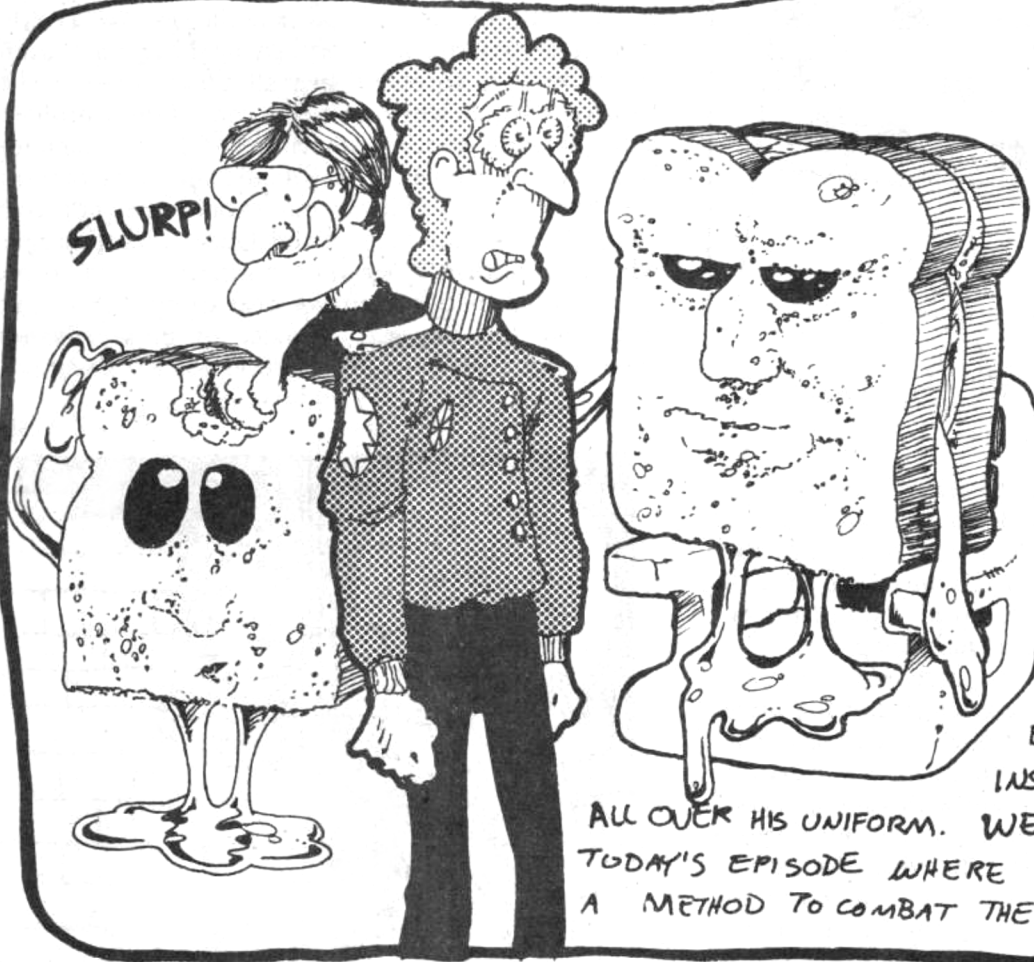


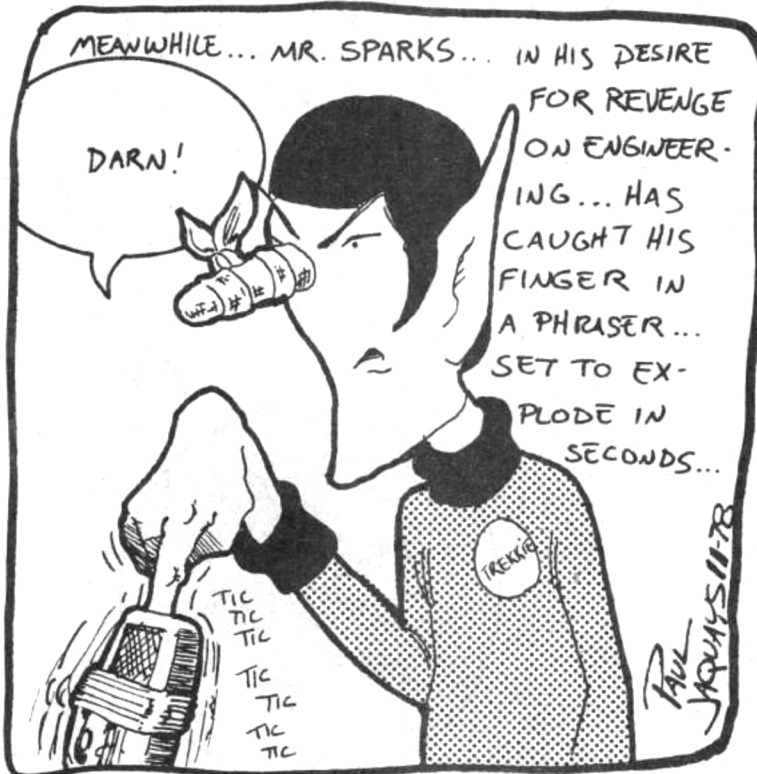


The Edge of the Galaxy



AS YOU MAY RE-
MEMBER, WE LEFT
THE STARSHIP "OLD
GOREY" IN THE
GOOEY HANDS OF
THE HANDROIDS,
DIABOLICAL CON-
STRUCTS OF HAM,
CHEESE, MUSTARD
AND MAYONAISE ON
BLEACHED WHITE
BREAD. CAPTAIN
BLAMES G. KURK
TOOK CONTROL
OF THE SITUATION
BY CLEVERLY GOING
INSANE AND DROOLING

ALL OVER HIS UNIFORM. WE TAKE UP WITH
TODAY'S EPISODE WHERE BLOTTY DISCOVERED
A METHOD TO COMBAT THE INSIDIOUS MENACE...



AND WHAT ABOUT THE CONEHEADS?



Untitled Article on Traveller
Dealing with the Concepts of Empires
by Marc W Miller

As you read through Traveller, and especially as you play through adventures in Traveller, the idea of some form of central governmental authority soon forms in the background. No society existing on the interstellar scale could really exist unless there were, somewhere, some type of interstellar body which exerted some force for order, however slightly. The question is, what exactly is the nature of interstellar government?

In Dungeons & Dragons, a similar concept exists, but it is really ignored, partly because technology is so low, and partly because the ~~the~~ distances travelled are so relatively slight. There is simply little need to know who rules at the higher levels. Nonetheless, dungeon-masters must eventually face (if only by assumption) the problems of who bestows the noble titles on **player-characters** (and on local **NCPs**), of who rules this area or that, and to whom do local leaders owe allegiance, and of who mints the coinage that is found in so many lairs and dens. Of course, Empire of the Petal Throne deals with the problem head on—there's an empire basic to the game that does all that.

The science-fiction literature is full of interstellar governments, ranging from commercial associations to full blown empires. Some examples are Niven & Pournelle's Co-Dominium, **Asimov's** Empire, Heinlein's Hegemony, Vance's **Oikumene**, Star Trek's Federation, Anderson's Empire, and Chandler's Rim World Confederacy. There are quite a few others. The question is, in Traveller, what type of government is most appropriate. There are three basic answers, all of which depend on the assumptions to be made. For convenience, I call them the federation, the empire, and the Imperium.

Remember that the most basic assumption of Traveller is that communication cannot exceed the speed of travel, thus making personal communication nearly as fast as message communication. Without this assumption, many of the tenets of Traveller fall by the wayside, and it becomes an entirely different game. Any interstellar government must be formulated with this assumption in mind.

Because communication is at the speed of travel, any interstellar governmental unit would have to devote some effort to having the fastest and best courier boats possible, specifically to carry messages and instructions between worlds, and to ferry government agents to areas of interest. Within the Traveller shipbuilding scheme, the fastest such courier boat would be a 200 ton **jump-6** "pony express" ship costing around Cr 100,000,000. Regular runs by these ships could relay taped information (computer tapes, etc) with a delay of only about a week. The size of any governmental unit would be determined by the delay between issuance of an order, and receipt of the order at the fringes.

