Crew (Cr2000)	<i>10,000</i>
Ship's Locker:		Fuel Tonnage:	<i>(52)</i>
<i>8 x vacc suits mech. tool kit</i>		Fuel Cost:	
<i>4 x shotguns power generator</i>		Refined (Cr500/ton)	<i>26,000</i>
<i>medical kit 50m cable</i>		Unrefined (Cr100/ton)	
<i>thruster pack 20 x Survival kit</i>		Berthing:	<i>100</i>
		Cr100	
Crew List:		TOTAL per Trip	<i>Cr53,000</i>
Name: <i>JON LUCKLOW</i>		Crew Salaries (monthly):	
Position: <i>CAPTAIN - PILOT</i>		Captain (Cr6000)	<i>6000</i>
Details: <i>783987 Age 42</i>		Pilot (Cr6000)	<i>5000</i>
<i>Pilot-2, Mechanic-1, Vacc-1, Admin-2,</i>		Navigator (Cr5000)	<i>4000</i>
<i>Streetwise-2, Persuade-2</i>		Medic (Cr4000)	<i>4000</i>
Relationships: <i>Ignores Vella when not on duty. Strained, sensitive relationship</i>		Engineer (Cr4000)	<i>2000</i>
		Steward (Cr2000)	
Name: <i>SERGEI HAMMOND</i>		Salary Total (monthly):	<i>Cr21,000</i>
Position: <i>FIRST OFFICER - NAVIGATOR</i>		Mortgage (monthly):	<i>—</i>
Details: <i>59A666 Age 38</i>		Maintenance (monthly):	<i>68,099</i>
<i>Pilot-1, Steward-1, Astrogation-2,</i>			
<i>Melee-1, Vacc-2</i>			
Relationships: <i>Knows Susan's dark secret.</i>			
Name: <i>VELLA SHURISHDAM</i>		Name:	
Position: <i>SECOND OFFICER - ENGINEER</i>		Position:	
Details: <i>757699 Age 30</i>		Details:	
<i>Engineer-2, Broker-1, Mechanic-2</i>		Relationships:	
Relationships: <i>Bitter over a past event involving the Captain. Hates him.</i>			
Name: <i>SUSAN QUINN</i>		Name:	
Position: <i>THIRD OFFICER - STEWARD</i>		Position:	
Details: <i>883855 Age 30</i>		Details:	
<i>Vacc-3, Steward-1</i>		Relationships:	
Relationships: <i>Loner - haunted past.</i>			
Name: <i>MEGAN HOLROYD</i>		Name:	
Position: <i>FOURTH OFFICER - MEDIC</i>		Position:	
Details: <i>245AA8 Age 50</i>		Details:	
<i>Drive-2, Vacc-2, Medic-4, Computers-2,</i>		Relationships:	
<i>Admin-1, Deception-1</i>			
Relationships: <i>Secretly jealous of young, pretty Vella.</i>			

SHIP TRADING SHEET

Ship Name:	Ship Type:	
Cargo Capacity:	Life Support High/Medium (Cr2000) Low Passage (Cr 100) Crew (Cr2000)	
	Fuel Tonnage:	
Ship's Locker:	Fuel Cost: Refined (Cr500/ton) Unrefined (Cr100/ton)	
	Berthing: Cr100	
	TOTAL per Trip	
Crew List: Name: Position: Details: Relationships:	Crew Salaries: Captain (Cr6000) Pilot (Cr6000) Navigator (Cr5000) Medic (Cr4000) Engineer (Cr4000) Steward (Cr2000)	
Name: Position: Details: Relationships:	Salary Total (monthly):	
	Mortgage (monthly):	
	Maintenance (monthly):	
Name: Position: Details: Relationships:	Name: Position: Details: Relationships:	
Name: Position: Details: Relationships:	Name: Position: Details: Relationships:	
Name: Position: Details: Relationships:	Name: Position: Details: Relationships:	

KEEPING TRACK

A number of methods to track the fortunes of the crew and record the progress of events during the play-testing of this game. A 'chronicle sheet' was quickly consigned to the bin – what was needed was a diary type recording method so that all of the different types of operations, events and encounters that could occur could be recorded.

One may ask, when no-one is actually going to read this trading diary: why bother? The answer to that involves the fundamental difference between playing a table-top game with a group of friends and playing alone. In traditional gaming once an action is declared 'I shoot the king!' then it happens, it is now a fact and cannot be 'undone'. In a game occurring in one person's head there is no declaration of actions. Just when do you make the jump to the next system, if you forgot something can you pretend it didn't happen and do that bit again?

Writing everything down serves two purposes. Firstly it acts as a declaration of action. Once written in ink it cannot be revoked. Secondly, when a game comes to a sudden stop, it helps the player pick up where he last left off.

The recommended form of recording then, is a diary, a diary that includes a margin down one side of the sheet used to record any financial transactions.

The following page is dedicated to an example of play, a single month in the life of the ICSS Southern Cross and its crew. They begin with Cr100,000 gained from mustering out. Characters might want to pool their finances to create a starting value used for trading, but it is more likely that the referee will award the captain a trading amount, Cr100,000 is a good starting figure. Notably, the Southern Cross has no mortgage and is fully paid for. This will make it easier for the player to make ends meet, and this particular sample game was more concerned with using the trading rules to create opportunities for adventure!

ACCEPTING MISSIONS

As in the following example, the crew may accept missions from patrons that require planning, roleplaying and dice rolling. The player/referee may want to turn to the Traveller Main Book and play these missions out, dice roll by dice roll, just as he would if there were players sat around the table. Alternatively, he may want to shorten the rolling and use the following fast-play resolution system:

Assign an overall danger rating for the mission, either Safe or Dangerous. Next, decide on a plan - be impartial. Work it out in your head, who will take part, what stages are involved, what contingencies are covered? Now, how good (really) is that plan? Is it Shaky, Solid or Fool proof? This provides the basic difficulty for the mission resolution with Shaky 10+, Solid 8+ and Fool proof 6+.

Decide what skills, or assets or equipment might be of use. Can your crew-characters supply any of these to help the success of the mission? Next, roll 2d6

to resolve the patron's mission, adding +1 for a skilled character, piece of kit or asset that should provide a bonus.

Success will result in payment for a job well done, failure means that job is left unresolved and payment with-held. Was anyone injured or worse? Whether the mission succeeded or not, roll 2d6 and compare the result to the values associated with the type of plan (above). If the result is UNDER the value, then there is a consequence. Roll an additional 1d6, +2 if the mission was a success. On 1-3, someone was injured and maybe even killed (if the mission was Dangerous; if it was Safe then the character was embarrassed, arrested or otherwise seriously inconvenienced), on 4-5 there was a less severe consequence, perhaps some lost kit, a crucial bit of incriminating evidence left behind or part of the mission unresolved. On 6-8 there is no consequence.

<p>WEEK 1 - HONSHU</p> <p>Industrial, TL 15, 'cyberpunk-type' planet</p> <p>Capt & Sergei the navigator search for cargo at the port</p> <p>2 days</p> <p>-Basic electronics 40 tons</p> <p>-Basic Manufactured Goods 60 tons</p> <p>105 tons left for freight, plus passengers:</p> <p>Freight 105 ton, 8 mid-psg, 9 low-psg.</p> <p>*Another trader is after the cargo (electronics?). Just before they arrive supplier messages them, tells them he sold it to someone else. Payment cancelled. PCs go round to the port office, confront him (it turns out other trader is the Cptn's rival!). Almost come to blows, but Cptn tries an Admin roll and threatens the seller with a loophole in commercial law.</p> <p>*As the ship is loaded, another cargo craft lands, damaged, attacked by an unknown vessel ...</p> <p>*Create NPC: Rival Trader, Nikos Vega. Ship called the Kali.</p> <p>Take off and jump. Encounter small craft from Port Authority, ignore, but polite.</p>	<p>Begin with Cr100,00</p> <p>wages, fuel, life support all paid</p> <p>-Cr91,000</p> <p>leaves Cr9,000</p>
<p>WEEK 2 - INJUMP</p> <p>Argument with Vella over paperwork and her refusal to work as a broker during trade meetings. Argument ends unresolved, like it began. Stalemate.</p> <p>*One of the passengers is a streetwise guy, maybe a criminal passenger extorting money from another. Blackmail? Cptn Lucklow confronts him, making a Streetwise roll to face him down. Luckily it works!</p>	

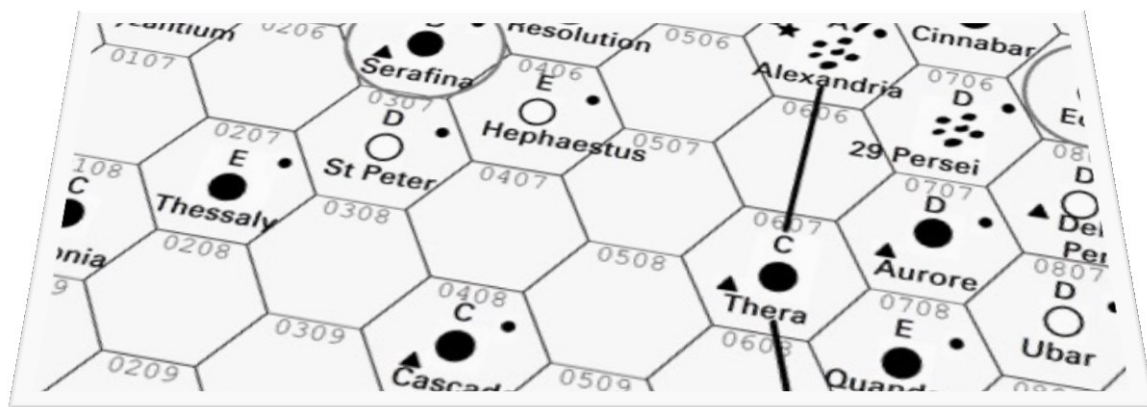
<p>WEEK 3 - SAKKARA</p> <p>'Desert'-covered colony world, TL 3, ExoElements virtually run the planet, puppet government.</p> <p>Lucklow can't persuade Vella to help sell the cargoes during a heated argument in the lounge.</p> <p>Look for cargo away from port, Vella agrees to join Cptn. on desert expedition, after some reflection and a quiet discussion in the galley. Roll for Textiles (10 tons), Ore (20 tons), Basic Consumables (50 tons). Buy at discount.</p> <p>Rewind: Need to travel to restricted area (owned by ExoElements) to meet with the native supplier. Need forged ID. Vella, Megan & Cptn. Avoid ExoElements patrol, their native guide hides them in a village of locals. Turns out IDs are rubbish, useless. Exo sweep through village with APC and guns checking up on reports of foreigners. Vella terrified, becomes close to Cptn. Will it last? Megan sulks. Do the deal, get back to the ship. Cargo (textiles) will follow in a day or two.</p> <p>Fill rest of hold 135 ton with freight, get passengers. As usual, no rolls, automatic.</p> <p>*Back at Sakkara Downport, meet contact who needs your help. Which skill? Admin. A corp exec, maybe from ExoElements who wants to frame a target working at the port who is a member of a local crime syndicate. He and Megan agree, sneak into an office, access a terminal and set him up. Get paid!</p> <p>Prep the ship. Megan now upset, tries to poison him against Vella, but fails spectacularly producing opposite result. Cptn realises he must make it up to Vella and that he must get back with her.</p> <p>Take-off and jump. No ship encounter.</p>	<p>Paid for deliveries: +Cr138,000</p> <p>Sell cargoes: +Cr44,000 +Cr69,000</p> <p>Pay ship costs (life supp, fuel, berthing) -Cr53,000</p> <p>Buy cargoes: -Cr121,000</p> <p>Paid for mission: +Cr5000</p> <p>Leaves Cr91,000</p>
<p>WEEK 4 - IN JUMP</p> <p>Accident! Injury, Sergei the navigator is involved in an accident, a fire in engineering. What was he doing there? Running calibration tests... malfunction. Megan patches him up.</p> <p>Cptn discovers that Sergei was not doing calibration tests, which makes the incident suspicious, but Sergei is not admitting anything. Player does not know the reason - leave it hanging.</p>	