The Federation

The smallest of these governments is the Federation. It exists because it is small, and communication time allows either government from a central authority, or representative government. In any case, a federation which grows too large for fast communication soon fragments due to internal friction. Effectively, the size of such a federation would be limited to the radius of a single jump. With jump-6 capability, such a government would effectively fill a single sub-sector; at extreme size, it would slop over into an adjacent subsector, and number about 60 worlds.

If the highest tech level of the federation is sufficiently low (under tech level 10), it's possible that locally produced ships will not even be able to achieve jump-6, which would further restrict the maximum size of the federation, or make it dependent on imported ships (or drives) for communication.

A federation can be quite strong, by reason of its compactness, and because the central government can react rapidly anywhere within its borders. It can also enforce its laws rapidly and with approval at the highest **levels**. **Among** other things, the governmental composition of a federation will tend to be homogeneous: perhaps tending to level 6 (captive government), or level 8 (civil service bureaucracy).

A lesser form of the federation is the confederation. The control of the central government is less strict, allowing a size to a radius of perhaps twice-jump-6. Such a government might well extend its control across 4 sub-sectors.

The Empire

A central government does not necessarily have to be in constant, immediate communication with all of its component worlds. The Roman Empire functioned for centuries with a communication radius of two months (assuming lousy weather, and bad winds, a message from Rome to Armenia would get there in about 60 days). If most of the local responsibility of government is carried by local officials, and central authority is necessary only to rule on exceptional cases, a communication radius of up to three months is entirely reasonable. Such a central authority is an empire. It could encompass up to 9000 stars, perhaps with well-defined jump routes (especially those of **jump-1** for free traders) binding the area together with trade. Local government may vary greatly (across the entire span of Traveller government types) as long as ultimate loyalty is given to the empire. An empire ultimately has great resources behind it, and can function to maintain its power against most threats, both from within and from

without.

Mercenary (Book 4 of Traveller, just published) is a booklet of rules set in an especially large empire. By assuming that the empire is not capable of responding to all violent situations, but will pit its high technology forces against any truly grave dangers, a situation arises where it is profitable for privately controlled forces to hire out for various tasks. The spectre of response from the empire keeps them small in size, and restrains their potential, while allowing a good living for the soldier of fortune.

Keep in mind that this type of empire (about 225 subsectors) is about at the limit of effective control by any central authority. With several assumptions (all two-dimensional, such as the galaxy is a disk, and each subsector has 40 stars), the area of the galaxy is about 80,000,000 square parsecs, and contains about 10 million subsectors. Its easy to see that there could well be a large number of empires, each just beyond reach of the next, and there would still be room for lots of independent systems on the fringes.

The Imperium

At the extreme end of the spectrum is what I term the Imperium; a truly vast empire with a size actually beyond effective communication. Spanning perhaps an eighth of the galaxy, it would be difficult for a single individual to even travel from one end of the Imperium to the other in a single lifetime. In such an empire, great authority would have to be granted to some individuals, and they would maintain the rule of the Imperium on a personal basis. Perhaps the Emperor would designate an agent and assign a task, such as defend the western reach from the petty empires encroaching. With the Imperial assignment, he would be granted nearly unlimited powers, perhaps even drug-induced longevity, as he pursued this particular goal.;

Or, perhaps the Imperium will do very little, possibly only maintain the mail routes and encourage the extra-territoriality of starports in order to encourage trade and commerce. In fact, in one guise, the Imperium might well be called the Pan-Galactic Postal Union, with a delivery time, across the galaxy, of a single first class tape, of a little over 100 years.;

CEREMONIAL MAGIC

by Paul Jaquays

[At the time of writing, this system has not been tested. I felt, however, that it had sufficient merit to be put before you and would appreciate rebuttals, changes or additions in the form of articles from you-Ed.]

Control Factor- 20-(Intelligence-spell level and Level) round down. Roll 2D6 to equal or better score.

Step 1-Loss of Control by 1-2 factors-Demon disappears. Take 1D4 Damage lose energy as if 2X spell power use.

Step 2-Loss of control by 3-4 factors-Demon botches spell. Take 1D4 Damage lose energy as 3 times spell power. Spell goes wrong (wrong target, wrong effect, wrong intensity).

Step 3-Loss of control by STR factors-spell backfires. Take 1D6 Damage lose energy as 4 times spell power. Caster recieves spell effects.

Step 4-Loss of control by 6-7 factors-spell backfires doubly. Take 1D6 Damage lose energy as 5 times spell power. Caster recieves double spell effect.

Step 5-Loss of control by 8+ factors-MU's soul is blasted. Saving throw against death-7 or better. +1 for above average constitution-energy loss as above. 15% chance Spirit Demon grabs for any others present also. Insanity-16 or better.

Energy-Above spell effects only if energy expenditure is sufficient. (Spell Level x Expenditure) + Modifiers= Energy. 1 = 1 point, 2=2 points, 3=3 points.

Energy Expense-Base-x1-30% chance success, x2-40%, x3-60%, x4-90%, x5-95%.

Standard MU recieves 3 Energy points per level advancement. Standard Cleric recieves 2 Energy points per level. All others recieve 1 energy point.

Requires a Verse:

- * A minimum of 4 lines per spell level.
- * Verse must specify exactly what effects are to be.
- * Any poetic form may be used (couplets in spell move energy expense success downward by 10%. Rational: Demons Spirits hate crummy poetry. Houever, good poetry will add 10-20% in caster's favor and lower loss of control level by 1.)

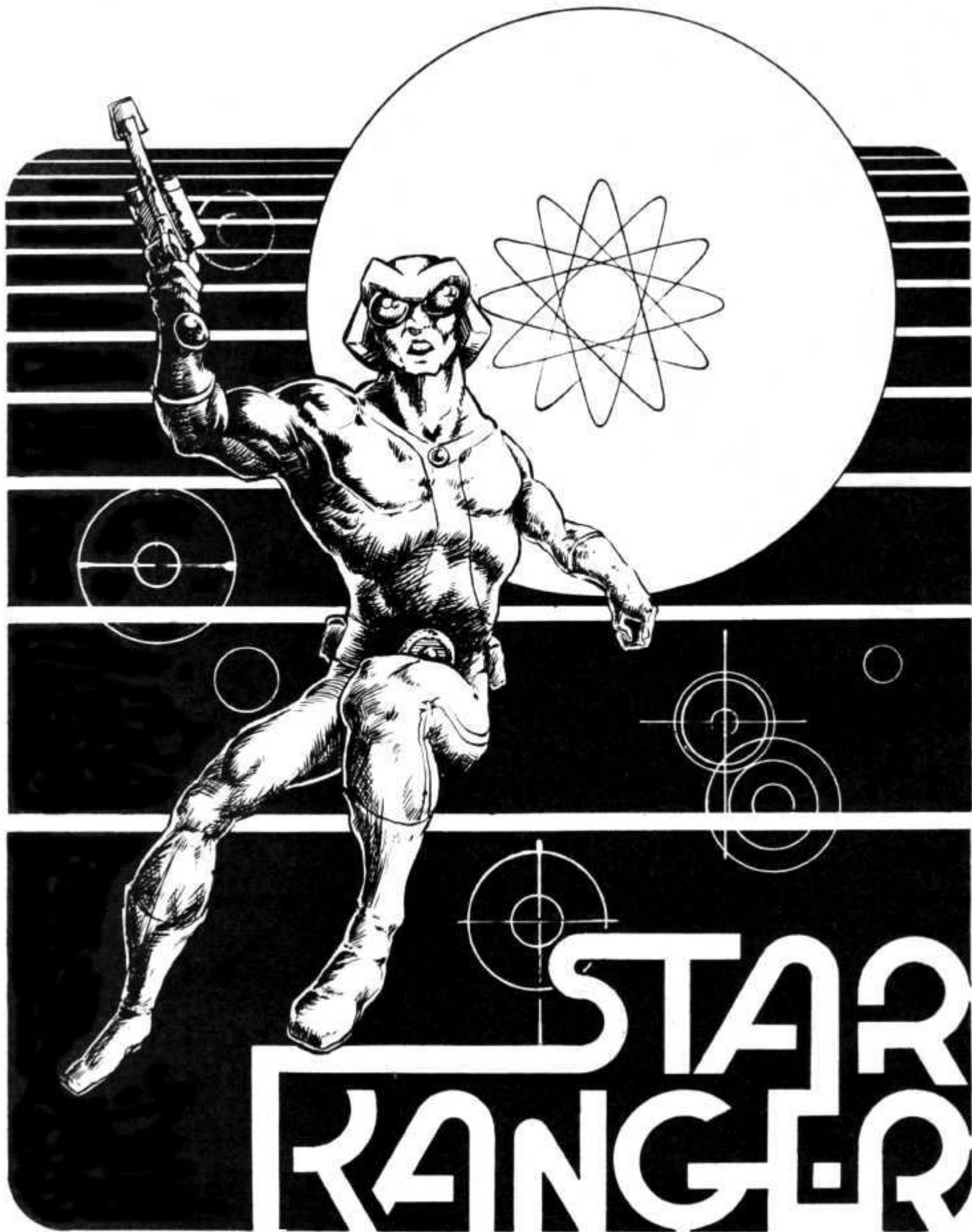
Requires a Ceremony:

- * Ceremony takes 1 hour (6 turns) x level of spell. Additional 5% may be added to chance success per every 2 hours.
- * Ceremony must be described.

Energy expense is deducted equally from STR and Constitution. Any level bonuses are consumed first.

Points may be recovered at a rate of 4 points per day.





STAR RANGER by Paul Jaquays (for Starships and Spacemen)

A Star Ranger is a space-going individual, paired off with a very powerful and intelligent ship. He is a sort of Galactic Peace Officer. His main function is protecting innocent or helpless sentient races from exploitation or extermination. This protection is not just from Videni or Zangids, but from Terrans and their allies, as well.

Star Rangers were created by an omnipotent being at some point in a particular race's development of space travel. They are selected somewhat randomly and may be of any race. Star Rangers do not age. While they may be of any race, they are usually Terran, Rigelian or Zangid.

A Star Ranger does not kill if it can be avoided. Often he will risk his own life, rather than take that of another. There are exceptions, however. If a planet or people can only be saved by their oppressor's demise, then that is the way it must be.

Although a Star Ranger's powers are not quite limitless, he and his ship are quite capable of handling a Terran Dreadnaught or its equivalent. With his special hand weapon, controlled by his will power, he has control over the elements, including fire, air, water and earth. With it he can cause a meteor storm, repulse enemies with high pressure air streams or water blasts, repressurize a space craft devoid of air or he can blaze away with fire from a sun . . . the possibilities are endless. Each use in this mode will use up the energy potential of the ship for that day by 10 units. The weapon may, also, be used as a laser pistol, rifle or as a stun gun or as a ship's laser bank.

The ship, itself, is sentient and a living, metal starship with a powerpile base of 500. It has many powers that its non-sentient 'brothers' do not possess. It can modify and reform its substance into anything or any type of ship, including a humanoid or a Terran Dreadnaught. The ship has its own personality, and, since Star Rangers are usually male, their ships are typically female. The Star Ranger and his ship are symbiotic. They are both telepathically and telempathically linked. Damage done to the ship will be felt by the Star Ranger, and vice versa. Because the ship has the power of molecular control, it can be considered as being, basically, energy and if it is threatened with destruction it will revert to an energy form to lecoup its losses.

STATISTICS: Star Ranger

Close Attack Strength=30 Marksmanship=20 Intelligence=14+D6 Technical skill=20

Contact skill=20 Charisma=20 Psionic potential=3D6 modified by race Loyalty=20

IN SPACE: Power pile base equivalent is 100 units. Screen cost per day (full) is 10 (he is always half-shielded).

In combat he fights as if having a fire control officer (+3). As a target, he is -3 to hit because of his small size.

His handgun works as a laser bank. The Star Ranger needs no special suit, even in a hard vacuum.

GROUND WEAPONS: Stun gun; laser pistol=half damage against sentients; Laser rifle= 3-18 +6 against non-living or unintelligent.

MOLECULAR CONTROL: range 200m. May summon up to 2000kg of rock, 2000 liters of water, a wind of 160-200kmph or a blast of fire for 3-18 points of damage to all within a 100m range. His uniform protects him like field armor.

STATISTICS: Ship

Power Pile Base= 500 Ion torpedoes= 12 9 regenerated at 2/day) Sickbay capacity=2

Laser banks= 3 fires as if possessing a fire control officer Size: twice size of a shuttle craft

ENERGY COST TABLE: Galactic travel=5 EUs per warp factor on hyperdrive but turns are free. Intrasystem

travel=5 EUs for any travel at nuclear drive per day. Entering a planet's orbit=2.5 EUs. Leaving orbit=2.5 EUs.

Laser fire=5 EUs per bank. Tractor or Pressor beams=1 EU/20,000km. Screens(half)=10 EU/day, (full)=20 EU/day.

Star Ranger's element control=10 EUs/use. Molecular control=10 EU (includes shapeshifting).

The ship's computer will answer from 2-12 questions.

Booty Bag from 'age 19

9.5

The Baton of Crocking

Background: from time to time in my world the Priest-mages of the Mad Clod of Change. The changes which the God causes are usually strange, occasionally embarrassing, and almost always weird. The powers which His priests are based on change, they make and use the Baton of Crocking for the amusement of their Cod.

A Baton is similar to a Rod but possessing 50 charges, and this Baton may be recharged only by the Priest-mages of the Mad Clod. This Baton functions in a manner similar to that of the Rod of Cancellation, contact with any magical item activating it but not causing its power to change the items' function unless the being holding it commands this to happen. The changes caused by this Baton vary by the alignment of the user; Lawfuls produce only humorous results, Neutrals produce humorous results usually but can cause serious results if desired, and Chaotics always produce serious results and can inflict upon themselves an occasional (10% chance) serious side effect.

The results produced by this Baton are alsys in the form of a crock, though occasionally merely changing the properties of an item without anyone noticing will prove to be sufficient. The humorous results shouldn't be too severe. The serious results should produce something along the lines of the crocks found in Greyhawk, though in the hands of a Chaotic it might produce a somewhat more dangerous (perhaps about as severe as some of the less deadly effects on Table III, page 52, 1/dritch Wizardry). The side-effects on Chaotic should be about as severe or dangerous as the Swanson Disabilities Table or a mild form of Curse.

An item which has been effected by this type of Baton can be effected again. It is rare (about 5% of the time) for the item to become uncrocked with further expositors, though the severity of the crock can be altered more or less at will simply by having different alignments use the Baton on the item. Please note that at all times the form which the crocking takes is subject to the CM.

THE FANTASY ROLE-PLAYING PREVIOUS HISTORY SYSTEM

by Paul Jaquays

With appreciation to Dr. Dennis **Garn** and Merle Davenport

Most of the published previous history systems either make a character too skilled and rich or provide too sketchy a background to motivate character actions. Hopefully, the following system will alleviate that. "Aiieeee!" you scream when you scan the 31 odd charts involved. "What have I got myself into?" fear not faithful one. Unlike other systems, this one is organized. The number/letter system I **have used**, when combined with the following directions should de-confuse thing a bit.

OPFRATIONS MANUAL: Procure the following. One each of 20 (10), 12, 8, 6, and 4 sided dice. A pencil or pen. Paper. The Fantasy Role-playing Previous History System. Time. Imagination.

Begin by taking an already rolled character (or you can roll one later) and starting at Chart 1: Birth Order. Then go onto chart 1A and then go onto Chart 2. Do not go to Chart 2A to Charts 2A through 2G unless indicated in your rolling. In fact, unless indicated, do not **roll** on any chart that has a letter following the number. Required charts are 1, 1A, 2, 3, 4, and 5.

Various reasons and procedures will be explained and revealed to you as you go. Certain areas have been left vague and are up to the individual referee to fill in as he deems necessary. Things such as birth locations, and particulars on religions, kings, wizards, and countries are all individual to each campaign.