<p>WEEK 5 - CORONIS</p> <p>Polluted, over-populated industrial world. One-giant city.</p> <p>Encounter OB167, a 1000 ton cargo carrier near jump point that requests aid, just needs a particular tool for repairs. Cptn obliges. OB167 now a contact. Vella volunteers to help with the repair.</p> <p>Pay end of month wages and maintenance bill!!!!!!</p> <p>Decide to look for cargo away from port in the hyper-industrialized auto-factory dominated Seven Sector</p> <p>Roll 54: goods available direct from manufacturer, roll for cargo ... illegal cybernetics! Perfect! We can afford one ton. What do the crew think? Cptn is for it, all crew against it. Lets say he doesn't tell them its illegal</p> <p>Meet a Contact. Lets say the Cptn of the OB167. Share a drink in a bar downtown. He is a native of Coronis, warns of the cybernetics issue on the planet, the Self-Aware lobby and the rise of the AI government advisors.</p> <p>Take off- no encounter. jump!</p>	<p>Paid for deliveries: +Cr158,000</p> <p>Sell cargoes: +Cr 23,000 +Cr30,000 +Cr64,000</p> <p>Pay ship costs (life supp, fuel, berthing) -Cr53,000</p> <p>Wages+Maint Bill: -Cr21,000 -Cr8,099</p> <p>Leaves 283,901</p> <p>Buy cargo: -Cr250,000</p> <p>Leaves: Cr33,901</p>
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THE ROUTE

Choices for the setting of **Star Trader** are many. Since this is a trading game the area of space will probably need to be fairly civilised. Most of the sectors published for the Traveller game over the years will be perfectly suitable. The author has run his own games in individual subsectors of the Spinward Marches as well as a number of scratch-built settings. Although you are not limited to a single subsector, it certainly helps to focus the game. One gets to know the trade codes of worlds off by heart and as the game picks up momentum and contacts are made they can be encountered again and again. Familiarity with the worlds, the stable of merchant ships and the NPCs that are being created begins to create a setting with an increasing level of depth. To skip out to the adjacent subsector does tend to spoil the effect, and to be honest you gain nothing new except the chore of starting the work of fleshing out planets and people all over again.

As you prepare for the game, scan the numbers of the UWPs for a few subsectors, and pay attention to the trade codes. You ideally want to select a subsector that has a good mix of trade codes within it. Vilis subsector (appearing in Mongoose Publishing's Spinward Marches) for example, has far too many non-industrial worlds, while the Five Sisters subsector is full of either agricultural worlds or non-industrial worlds. A good balance of all trade types is preferred so that, whatever you have bought on one planet, there is always a different type of trade code nearby to jump to and hopefully sell at a profit. With long strings of non-industrial worlds littering the trade routes, it will take the player most of the game just to get to a viable market!



Lunio has a good mix of worlds, particularly in the 'Horseshoe' that curves around from Spirelle to Lunio to Strouden. Often ignored as an adventure setting, it makes a neat trading location. District 268 and Regina subsector both have a decent mix of trade codes.

This is not just a game of numbers, though. We want to feel like we are 'travelling' and so it is recommended that the player look over the UWPs of the

subsector and put down a couple of notes on each world into a jotter. Write-ups aren't necessary. All we need to know are the basic facts: What is the climate like? What is it like to walk around on the surface? Are there any interesting places to stay? What kind of sightseeing is there to do? This is the kind of information you'd want to find out about a 3-day trip to Vancouver or a stop-over in Singapore. You're not interested in how the government is organized or the long and tortuous history of the place, you don't need names of all the cities or a detailed street map. Keep it simple – embellish were needed (on your first visit!).

For players not comfortable with this step, then skip it, or use a subsector, like Regina in the Spinward Marches, that has most of its worlds detailed to a large degree. GURPS Behind the Claw did a good job of covering every planet within the Marches, and is still available digitally on e23.sjgames.com.

Here some examples:

Skoras D765657-3 Ri Ag Ga NI Lt

Primitive agricultural world. Big trading houses are local nobility who own vast mansions and forts in hostile areas. Mostly peaceful, but fierce tribes in the mountains threaten the bucolic and wealthy farming culture. Warm, Mediterranean climate. Stay in the lavish townhouses of your trading partners or the Roukofon, a castle now given over to visitors, serving as a hotel. It looms over the wealthy city next to the starport. Sightseeing: the exotic bazaars of the city, the Wafkeni Falls, vast cliffs that were once mighty waterfalls, Tou-Mou trees up in the mountains made of mirrored jet-black wood (watch out for tribal attacks).