When you have finished rolling, you will have a skeletal outline of a characters' possibly jaded past. Put the outline in chronological order and play co-incidence to the hilt (it's more fun that way!) You would be amazed at how seemingly unrelated incidents can be made to interlock.

As to whether experience should be awarded to a character for this prior experience, I would say no. This is not designed to advance characters without playing, but to give them colorful (or not so colorful) past lives. Again, though, the decision is up to the individual ref.

DISCLAIMER AND PARTIAL RATIONALE: The tables herein are designed for **as little** sex bias as possible. Please excuse the occasional generic "him" or "his". Within reason, these charts can be used for any and all FRP games. If the use of Polygonal dice does not agree with a particular game system, use them any way. This system is to be used outside of the actual mechanics of a game. Also, this system relies on long, straight, even curves; not the bell curves produced by rolling multiples of D6's.

NOTES: D4: Four-sided die

D6: Six-sided die

D8: Eight sided die

D10: Ten-sided die (also twenty-sided die)

D12: Twelve-sided die

D20: Twenty-sided die

Chart 1: BIRTH ORDER

Roll once on a OK) (determine six and number of siblings below.).

- 1) First born
- 2) Second child
- 3) Second child
- 4) Third child
- 5) Third child
- 6) Fourth child
- 7) Fourth child
- 8) Fifth child
- 9) Sixth child
- 10) Seventh child

Chart 1 A: DETERMINATION OF SEX AND NUMBER OF SIBLINGS

Number: Roll on a D10. Will not be less than character's birth rank.

Sex: For each sibling roll once on a D20. High roll: Male. Low roll: Female.

(Go to Chart 2 next)

Chart 2: FATHERSOCCUPATION (ALSO: OCCUPATION CHART)

Roll once on a D20 on the following*

- 1) Vagabond/Beggar
- 2) Farmer
- 3) Tinker
- 4) Miner
- 5) Woodsman
- 6) Sailor
- 7) Soldier
- 8) Fisherman
- 9) Craftsman-roll once on Chart 2A: Crafts.
- 10) Sage/Slave
- 11) Government Official-roll once on Chart 2B: Government Officials.
- 12) Scribe
- 13) Slaver (If slave, substitute Bodyguard)
- 14) Adventurer-roll once on Chart 2C: Adventurers.
- 15) Actor/Prostitute
- 16) Animal Trainer/Interpreter
- 17) Physician/Engineer
- 18) Merchant-roll once on Chart 2D for type. Also, reroll one additional occupation.
- 19) Gentleman-Reroll two additional occupations.
- 20) Nobleman-Reroll three additional occupations. Plus, roll once on Chart 2E for title.

* Roll on Charts 2 A-2G only if indicated.

(Go to Chart 3 next)

Chart 2A: CRAFTS

Roll once on a D20

- | | |
|-----------------|---------------------|
| 1) Tailor | 11) Brewer/Baker |
| 2) Fletcher | 12) Mason |
| 3) Horseman | 13) Potter |
| 4) Carpenter | 14) Miller |
| 5) Bowyer | 15) Dyer |
| 6) Cartographer | 16) Shipwright |
| 7) Smith | 17) Jeweler |
| 8) Cobbler | 18) Artist/Sculpter |
| 9) Weaver | 19) Musician |
| 10) Armorer | 20) Banker |

Chart 2B: GOVERNMENT OFFICIALS

Roll once on a D10

- 1) Tax Collector
- 2) Sheriff
- 3) Guardsman
- 4) Magistrate
- 5) Governor
- 6) Friend of Gov't. Official (reroll official)
- 7) Advisor to Governor/Mayor/King
- 8) Mayor
- 9) Prime Minister
- 10) Clerk

Chart 2C: ADVENTURERS

Roll once on a D10

- | | |
|---------------|---|
| 1) Fighter | 6) Druid |
| 2) Magic User | 7) Ranger |
| 3) Cleric | 8) Illusionist |
| 4) Thief | 9) Martial Arts Monk |
| 5) Bard | 10) Non Human Elf/Dwarf/Hobbit (reroll class) |

Chart 2D: MERCHANT TYPES

Roll once on D6.

- 1) Shopkeeper-foodstuffs.
- 2) Shopkeeper-drygoods.
- 3) Innkeeper
- 4) Shopkeeper-exotic goods.
- 5) Local Trader
- 6) Long-distance/overseas trader

Chart 2E: TITLE OF NOBILITY

Roll once on a D2G.

- | |
|---|
| 1-10) Knight |
| 11-15) Baron |
| 16-17) Count (Earl) |
| 18) Marquis |
| 19) Duke |
| 20) Royalty reroll title and add 5 to roll. Also roll addition to the King. Chart 2F. |

Chart 2F: RELATION TO KING

Roll once on a D20.

- | | |
|-------------------|---|
| 1-10) Distant | 20) Immediate Family-roll position in Royal fam. on 2G. |
| 11-16) 3rd Cousin | |
| 17-18) 2nd Cousin | |
| 19) 1st Cousin | |

Chart 2G: POSITION IN ROYAL FAMILY

Roll once on a D2G. (roll only if position not already known)*

- | |
|-----------------------------------|
| 1-10) 6-10th child* |
| 11-15) 5th child* |
| 16-17) 4th child* |
| 18) 3rd child* |
| 19) 2nd child* |
| 20) Heir Apparent/King (or Queen) |
- * A roll of 7-10 on a D10 indicates an unrecognized bastard child.

Chart 3: OCCUPATION PERFORMANCE

Roll 1-4 times on a D2G. This chart is an indication of how a character player or non-player, performed his job. If rolls are directly conflicting, like generous and stingy: reroll second roll until conflict is removed. Reroll a number indicates doubling of characteristic, such as very generous or extremely talented, etc.

- | | |
|--------------------------------|------------------------------------|
| 1) Overbearing | 11) Hard Worker |
| 2) Well Liked | 12) Lazy |
| 3) Impatient | 13) Ambitious |
| 4) Others jealous of him | 14) Power-hungry |
| 5) Underhanded | 15) Fair |
| 6) Talented | 16) Rose to high position (Master) |
| 7) Generous | 17) Kept from advancement |
| 8) Inspired loyalty | 18) Organized/disorganized |
| 9) Stingy | 19) Never rose beyond apprentice |
| 10) Held position of Authority | 20) Yesman |

Go to Chart 4 on next page.

Chart 4A: GUARDIANS

Roll once on a D20.

- 1) Evil Stepmother
- 2) Raised by Magic User
- 3) Monastery/Nunnery
- 4) Craftsman-roll on Chart 2A.
- 5) Relative-roll on Chart 4F.
- 6) Apprenticed-roll on Chart 2.
- 7) Sold into slavery at birth.
- 8) Raised by orcs/goblins/hobgoblins.
- 9) Raised by wolves.
- 10) Raised by an adventurer-roll on Chart 2C.
- 11) Raised by dwarves/elves.
- 12) Raised by hobbits/gnomes.
- 13) Raised by random monster (within reason), roll on monster tables.
- 14) Raised by army.
- 15) Raised by brigands/bandits or pirates/buccaneers
- 16) Raised by gypsies
- 17) Raised by thieves
- 18) Adopted by nobleman(Chart 2E)/Other(Chart 4D)
- 19) Lived by wits. . . no guardian.
- 20) Raised by outcasts, ie. beggars, prostitutes, etc.

Chart 4: SIGNIFICANT EVENTS OF CHILDHOOD

Roll 1-4 times on a D2G. This chart indicates several of the important events and happenings of a **character's** childhood from ages 1-12. Roll the age that each specific event on a D12.

A (*) indicates no age roll.

- 1) Loved by parents (guardian if indicated) (*).
- 2) Unloved and unwanted by parents br guardian (roll age if 1 is also rolled.)
- 3) Orphan: lived by wits/brought up by guardian-roll once on Chart 4A.
- 4) Sold into slavery-go to Chart 4B.
- 5) Family all killed by Other (Chart 4D)/Relative (Chart 4 E)/Disease. A high roll on a D20 indicates that 1 -4 family members survive. Determine which members on Chart 4E.
- 6) Caused death of Relative (Chart 4E)/Other (Chart 4D)-also roll once on Chart 4F for death situation.
- 7) Only legitimate child in family (*).
- 8) Bastard-raised by mother/raised by father's family /guardian (Chart 4A) (*).
- 9) Learned father's occupation.
- 10) Apprenticed to mentor to learn occupation-roll on Chart 2 for mentor's occupation.
- 11) Father killed by Relative (Chart 4E)/Other (Chart 4D).
- 1 2) **Father/Mother/both** outlawed criminals-roll crime on Chart 4G and then roll for a 100-1000 gold piece reward on a D10.
- 13) Child Thief
- 14) Had a religious experience-go to Chart 4H: Religious Experience.
- 15) Jealous of siblings (*).
- 16) Lived a nomadic life.
- 17) Lived in city/countryside.
- 18) Ran away from home (or church, or mentor, or guardian, etc.).
- 19) Learned weapon usage.
- 20) Learned to **respect/disrespect** authority.

Roll on Charts 4A-4H only as indicated.

Chart 4A on prior page

Chart 4C: WOUNDS AND/OR MUTILATIONS

Roll once on a D10.

- 1) **Loss** of hand. High roll: right. Low: left.
- 2) Loss of eye. As above.
- 3) Loss of leg. As **above**. (pegleg at knee)
- 4) Many scars
- 5) Loss of tongue (mute).
- 6) Loss of ear. As per 1 above.
- 7) Loss of 1-5 fingers-roll hand.
- 8) **Loss of** nose
- 9) Scars on face.
- 10) Loss of genitals

Chart 4B: SLAVERY

Roll duration on a D12 for 1 to 12 years of captivity. Roll for the occurrence of 1-4 significant events on a D2. If applicable, roll age for each event. To determine age, choose a die that most accurately represents the duration enslaved and add the resulting score to the age at which character was enslaved.

(*) indicates no age roll.

Roll the sex of each individual owner on a D20. High roll indicates a male owner, **low** a female owner.

- 1) Escaped, wanted by owner. 100-1000 GP reward
- 2) Freed by owner.
- 3) Owner died. A high roll on a D20 indicates character resold. A low roll indicates character freed and 1-6 years subtracted from term of slavery.
- 4) Travelled widely with owner.
- 5) Learned more than one occupation-roll on Chart 2.
- 6) Sexually used by owner.
- 7) Led/participated in slave revolt. (High rollLsuccessful. Low roll: unsuccessful. If successful, assume that owner was killed or wounded and that there is a reward of 200-2000 GP for your capture. If you led the revolt, double the reward. If the revolt was not a success, assume that you were tortured or mutilated. (Mutilation-go to Chart 4C.)
- 8) Held position of authority in occupation.
- 9) Favorite of owner.
- 10) Bought for breeding purposes. 1-4 children as per Chart 1 A.
- 11) Bought own freedom.
- 12) Master of different **race-elf/dwarf/hobbit/orc**/random monster.
- 13) Resold several times. 1-4 times.
- 14) Freed by Church/Law.
- 15) Beaten by owner
- 16) Temple slave.
- 17) Suffered torture/mutilation-go to chart 4C
- 18) Branded **while** slave
- 19) Hated master (*)
- 20) Devoted to master (*)

NOTE: All slaves learn at least one occupation while enslaved if they don't already know one.

Chart 4D on next page

Chart 4E: RELATIVES

Roll once on a D10. To determine whether the relative is on the maternal or paternal side of the family, roll a 2G-sided dice. A high roll indicates father's **side**, a low **roll**, mothers's side.

* Roll sex as per Chart 1A for these relations.

- | | |
|-----------------|-------------------------------|
| 1) Wife/Husband | 6) 1st Cousin* |
| 2) Son | 7) Distant Cousin* |
| 3) Daughter | 8) Uncle/Aunt |
| 4) Brother | 9) Parent-Mother/Father |
| 5) Sister | 10) Grandparent-Mother/Father |

Chart 4D: OTHERS

Roll once on a D20.

- 1) Government official-roll on Chart 2B.
- 2) Friend
- 3) Thieves
- 4) Magic User
- 5) Mentor
- 6) Nobleman-roll title on Chart 2E.
- 7) Invader
- 8) Non-human invader
- 9) **Monster-roll** on random monster tables.
- 10) Neighbor
- 11) Lover
- 12) Tradesman-roll occupation on Chart 2.
- 13) **Non-human-elf/dwarf/hobbit**
- 14) Highwayman
- 15) Adventurer-roll class on Chart 2C.
- 16) Comrade
- 17) **Guardian-if not already indicated, roll on Chart 4A**
- 18) Army Officer-roll rank on Chart 5B.
- 19) Wild Animal
- 20) More than one of above working together.
2-5 reroll.

CHART 4G: CRIMES

Roll once on a D20

- 1) Robbery
- 2) Pickpocketing
- 3) Heresy
- 4) Murder-go to chart 4F
- 5) Adultery
- 6) insulting one of higher social standing
- 7) Trespassing
- 8) No crime at all
- 9) Witness
- 10) Treason
- 11) Failure to pay taxes/debts
- 12) Wrong place at wrong time
- 13) Losing side of political argument
- 14) Sacrilege
- 15) Unlawful sorcery (witchcraft)
- 16) Violation of curfew
- 17) Messenger of bad news
- 18) StoJe food
- 19) Highwayman (brigand/bandit)/(pirate/buccaneer)
- 20) Harboring criminals



CHART 4F: DEATH SITUATIONS

Roll once on a D20. *=roll and additional D20. A roll of 1-8 indicates that the victim deserved to die and that you are held blameless in the eyes of the law. This does not, however, vindicate your character in the eyes of the victim's family or friends. They may still be out after your hide. A high roll on another D20 indicates that there is a private reward out for your death.

- 1) Work accident
- 2) Hunting **accident**
- 3) Premeditated murder
- 4) Fit of blind rage
- 5) Assassination
- 6) Negligence
- 7) Personal duel
- 8) Gang fight
- 9) Self defense
- 10) Disease carrier
- 11) Poisoning: accidental/purposeful
- 12) Turned over to government authorities
- 13) sold into slavery and died
- 14) Driven to suicide
- 15) Starvation
- 16) Went insane and died
- 17) Thrown into prison and died
- 18) Killed during commission of a crime-go to 4G
- 19) Drunken brawl
- 20) To save someone else:
relative (chart 4E)/other (chart 4D)

CHART 4H: RELIGIOUS EXPERIENCE

Roll 1-4 times on a D20. Assume that if more than one number comes up, the events happen within a 1-2 year period after initial experience. Events occur in the order they are rolled.

- 1) Join church
- 2) ~~Hate~~ the church
- 3) Vision of local god
- 4) Vision of powerful god
- 5) Vision of demon
- 6) Become devoted follower of a god
- 7) Believe self to be reincarnated saint/hero/villain
- 8) Make pilgrimage to holy shrine
- 9) Excommunicated for crime-go to 4G
- 10) Persecute the religious
- 11) Involved in Holy War- go to chart 5A
- 12) Religious, but hypocritical
- 13) **Desecrate some temple**
- 14) Become a fanatic
- 15) Persecuted for faith
- 16) Lose faith (roll age)
- 17) Make prophetic statements
- 18) Become novitiate for priesthood
- 19) Religion is discredited
- 20) Started own cult

CHART 5: POSTCHILDHOOD SIGNIFICANT EVENT
Roll 1-4 events on a D20. These are events that occur, usually between the ages of 13-18, simultaneously with either prison, slavery or military service. Roll age for each event except where indicated by (). For every 2 years the post-childhood period exceeds 18 years of age, roll a D20. A high roll indicates an additional event occurred during that period. Any term of slavery, imprisonment, or military service will cut short any other of the three at the age indicated for it to begin. Roll a D6 and add 12 to find age event begins. Unless otherwise indicated, a player will end the use of these charts at age 18. If not indicated in regular rolling, a character will have a chance for love affairs during these years. A high roll on a D20 indicates 1-2 love affairs during the 13-18 year-old period. For every 5-6 year period after 18, roll again for an additional 1-2 affairs. Roll on charts 5A-5I only if indicated.*

- 1) Religious experience-use chart 4H
- 2) Responsible for death of relative (4F)/other(4D) roll death situation on 4F
- 3) Apprenticed to mentor- roll mentor occupation on chart 2.
- 4) Drafted/volunteered for military service-use 5A
- 5) Have love affair-use 5F
- 6) Learn occupation-use chart 2
- 7) Travel widely
- 8) Survive deadly disease
- 9) Live in city/countryside
- 10) Sold into slavery-use 4B
- 11) Caught and convicted of crime-roll crime on 4G and punishment on 5E
- 12) Outlawed-roll on 4G
- 13) Entire home village wiped out by disease/fire/invaders/other (use 4D)
- 14) Came into contact with non-human monster-roll a random monster
- 15) Take up good habits (5G)/bad habits (5H) (*)
- 16) Become friendly with race of elf/hobbit/dwarf/ore
- 17) Serve wealthy patron-roll on chart 5I
- 18) Become adventurer at early age 10-15
- 19) Save life of relative (4E)/other (4D)
- 20) Become famous for some deed you have done-number significant events and choose dice size that most accurately represents that number and then randomize until event is chosen.