Colchis A6369A5-D Hi Ht

Hi-tech, over-crowded world, an interstellar hub. Thin atmosphere, requires a respirator. Hundreds of sprawling cities connected by grav trains and grav flyers. Cool climate. Devoted to the 'Emperor', a political figure risen from an obscure military cult that went mainstream. His face appears everywhere, lots of places, things are named after him. Places to stay: Emperor Palace Hotel, built into a 200m statue of the man himself. Places to visit: Crash Site 41, a vast wrecking yard of ancient spacecraft; Tidal Communities, tens of thousands living on raised houses on the tidal flats in a sustainable way; and Kirrukax Maze, a sprawling temple hundreds of years old with a maze-like structure.

Malificent C6B199C-B FI Hi

Corrosive atmosphere, sulphuric acid? Yet there are a billion people here and a small starport. Lets say the 'people' are local intelligent lifeforms, the Opods, silicon based. The starport is an enclave that deals with Opods, and trades off-world materials they can't produce here for some rich material a valuable organic substance known as DXF. Stay at the Cave-Cut Hotel, with windows looking out over the dark, acid scarred landscape. Go out and see acid-carved river canyons, the Opod villages looking like strange rock formations, visit the rainbow lake – every colour you can imagine.

TRADING CHECKLIST

1 - CARGO SEARCH

In **Star Trader**, searching for a cargo is one of the adventure elements. Make something of it and look for opportunities to expand on the situation. Unlike the TMB we differentiate between looking for cargoes At the Starport and looking for them Away from the Starport, the understanding is the starport cargoes are easy to find, but that goods located away from it are always cheaper because of the effort in getting them. The incentive is clear, get out and find cargos on the planet's surface!

How Long Does It Take?

- *At the Starport* – 2 days per attempt
- *Away From the Starport* – 3 days per attempt

How Easy is it?

Finding a Supplier: Broker, Education or Social Standing, 2 or 3 days, Average (0)
Finding a Black Market Supplier: Streetwise, Intelligence, 2 or 3 days, Difficult (-2)

<i>DMs:</i>	<i>Type A starport</i>	<i>+6</i>
	<i>Type B starport</i>	<i>+4</i>
	<i>Type C starport</i>	<i>+2</i>
	<i>Type D,E starport</i>	<i>0</i>

Note that goods purchased Away From the Starport gain a -2 bonus on purchase price!

2 - BUY CARGOES

Use the procedure in TMB (p.162-166) to buy the desired cargoes. Note that in **Star Trader**, all suppliers have access to Common Goods as well as World Type Goods, but unlike the TMB, they only have ONE type of Unusual Cargo for sale. Unusual Cargo is a cargo rolled randomly using d66.

3- WORLD ENCOUNTERS

Whilst the character is on the search for his cargo, he will hopefully have an interesting time! Roll on the d66 table below and interpret the results. The player may decide that this table only applies if seeking a cargo Away From the Starport. Interpret the result in relation to the details of the world and use the task rules to resolve problems and have an adventure.

d66 World Encounter

- 11 Crime. Roll UNDER law level to avoid a random non-lethal crime costing you Cr200 x 1d6.
- 12 Renowned restaurant
- 13 Sudden weather change may affect travel plans
- 14 Trade agents of a large megacorporation are on planet, making normal trade difficult.
- 15 Sudden restriction on movement, unless you can find a way to avoid it
- 16 Another trader is after your preferred lot of trade goods.
- 21 Invited to a posh function
- 22 Ruined structure holds your interest
- 23 Discover a landed spacecraft. Why?
- 24 Interesting or potentially dangerous encounter with some local wildlife.
- 25 Local situation and manner of seller make you suspicious and consider rethinking your purchase.
- 26 Holiday or festival celebrations slow things down, but become an enjoyable diversion.
- 31 Seller involved in legal trouble and you risk getting embroiled
- 32 Community is either not what it seems, or very welcoming
- 33 Discover a wonderful little-known retreat, a place to relax - or to hide.
- 34 Security check. Roll the Law Level or less to avoid a complete check of papers and a search of belongings and vehicle.
- 35 Patron offers you a short-term courier job to your next destination.
- 36 Transport delays
- 41 Hard times on the planet mean few trade goods for purchase
- 42 Valuable trade goods are on offer at a great deal. Why?
- 43 Harassed by a group of locals
- 44 Learn a secret on planet, political, corporate, etc. you can profit from this, if you decide. If so, roll Deception or Streetwise to get away with it and gain Cr10-60,000, fail and face being arrested, pursued or shipped off planet.
- 45 You need to travel to a restricted area and travel incognito with a forged ID. Goods will be more valuable (gain +1 bonus on the buying roll). If caught you will be sent back to the starport.
- 46 You are offered the chance to make extra money at a job lasting one day and paying Cr250, or a favour.
- 51 Find yourself travelling with a group of interesting locals, gain useful information about the world and a tip (+1 to find a dealer) on this, or your next, visit.
- 52 Local crisis; bush-fire, earthquake, hurricane, rioting. If you have a cargo of particular use in the crisis you can sell for 3x the rolled price.
- 53 Investment opportunity arises on some local planetary business venture; you may gamble a multiple of Cr1,000 up to Cr10,000. Roll Gambler 8+ or Broker 8+ and if you succeed you gain half-again in profit, if you fail you lose your stake. The result occurs by the end of the week.
- 54 Goods are on offer direct from the grower/manufacturer. It is top quality stuff that will sell with a +1 bonus.
- 55 You are offered the chance to take part in a risky but rewarding Traveller adventure.
- 56 Introduced to local entertainments, spending hundreds of credits (Cr100 x 1d6) but gaining a friend and memories of a good time!
- 61 Job opportunity comes up that will last up to three days and pay Cr600 plus 1d6 x Cr100.
- 62 You get ill. Roll 1d6, on 1-3 it is some bizarre local disease requiring an expensive local doctor who will cost you Cr600, otherwise you are bedridden each day till

you successfully roll End 10+

- 63 You are approached to smuggle illegal goods off-planet. If you accept, roll Deception 8+ or Persuade 8+ to succeed. There may be other complications. If you refuse you may make an enemy of the smuggler.
- 64 Boom economy at the moment. This week, every dealer has three Unusual cargoes for you to choose from.
- 65 Embroiled in legal trouble. An Advocate 8+ roll will sort out the problem quickly, otherwise you may have to resort to bribery or other methods to get out of the situation.
- 66 Another off-worlder befriends you, they are in a spot of bother it soon transpires, would you help? There may be payment, or a favour.