CHART 53: OFFICER'S RANK

Roll once on a D20 for each time indicated.

- | | | |
|--------|------------|------------------------|
| 1-5) | Decurion | Commander of 10 men |
| 6-9) | Sargeant | Commander of 50 men |
| 10-13) | Centurion | Commander of 100 men |
| 14-16) | Lieutenant | Commander of 500 men |
| 17-18) | Captain | Commander of 1000 men |
| 19) | Colonel | Commander of 2000 men |
| 20) | General | Commander of 4000+ men |
- Commander of the Army/Navy
 Commander of the Armed Forces
 King
 King of 2+ countries

CHART 5A: MILITARY SERVICE

Roll 1-4 times on a D20. Roll a term of 1-4 years. Every time that 1 comes up it indicates a promotion. Reroll rank on 5B. Minimum promotion is 1 rank. Ranks of Commander of the Army, Commander in Chief of the Armed Forces, King and King of 2+ countries are available only through 1-step promotions. Reinlistment means rolling a new term of service which is an extension of the previous one. All earned rank is retained. If more than 1 term of military service is rolled on chart 5 then the second term will begin with the character at 1-2 ranks lower than he finished the previous term. Roll age except where indicated by (). Roll for in whose service the character fought on 5D.*

- 1) Become officer-roll on 5B
- 2) Demoted 1-4 ranks during service
- 3) Lone survivor of massacre of entire army
- 4) Captured by enemy and tortured
- 5) Deserted/traitor-price on head of 100-1000GP
- 6) Served as mercenary
- 7) Personally responsible for the deaths of many comrades-in-arms
- 8) Best friend killed at side
- 9) Prevented destruction of innocent villagers
- 10) Spent most of term in non-combat services
- 11) Was coward in battle
- 12) Decorated for heroism: if in the service of a King or Queen, character will be knighted. A roll of 8-10 on a D10 will indicate that a higher title has been given. Receiving character, though, must have attained rank of Lieutenant or better prior to this.
- 13) Learned use of exotic weaponry
- 14) Imprisoned for crime during service-use 4G & 5E
- 15) Led/part of successful mutiny-reward for you of 100-1000GP (double if you led)
- 16) One of few survivors of disease decimated army
- 17) Badly wounded/mutilated in battle-use 4C
- 18) Reinlisted in army-roll for second term
- 19) Learn occupation-roll on chart 2
- 20) In non-infantry branch of service-use 5C

CHART 5C: SPECIAL SERVICES

Roll once for each term of service on a D20

- | | |
|----------------------------------|-------------------------------------|
| 1) Palace guard | 11) Navy |
| 2) Overseas service | 12) Marines |
| 3) City guard | 13) Special combat forces |
| 4) Temple guard | 14) War Machines |
| 5) Prison guard | 15) Archers |
| 6) Reserves | 16) Messengers |
| 7) Private bodyguard of employer | 17) Attached to diplomatic missions |
| 8) Engineer corps | 18) Caravan guard |
| 9) Scouts | 19) Border guard |
| 10) Cavalry | 20) Gatekeeper |

CHART 5D: IN THE SERVICE OF ...

Roll once for each term of service on a D8

- | | |
|--------------------------------|--------------------|
| 1) Nobleman-use 2E | 5) Wizard |
| 2) King | 6) Temple |
| 3) Queen | 7) Foreign power |
| 4) Defense of Town or Province | 8) Merchant Prince |

CHART 5E: PUNISHMENT FOR CRIMES

Roll 1-4 significant events for an imprisonment period of 1-10 years on a D20. Roll age as per slavery. See 4B

- 1) Innocent of crime-unjustly convicted
- 2) Led/part of unsuccessful uprising +5 years prison
- 3) Served term in galleys
- 4) Served term in mines
- 5) **Escaped- 100-1000GP** reward for capture
- 6) Religious experience in prison-use 4H
- 7) Learn occupation-use chart 2
- 8) Serve duration of sentence in **military-go** to 5A
- 9) Sentence commuted to **half** time
- 10) **King** frees all in prison-sentence at half time
- 11) **Tortured**
- 12) Led escape- 200-2000GP reward **for** your capture
- 13) **Mutilated-use** 4C
- 14) Escaped and caught +5 years to sentence
- 15) Whipped regularly
- 16) Survived disease
- 17) Learned thievery
- 18) Learned to disrespect authority
- 19) Picked up good habits (5G)/bad habits (5H)
- 20) **Sold** into slavery for term of prison **sentence-4B**

CHART 5F: LOVE AFFAIRS

Roll 1-4 times on a D20 for each seperate love affair. If not indicated, a character has a 25% chance of having a child from the affair. Norm is 1-3 children.

- 1) Unrequites love
- 2) Lover already married
- 3) Many lover
- 4) Lover killed by relative (4E)/other (4D)
- 5) Lover a member of race: **elf/dwarf/hobbit**
- 6) Broke up, went different ways
- 7) Lover was exceptionally good looking
- 8) Lover carried off
- 9) Lover unfaithful
- 10) Lover of higher social status
- 11) Lover of lower **socil** status/slave
- 12) Lover much older/younger
- 13) Lover sold into slavery
- 14) Lover ugly
- 15) Lover died of disease/accident
- 16) Married 1 -6 years and divorced lover
- 17) Have 1-4 children by lover
- 18) Separated forcibly from lover
- 19) Responsible for death of lover-use chart 4F
- 20) Lover joins celibate in church

CHART 5G: GOOD HABITS

Roll 1-4 times on 020

- | | |
|--------------------------------|--------------------------------------|
| 1) Cleanliness | 11) Defender of weak |
| 2) Benefactor to poor | 12) Loving |
| 3) Gentleman | 13) Respect for all religions |
| 4) Friend | 14) Self-confidence |
| 5) Teetotaler | 15) Industrious |
| 6) Religious | 16) Humility |
| 7) Sincere | 17) Negotiator |
| 8) Quiet | 18) Minds own business |
| 9) Honest in all things | 19) Punctual |
| 10) Smiling | 20) Tender |

CHART 5H: BAD HABITS

Roll 1-4 times on a D20

- | | |
|-----------------------|------------------------------------|
| 1) Heavy drinker | 11) Picks fights (bully) |
| 2) Gambling | 12) Selfish |
| 3) Randiness | 13) 3raggart |
| 4) Curses | 14) Laziness |
| 5) Badmouthing | 15) Sadistic |
| 6) Distrust of others | 16) Greed |
| 7) Solitariness | 17) Bigotry |
| 8) Pushy | 18) Robbing helpless |
| 9) Loud | 19) Disrespect of other religions |
| 10) Poor Hygiene | 20) Loss of self-confidence |

CHART 5I. SERVICE OF PATRON

Roll for 1-10 years of service that may coincide with military, slavery and imprisonment. If service begins during slavery assume that character has become a favorite of his/her master. If patron service continues beyond the normal termination of post-childhood experience (age 18) then consider your character to still be in the patron's service. Patrons are usually good for a loan of 100GP times the number of years served.

Roll 1-4 significant events on a D10.

- 1) Learn occupation other than patron's -chart 2
 - 2) Travel widely with patron
 - 3) Relocate in new city
 - 4) Patron driven from home city by competitors
 - 5) Patron is of opposite sex
 - 6) As 5, but roll love affair with **patron-chart 5F**
 - 7) Patron dies while in service
 - 8) Patron negates any military service rolls while in his service
 - 9) Patron educates **you-roll** addition occupation on chart 2
 - 10) Rival of patron (roll chart 4D) is after your life
- While in the service of patron any rolls for enslavement will be negated. Rolls requiring imprisonment will have the sentence reduced by half due to patron's influence on courts. Patron **will**, also, influence promotions and decorations while in military. Add +1 to roll for **pro**-motion and +2 for bestowing of title on character for bravery in battle. Character **will**, **also**, automatically serve in a non-infantry service (chart 5C)



Jaquays

NAME GENERATOR

by Rusty Lamont

On some occasions, while playing in a campaign, I find a lack of ingenuity on the Character Name Battlefront. After ransacking my mind for a time, the only name that comes to mind is Gglyxle, Yryl, etc. So, in the interests of D&D'ers everywhere, I have compiled a Name Generator. Hopefully the average wargamer will make a fine name for a fine character.

001	Shan/kati	136	Vares/team	272	Pary/ayla	405	Ma/wahlur
004	Mag/rorik	139	Gane/singh	275	Gal/koh	408	Kamar/agoth
007	Gor/rodhi	142	Galen/loch	278	Galpar/meeron	411	Zan/atha
010	Ko/rok	145	Yrk/chalum	281	Zog/rent	414	Zaaod/acher
013	Kold/kur	148	Elri/anr	284	Jheb/cromb	417	Vul/herol
016	Kod/yrsa	151	Melni/gurd	287	Zuag/hnwn	420	Kris/ralet
019	Kor/adh	154	Pik/asgard	290	Alw/lyr	423	Ryk/aidar
022	Os/raki	157	Pikar/gard	293	Alwaz/hiannon	426	This/yezm
025	Sir/contri	160	Lorm/amra	295	Rua/culdi	429	Str/jasu
028	Ker/ragh	163	Jad/tempjoc	297	Ruath/dware	432	Ash/jashua
031	Kerst/lock	166	Smior/leon	300	Ker/reloth	435	Tirun/gal
034	San/lee	169	Cym/hemite	303	Bit/chx	438	Xel/lango
037	Santh/goda	172	Dyv/hosru	306	Lem/ardo	441	Yl/dis
040	Es/laho	175	Rack/arak	309	Ruk/vesco	444	Ylon/ema
043	Estri/leiades	178	Gor/kush	312	Rak/ganelon	447	Brak/alt
046	Ast/rea	181	Orr/lias	315	Fand/elon	450	Kambd/naf
049	Gan/talz	184	Han/rospero	318	Fan/lendill	453	Kai/wraith
052	Gand/thay	187	Eld/uagirs	321	Kyl/arkan	456	Khurd/wrath
055	Kri/leof	190	Nar/hanara	324	Grog/yrkoon	459	Yob/aan
058	Seth/awl	193	Etri/yedaka	327	Ram/ric	462	Hagg/hnau
061	Og/kolb	196	Ade/kome	330	Andro/bon	465	Nost/arнет
064	Ogua/cyr	199	Ger/peace	333	Tor/karayd	468	Nostra/koth
067	Par/kelb	202	Deka/encken	336	Dar/ormyr	471	Septe/thar
070	Slit/corchoon	205	Skek/agnis	339	Kard/admar	474	Tyre/ai
073	Skik/choon	208	Shek/orm	342	Rhul/igorgan	477	Toc/allka
076	Skal/gle	211	Kikk/kolder	345	Val/cymorill	480	Jath/moral
079	Stoe/haut	214	Lept/koris	348	Valk/vim	483	Uzhir/zael
082	Tor/chitar	217	Drachm/beric	351	Quar/ckhir	487	Vla/ling
085	Sha/tar	220	Mina/siric	354	Quaz/gora	490	Dom/lesian
088	Mel/arack	223	Den/ersten	357	Quarm/orra	493	Taz/thanquar
091	Melec/eloso	227	Denar/lennin	360	Kyr/annis	496	Omer/thamkar
094	Bay/ygia	230	Lant/anth	363	Kuyr/eld	499	Kopt/udor
097	Zar/koth	233	Ts/stri	366	Siem/arr	502	Ankh/kag
100	Zark/hitai	236	Nyb/astrian	369	Vald/ridge	505	Rhod/dak
103	Ameer/kelos	239	Gwah/anron	372	Jac/aden	508	Zama/mnet
106	Tre/ython	242	Dag/anrom	375	Bard/erah	511	Kha/kyll
109	Crom/rascus	245	Sath/rist	378	Bardyl/ekah	514	Dhar/par
112	Annw/maric	248	Acher/seth	381	Aith/ekah	517	Vish/radaar
115	Llyr/toum	251	Yara/guast	384	Ant/kkar	520	Cham/dar
118	Rhiah/dhya	254	Bahar/arset	387	Avtin/rachm	523	Juh/lornha
121	Cul/rocero	257	Yanai/litsta	390	Baor/mina	526	Dar/orha
124	Gond/ghra	260	Yezn/stoen	393	Dhii/narius	529	Phri/ban
127	Nere/ram	263	Got/orth	396	Dyos/antr	532	Pyx/norious
130	Chx/baksh	266	Gotar/hant	399	Dy/otha	535	Nic/makal
133	Xar/ksh	269	Par/elek	402	Elh/yberg	538	Hro/makal

541	Ska/hoomal	655	Than/rhu	769	Han/runedeth	883	Heu/ogar
544	Ror/lnar	658	Yed/tol	772	Aryl/xel	886	Rhu/bbal
547	Frod/ramel	661	Kom/mris	775	Zoph/ylon	889	Erie/bhael
550	Rok/nokar	664	Cink/ymrist	778	Zor/brak	892	Tol/agir
553	S'kur/gorken	667	Menc/bec	781	Elor/bda	895	Ymr/wazir
556	Yrsa/lonmall	670	Jasu/rye	784	Lob/kai	898	Str/uatha
559	Adh/mall	673	Dis/strag	787	Honor/hurdisan	901	Ose/keroon
562	Bei/relei	676	Neg/crag	790	Tem/isan	904	Oster/itra
565	Kra/walith	679	Lan/sig	793	Tek/yob	907	Yryl/emas
568	Malen/aalbek	682	Lag/ose	796	Mira/goth	910	Erlen/batl
571	Ara/froi	685	Dem/ugin	799	Mino/iamus	913	Kyr/uke
574	Gar/gundia	688	Mon/terland	802	Mik/tradamus	916	Raed/andar
577	Cle/arth	691	Shalt/yrer	805	Afgor/gundus	919	Wyn/lyrz
580	Nar/oror	694	Jen/ohm	808	Clon/resias	922	Jar/larz
583	Tal/odor	697	Jaa/lenstar	811	Lor/oct	925	Aub/roghe
586	Pleiad/duki	700	Gren/anant	814	Gwall/ath	928	Ber/moth
589	Ar/lando	703	Gyr/yrth	817	Maal/mite	931	Cyon/droqyne
592	Bak/yndt	706	Gyrl/aederle	820	Gorf/hiram	934	Zuag/esh
595	Sab/narr	709	Bohn/aia	823	Norg/ian	937	Khow/tor
598	Styg/eamer	712	Carn/yndon	826	Yar/dog	940	Gahr/ardak
601	Sin/tramod	715	Mark/arl	829	Tre/zim	943	Bak/kardak
604	Mol/orgoh	718	Mar/sharl	832	Gra/mer	946	Khurd/rhul
607	Oric/anuin	721	Koth/auber	835	Nilan/kopt	949	Vian/alkis
610	Ork/deth	724	Kot/uber	838	Leyn/nkhma	952	Gar/rullian
613	Vanr/aithnard	727	Hai/bere	841	Pnar/mandias	955	Xalt/yra
616	Sig/nard	730	Dwa/col	844	Beam/hkan	958	Py/simak
619	Asg/weadin	733	Dwall/yone	847	Stram/khan	961	Skel/aldr
622	Amr/wadaen	736	Comm/ron	850	Mor/ama	964	Khit/jak
625	Metem/strin	739	Kaz/raal	853	Anui/nuzin	967	Chi/dylak
628	Gall/ork	742	Kazaz/kale	856	Xel/balor	970	Rawel/ithles
631	Shem/erin	745	Grey/loor	859	Deth/juhad	973	Stroe/antis
634	Khos/um	748	Cak/oen	862	Cath/areet	976	Ksl/tinyk
637	Yan/land	751	Sole/rath	865	Caer/nixos	979	Fror/thus
640	Yaz/an	754	Beth/eric	868	Astr/icor	982	Zeb/baor
643	Kush/euren	757	Betham/histin	871	Rork/roar	985	Zyg/hiiis
646	Pel/liard	760	Eu/trag	874	Pev/tarzaal	988	Yrl/yos
649	Pros/orgol	763	Quasi/ash	877	Aum/arza	991	Ral/ledh
652	Zuag/riel	766	Dak/deth	880	An/parar	994	Bask/arthal
						997	Byr/vul