4 - PAY WAREHOUSE FEES

Pay warehousing fees for any cargoes bought and stored in previous weeks. Do not count any cargoes bought this week, the seller is paying for those. Cost= Cr10 per ton week.

5 – MEETING AN OLD FRIEND

Travellers meet other travellers. The player character collects acquaintances that are contacts or allies, met at starports or on starships during his or her travels. Keep a list of these contacts, roll 2d6 to determine their reaction to the character; on a roll of 7+ it is favourable and the NPC is inclined to keep in touch in future. If the context of the first meeting (or the entry on the encounter table) does not give you a clue to the identity of an NPC contact then either roll on the NPC table on TMB p.76 or TMB p.81.

Meeting a Contact

Roll 10+ to meet one of the contacts from your list each week you are at a starport. They will be at the port all week should the PC need them.

DMs: -1 if B class, -2 if C class, -3 if D class, -6 if E class, +1 if your contact list is 3 or more, +2 if your contact list is 6 or more, +3 if your contact list is 9 or more.

Some contacts may be located at that particular port permanently and can be contacted if needed on a daily roll of 8+ (no DMs).

6 - PORT EVENT

Whether the owner of a starship or a travelling speculator, time is spent at the starport, getting licences, paying port fees, checking cargos, seeing to refuelling, buying tickets, signing maintenance schedules, etc. It is likely that there will be some event or encounter of note, this may or may not be important and could have ramifications for an adventure. Or not.

d66 Starport Event

- 11 Starport Shutdown - 1 week. Issue is a labour dispute, accident, festivity/holiday or security problem.
- 12 Your cargo is in the wrong place and your ship can't wait till whenever for it to be moved. Will Bribery or Admin help here?

- 13 Your ship or ship's crew are in trouble, perhaps legally, perhaps personally or perhaps mechanically. They may need assistance.
- 14 Customs- Roll 5+ for the cargo to clear customs. If not, there may be a 1 week delay or a duty to pay (1%). Is there a way around it? An Admin roll, on 10+ will find a loophole.
- 15 Red Tape - Transfer papers contain irregularities. Bribery or Admin with smooth the way.
- 16 Security - Security at starports is always high, you and your cargo are searched. The search will throw up some issue to do with your cargo or luggage you were unaware of on a 6 on 1d6. Arrest? Detention? Week-long delay? Set-up by a rival trader or a spurned seller? Roleplay the results.
- 21 Meet a fellow Traveller as a potential Contact. Roll on Traveller reaction table to make their acquaintance, roll on Patron table to determine their identity. Record the reaction result. Require a result of 8+ ('interested') for a friendship. When met again, roll reaction result or less for assistance, cheap cargo, help in dealing with a problem, etc.
- 22 Meet one of your contacts who needs your help. Is it financial, legal, administrative or personal?
- 23 Your cargo is pilfered or damaged, reduce amount by 10-60%
- 24 Bunch of asteroid miners in port causing trouble all week for port officials and other travellers.
- 25 Meet a minor celebrity/dignitary/notable in the company of a couple of aides/guards.
- 26 Port personnel confuse you with someone else; roll 1d6 and on 1-3 this is good, on 4-6 it is bad. A quick ID check should sort it out – shouldn't it?
- 31 A ship has limped into port this week with damage and crew casualties.
- 32 Meet one of your contacts – they are desperate for help.
- 33 Find a great hang-out/bar/cafe/restaurant at the port. Perfect for hiding away, making deals or wooing someone.
- 34 Mysterious ship landed at the port, no-one allowed to see it or go near it, though there are plenty of rumours around.
- 35 Warehouse has cargoes available for auction in order to get rid of them. Determine goods, determine price; player puts in a bid. Roll 8+ to get the cargo at your price., -1 if bidding over half, -2 if bidding half or less than, -4 if bidding a quarter or less than of the price.
- 36 Free trader crew arrested and their ship seized.
- 41 Someone needs to get off-world fast ... but its not as simple as that
- 42 One of your skills is recognized by a port employee ... they have a little problem, could you help them with it?
- 43 Fire alarm keeps going off – everyone is jumpy and nervous.
- 44 You are approached to smuggle illegal goods off-planet. If you accept, roll Deception 8+ or Persuade 8+ to succeed. There ay be other complications. If you refuse you may make an enemy of the smuggler.
- 45 Cargo seized by customs is going cheap. You can pick it up for a bonus (+2 on purchase table). Do the original owners want it back, though?
- 46 Military ships in port causing a variety of problems for other travellers.
- 51-
- 66 No encounter of any significance

7 - SEARCH FOR A SHIP

There are two rolls to make, the first to find a ship that is heading to your preferred destination and the second to determine how much cargo space it has available, if any.

Available Starship Table (*weekly roll*)

2d6	Starship Type	Maximum Cargo
2	Yacht	21 tons
3-4	Scout	3 tons
5-7	Free Trader/Far Trader	88 tons/64 tons
8	Subsidized Merchant	205 tons
9	Subsidized Liner	62 tons
10	Heavy Freighter	552 tons
11-12	Other large cargo ship	?
Starport DMs: Type A or B		2 rolls/week
Type C or D		-2
Type E or X		-5

Next, roll **2d6** to determine availability of space in the ship's cargo hold.

DMs:	
Scout	-2
Yacht	-8
Free Trader/Far Trader	-4
Subsidized Merchant/Liner	-6
Heavy Freighter/Other Large Cargo Ship	-8

If the result is 0 then the ship, despite being a likely candidate, has no cargo space. If the result is 1+, then it has that number x10% of its cargo hold free. Cost to the speculator to ship cargo is Cr1,000 per ton, + Cr200 per additional parsec.

Note that in a frontier subsector, it is useful to write up a list of ship names with the names of their captains or owners. Riding the same ship will mean meeting the same crews and building relationships, having more long-running personal stories.

8 - FINALIZING DETAILS & SHIP ENCOUNTER

Cargo is loaded, the PC checks out, pays any outstanding bills at the starport and loads his or her luggage. For a starship captain, final cargoes are loaded, checks made and flight plan filed. The player may want to roll for a Space Encounter, roll 1d6 and institute an encounter (typically a communication) on 5,6. See the Space Encounter table on TMB p.139. or the Ship Encounter tables at the back of this book.

9 - JUMP EVENT

The ship travels to the destination desired. It requires one week and requires a roll on the Jump Event table.

d66 Encounter

- 11 Hijack or piracy or both
- 12 There is an incident amongst the crew and they turn to the PC for help.
- 13 What the problem is will probably revolve one of the PCs skills, status or situation.
- 14 An accident aboard ship requires repair, may involve an injury or some inconvenience.
- 15 Fire in the cargo area – an electrical fault in the cargo bed rollers.
- 16 Demanding passenger is a friend of destination's port manager.
- 21 Passenger is an inspector for the government who is authorized a tour of the ship.
- 22 Crewman becomes sullen, uncommunicative and makes mistakes, but will not discuss.
- 23 Recycling systems require maintenance, it's a messy job.
- 24 Find out some useful info from a passenger about the destination world, use it to either get half price living costs at the starport, a +1 on any Admin roll, or re-roll a cargo result during the Cargo Search phase.
- 25 Crew fresher is broken , the stateroom is flooded!
- 26 Jump field misaligning, requires spot retuning of the drive, very dangerous.
- 31 Cargo containers have shifted due to grav compensator malfunction. Need re-setting.
- 32 There's one obnoxious passenger people try to avoid. This trip will be miserable unless someone deals with him, which skill will work with him/her? (1) Streetwise, (2) Carouse, (3) Admin, (4) Bribery, (5) Leader, 6) Social Standing. Liaison is always appropriate. Make a suitable roll to deal with this person.
- 33 Sensors are producing false readings. Or are they? If so, why?
- 34 Cargo container explosion and chemical fire.
- 35 Two passengers have a blazing and unresolved argument. It needs resolving!
- 36 A passenger shows too much interest in another, and attempts entry into his/her cabin.
- 41 Typical trip, with highs and lows.
- 42 Fuel pump fails – reactor put on stand-by, something ingested during fuel scooping.
- 43 Power failure – several tripped fuses, shuts down power in parts of engineering.
- 44 Meet one of your contacts who needs your help. Is it financial, legal, administrative or personal?
- 45 Passenger declares he has seen a gun in another passenger's stateroom.
- 46 A passenger falls mysteriously ill.
- 51 Security patrol ship makes contact in outer system or close to main world. (1) checks registry, moves on (2) asks for passenger lists, is looking for a fugitive (3) asks for cargo lists, is checking for customs irregularities, (4-5) will board, spend 1-3 hours conducting a routine search then move on. Roll 5+ for PC to avoid some cargo or personal irregularity which leads to his or her put under scrutiny/fined/delayed or detained (6) the starship is breaking the law and will be accompanied to the starport where it will be impounded and investigated. Can the PC help with bribery or admin or other skills in preventing this?? If not everyone is detained at the starport for 1-3 weeks, cargos included. On a second roll of 10+ the panicked starship captain makes a run for it and the patrol ship will be forced to fire on the fugitive vessel.
- 52 Crewman has an affair with a passenger.
- 53 Gambling passenger takes everyone's money and causes bother ...

- 54 Meet a fellow Traveller as a potential Contact. Roll on Traveller reaction table to make their acquaintance, roll on Patron table to determine their identity. Record the reaction result. Require a result of 8+ ('interested') for a friendship. When met again, roll reaction result or less for assistance, cheap cargo, help in dealing with a problem, etc.
- 55 Captain runs a crew training session on procedure/law/fire safety/hijacking/first aid etc.
- 56 Theft from a passenger stateroom or luggage area.
- 61 Captain is incapacitated, roll for a simultaneous event/crisis that needs resolving!
- 62 Engineering problem requires all crew to help replace a huge component.
- 63 Crewman has a crisis of doubt, failure of duty. He/she shuts down.
- 64 One of the stewards is: (1) rude, (2) corrupt, (3) missing, (4) exploitative, (5) thieving, (6) under pressure from a passenger.
- 65 Passenger is extremely reclusive, will not come out of his cabin.
- 66 Mysterious death of passenger or crew, was it murder?

10 - ARRIVE IN NEW SYSTEM

Enter the new star system roughly 100 diameters from the main world. The player may want to roll for a Space Encounter, roll 1d6 and institute an encounter (typically a communication) on 5,6. See the Space Encounter table on TMP p.139. or the Ship Encounter tables at the back of this book.

Approach, land, unload, cargo sale, arrange for accommodation for the week.

Return to 1.

SHIP ENCOUNTERS

MAJOR ROUTES (class A, B & C ports)

2d	Type of Encounter
2-4	-
5	Scout Table*
6	Special Table
7	Small Transport Table
8	Large Transport Table
9	Industrial Table
10	Military Table
11	Large Transport Table
12	Military Table
13	Large Transport Table
14	Special Table
+1 Pop 8+	
+1 Naval Base	
-1 Scout Base	
-1 C Class starport	
* Roll 3d if on an X-Boat link	

FRONTIER ROUTES (class D, E & X ports)

2d	Type of Encounter
2-8	-
9	Frontier Table
10	Small Transport Table
11	Military Table
12	Industrial Table
13	Large Transport Table
+1 Pop 6+	
-1 X Class starport	

Piracy Warning

Major Route: 12+ on 2d
Frontier Route: 11+ on 2d

Ship classes are inspired by designs from across Traveller history, suggested ship names are included.

2d	Industrial	2d	Military	2d	Special
2-4	Ore Carrier 1000 XT <i>Enterprise: Beijing, Leedan, Mephistopholes, Glisen Enterprise</i>	2-4	Mercenary Cruiser 800 C <i>Broadsword: Sabre, Claymore, Lucifer, Jacob's Ladder</i>	2	Fat Corsair 400 RQ <i>Challenger Ghost:</i>
5	Mining Derrick 600 <i>Oregon: New Horizon, Poseidon, Voyager</i>	5	Light Patrol Craft 200 <i>Vorenius: Rapax, Venator, Gladius, Invictus, Novus, Hellas, Felix</i>	3	Emergency Response Boat 100 N <i>Kineshii: Sanctuary, Mercy II, Hope, Relief, Haven, Refuge, Tranquility</i>
6	Tanker Tender 1000 XT <i>Syndic: Deep Blue, Cleopatra, Yeoman Bridge</i>	6	Close Escort 400 CE <i>Punisher, Arbitrator, Justicar, Tormentor, Vindicator</i>	4	Personal Transport 100 <i>Steed: Iruushigak, Niffleheim, My Lucy, Isengard</i>
7	Mining Cutter 50 YY	7	Patrol Cruiser 400 T <i>Arrogant, Audacious, Illustrious, Zealous, Vanguard Trident, Vigilant, Intrepid, Glorious, Warspite Monarch, Fortitude, Ardent, Defiance, Swiftsure</i>	5	Express Courier 200 <i>Sprinter: Ben Morgan, Julian, Ambrose, Certainty</i>
8	Prospecting Ship 100 J <i>Seeker: Chancer, Hero of the People, Snake Eyes, Vara's Den, Saturn 5</i>	8	Fleet Courier 400 <i>Astra, Horizon, Zenith, Perigee, Zodiac, Nadir</i>	6	Merchant Courier 100 RX <i>Eucles: Nautilus, Herod, Deneb</i>
9	Lab Ship 400 L <i>Artemis: Sophocles, Aristotle</i>	9	Battlecruiser 1250 BC <i>Victory Class: Alemann</i>	7	Yacht 150 Y <i>Wind: Harmony, Destiny, Symphony</i>
10-11	Salvage Cruiser 2000 <i>Garshiirarmu: Opportunity</i>	10	Destroyer Escort 1000 DE <i>Argus Class: Arethusa, Aurora, Galatea, Penelope, Phaeton, Royalist</i>	8-9	Small Craft (Private) <i>various</i>
12	Mobile Teaching Hospital 200 <i>Orbis</i>	11	SDB 400 <i>Avenger: no names</i>	10	Lab Ship 400 L <i>Artemis: Sophocles, Aristotle</i>
		12	Fleet Squadron in Transit	11-12	Safari Ship 200 K <i>Animal: Ocelot, Leopard</i>

3d	Small Transport	2d	Large Transport	2d/ 3d	Scout
3	Merchant 200 <i>Manta: Arcturus, Nebula, Crimson Flag</i>	2-4	Long Liner 1000 <i>Pride of Vega, Deneb Express, Spirit of Arcturus</i>	2-4	Surveyor 400 <i>Dartilla Class: Nicomandia, Kish</i>
4-5	Subsidized Merchant 400 <i>Stellar: Vector, Transtar, Courier, Reliant, Clear Horizon, Starfall, Certainty, Axis, Los Alamos, Mainstay, Challenger, Glory of Vega</i>	5	Freighter 3000 AT <i>Golden Harvest, Safety First, Star Liner, First Option</i>	5	Scout 100 S <i>Golf Ball: Maynard, King Louis, Vernier, Citadel</i>
6	Frontier Trader 400 <i>Boudicca: Venturer, Adventure, Expedition, Explorer</i>	6	Bulk Cargo Hauler 5000 AH <i>Hercules class: Titan, Atlas, Mammoth, Samson, Endurance, Constitution, Goliath</i>	6	Fast Scout 100 S <i>Adder, Cobra, Rattlesnake</i>
7	Merchant 300 <i>Goose: Cartagena, Turin, Orb's Luck, Just Cause,</i>	7	Subsidised Liner 600 M <i>Stellar Class: Spinward Star, Majestic Star, Golden Star, Sun Star, Island Star, Star Venture, Evening Star, Winward Star, Dawn Star</i>	7-8	Scout 100 S <i>Type S: Eagle's Claw, Lightspeed, Kiruul, Grim Reaper, Nightfleet, Thunderchild, Excalibur, Odyssey</i>
8	Small Craft (SPA)	8	Merchant Transport 500 <i>Reliant: Armstrong, Kelvin, Nautilus, Saratoga</i>	9	Modular Scout 125 <i>Eagle: Copenhagen, Vega Star, Spectra</i>
9	Small Craft (Corporate)	9	Cargo Carrier 1000 CT OB101, OB167, OB230	10-11	Scout 100 S <i>Type S: Eagle's Claw, Lightspeed, Kiruul, Grim Reaper, Nightfleet, Thunderchild, Excalibur, Odyssey</i>
				12	Extended Fast Scout 150 <i>Hispaniola, Braveheart</i>
10	Modular Starship 300 <i>Deneb: Aldebaran, Sirius, Procyon, Barnard, Castor</i>	10	Frontier Transport 2000 TI <i>Britannia, Sharshahan, Panther, Hernandez, Cortez</i>	13-14	X-Boat Tender
11	Far Trader 200 A2 <i>Emperor Class: Marchant, Alexander, Nicolai, Ferdinand, Nero</i>	11-12	Ore Carrier 1000 XT <i>Beijing Enterprise, Leedan, Mephistopholes, Glisen Enterprise</i>	15-18	X-Boat awaiting pickup
12	Small Craft (Industrial/Science)	3d Frontier			
13	Subsidized Merchant 400 <i>Challenger Class: Kraken, Ocean, Yarbond, Hammerhead, Hero, Equity, Concord, Iteration, Globus, Napoli</i>	3	Cargo pod/escape ball	11	Frontier Trader 400 <i>Boudicca: Venturer, Adventure, Expedition, Explorer</i>
14	Free Trader 200 A <i>Hero Class: Ambassador, Centennial, Gainful, Beowulf, Vash, Jabberwock, Weyland</i>	4	Derelict vessel	12	Prospecting Ship 100 J <i>Seeker: Chancer, Hero of the People, Snake Eyes, Vara's Den, Saturn 5</i>
15	Small Craft (Personal)	5	Mining Derrick 600 <i>Oregon: New Horizon, Poseidon, Voyager</i>	13	Scout 100 S <i>Type S: Eagle's Claw, Lightspeed, Kiruul, Grim Reaper, Nightfleet, Thunderchild, Excalibur, Odyssey</i>
16	Light Transport 200 <i>Nighthawk: Jumpmonkey, Aquinas, Valerian, Optimus</i>	6	Scout 100 S <i>Golf Ball: Maynard, King Louis, Vernier, Citadel</i>	14	Safari Ship 200 K <i>Animal: Ocelot, Leopard</i>
17	Far Trader 200 A2 <i>Kyuseita: Rift Jumper, Phantom, Nephillim, Saint Helena, Netrix</i>	7	Fat Corsair 400 RQ <i>Challenger Ghost:</i>	15	Close Escort 400 CE <i>Punisher, Arbitrator, Justicar, Tormentor, Vindicator</i>
18	Merchant 300 <i>Relationship: Accord, Agreement, Lentari Queen</i>	8	Surveyor 400 <i>Dartilla Class: Nicomandia, Kish</i>	16	Pirate squadron!
		9	Far Trader 200 A2 <i>Emperor Class: Marchant, Alexander, Nicolai, Ferdinand, Nero</i>	17	Fast Scout 100 S <i>Adder, Cobra, Rattlesnake</i>
		10	Patrol Cruiser 400 T <i>Arrogant, Audacious, Illustrious, Zealous, Vanguard</i>	18	Asteroid Hermit

POSSIBLE ENCOUNTER OUTCOMES

Can anything meaningful come of distant ship encounters? Sometimes adventures can begin when the navigator raises a ship on the comm system ...

Frontier *(for scout/military ships roll on appropriate table)*

- 3-5 Fugitives from imperial law, they need a new ship...
- 6-7 Debris and wreckage from the rolled ship
- 8-9 Radio silence, they fear pirates
- 10 Ignore you, but polite
- 11-12 Asks for info on world you've just left
- 13 Asks for help with a repair
- 14-15 Crew are hostile and suspicious, warning you away
- 16-18 Medical emergency, they have no doctor or supplies

Industrial

- 3-5 Thinks you are a pirate, based on rumour
- 6-7 Thinks you are from rival company, warns you away
- 8 Comms are out, radio silence
- 9 Medical emergency, their doctor is ill!
- 10-11 Ignore you, but polite
- 12 Asks for info on world you've just left
- 13 Requires help with repair, please!
- 14-15 Require assistance with violent crewman
- 16 Refined ore in space from that ship. But no ship.
- 17-18 Hijacked vessel, unusual trajectory/callsigns

Transport/Special

- 3-5 Thinks you are a pirate, based on rumour
- 6-7 Transport matches a ship that went missing last year
- 8 Comms are out, radio silence
- 9 Medical emergency, their doctor is ill!
- 10-11 Ignore you, but polite
- 12 Asks for info on world you've just left
- 13 Requires help with repair, please!
- 14-15 Require assistance with violent passenger/crewman
- 16 Cargo in space from that ship. But no ship.
- 17-18 Hijacked vessel, unusual trajectory/callsigns

Scouts

- 3-5 Scout in distress; it has returned from a failed mission
- 6-7 Warn you away from a gravitational disturbance
- 8 On way to map a moon
- 9 Mapping gravitation anomalies
- 10-11 Launching a nav beacon
- 12 Friendly hail, ask about world you have come from
- 13 Ignore you, but are polite
- 14 Ask for you sensor logs
- 15 Mapping jump wakes, stay clear
- 16 Need a civilian spare part
- 17-18 Looking for a missing X-Boat

Military

- 3-6 Warn you of an unidentified ship in this system
- 7 Need some civilian spare parts from your ship
- 8 Asking for info on world just left
- 9 Ignore you, will not answer comms
- 10-11 Ignore you, but are polite
- 12 Asking for sensor logs
- 13 Security Checks
- 14 Boarding
- 15-16 Warn you of piracy in this system
- 17-18 One of your crew is wanted, see security checks

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