SPACE: THE GAMING FRONTIER

by Bill Paley

There are on the market now many science fiction role playing games. Each one may have good and bad points to it, however, this article is not meant as a review of these games. Instead, it is a discussion of the genre and style of preparation and play of these games.

One of the most important points is that the Game Master (GM) must have a good mental grasp of the assumptions behind the game system he chooses. This includes interstellar travel: Is it by space-warp jump? Warp-bubble travel? Interdimensional shifts? Random chance? The GM must also understand the basic natural laws of motion, or else simplify them in a manner which will not "disorder" the rules system. How is energy generated? What is gravity? Will Magic work? Psionics? How do economics work?

Basically, the difference between space fantasy and medieval fantasy is that in space fantasy the adventurer travels from star to star via starship, while in D&D or its brethren, the adventurer travels on foot (or horse, or perhaps sailing ship) from dungeon to dungeon. However, just as dungeons can be simple caves, or enormous warrens, the planets can be prepared as a planet with diverse climates, lifeforms, social systems, etc. or as a series of one planet—one climate—one government—one adventure each.

The major choice that a GM has when he sets up his universe is "Am I going to prepare whole galaxies, or am I going to prepare a few planets?"

If he chooses to prepare hundreds of star charts, the point of his game will tend towards ship vs ship encounters, although occasionally there will be on-planet adventures. The players will spend their time

racing to the farthest stars.

If he chooses to prepare a few planets, his players will be forced either by edict of the GM (due to lack of preparation time) or by events to remain in the region of space so prepared. However, each planet will have a great deal of depth. This type of preparation is more likely to produce character vs non-player character (NPC) interactions.

Of course, much preparation is possible in either case, but they each require a great deal of working, the one in starmapping and the other in planet planning. No matter what, it behooves the GM to have prepared at least one political structure/social system within which he will allow the players to interact.

Of more minor interest are points such as the elements in the metabolic cycle of the prime race which may affect the planets they will explore for use, the number of races the players will have to choose from and the differences from human norm, how many major languages there are, etc.? These are trimmings that add flavor to the game.

Finally, there can be a background theme to the game. The movie *Star Wars* gives one possible theme, that of revolt against tyranny, but at the same time there are choices such as those indicated by *Battlestar Galactica*, the desperate search for a lost world against a hostile universe, or those suggested by Poul Anderson's *Nicholas Van Rijn Stories*, exploration and growth of trade empires. Once a theme is chosen, the scenarios should come easily to an imaginative GM.

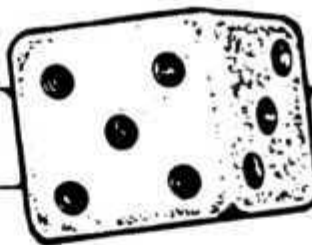
Whatever you as GM may choose, these games can be as imaginative and as fun as any medieval fantasy campaign. Give it a try!



THESE NEW
MAKE-UP ITEMS DO
WONDERS FOR MY
COMPLETION!

KB
578

THE DIE IS CAST



by Bryan Hinnen

Glen A. Larson, *Buck Rogers In the 25th Century* (PG - Universal): a film that seems to use a comic book as its script.

The use of old standby comic book heroes by CBS (*Wonder Woman*, *The Incredible Hulk*, *Spiderman*) has excited some comic book enthusiasts and dismayed others. Hollywood's answers, Superman and Buck Rogers, have probably disappointed all of them.

Hollywood has allowed audiences to be able to laugh at Superman, but it seems to want us to laugh at Buck Rogers. The script is pathetic, giving Rogers a string of Groucho-style one-liners and even resorting to slapstick at one point. Daniel Holler's direction allows five talented main actors to either become hard-nosed heroes, seductive ladies (or, in the case of Erin Gray, both), or vaudeville comedians.

Aside from that, it's a pretty good flick. Special effects are by John Dykstra, a name that has come to be synonymous with excellence. The acting, when it occurs, is good. The background music is a bit spastic in places but it doesn't really detract from the overall effect.

Perhaps I shouldn't be so critical. Buck Rogers is about a five on a ten-point scale if the viewer is looking for good science fiction; if one is expecting comedy, it's about a seven-pointer. Dykstra saves the film for science fiction and comic book fans.

Believe it or not, it does have a plot of sorts. Rogers (Gil Gerard) is launched in a one-man deep-space probe in 1987 that goes off course, cryogenically freezing him and lengthening the trip from five months to five centuries.

He is picked up on his return by the flagship of an alien star empire, the *Draconia*, on its way to Earth on an ostensibly diplomatic mission. The *Draconia* is commanded by Kane (Henry Silva), born on Earth and now a commander in the Imperial Fleet. His filibustering is given no further explanation in the film, so who am I to conjecture?

Kane is repeatedly being accused of incompetence by Princess Ardana (Pamela Hensley), a headstrong fleet commander hungry for her first

victory.

The *Draconia* is actually out to conquer Earth, and her armaments are a big secret. Rogers is suspected of being a spy, and is thawed out and sent home. A homing transmitter is planted on his ship to show the *Draconia* the way through Earth's protective force field.

In a space fighter strongly reminiscent of Star Wars' X-wing fighter and Battlestar *Galactica's* Viper, Col. Wilma Deering (Erin Gray) intercepts Rogers before he vaporizes himself on the force field and guides him through the entry channel. This is where the rush to make up for production delays is most glaringly apparent. The fighter's cockpit is an exact duplicate of the Viper's.

In a futuristic Earth city. Rogers is finally forced to believe that he has been a popsicle for five hundred years by a city councilman (Tim O'Connor), a Frisbee-sized super-computer named Dr. Theophilus, and a midget android named Tweedy. Don't touch that dial; it gets better.

The transmitter is found, and now Rogers is convicted by a Frisbee-computer council of being a spy for the "space pirates" that have been plaguing interstellar traffic. Deering arranges for him to verify his story of armaments on board the *Draconia* by accompanying her and a squadron of fighters to the incoming dreadnought on a real espionage mission. The ship launches its own fighters while the Earthling squadron is on board, and they charade a pirate attack on the *Draconia*.

In a space scene that science fiction film goers will think they've seen somewhere before, there are five Earthling fighters; the Mongol-styled Imperial warriors destroy four, leaving two (Rogers and Deering, of course). Four "pirates" are launched by the *Draconia*; Rogers destroys seven. The film splinters must be using New Math.

Kane and Ardana come to Earth to conclude a bogus treaty of mutual defense against the pirates, and a reception is held. It appears that ballroom dancing is scheduled to make a comeback in the 25th century, until Rogers convinces the musician to play disco.

The resulting spectacle of Rogers shaking booty with Ardana leaves all present thinking he has displayed some ancient tribal ritual: a mating dance perhaps, or spring fertility rites. This scene is the most ridiculous one in the film, particularly its conjecture that disco will survive until 1987.

Rogers accompanies Ardana and Kane back to the Draconia, where he plans to stop the planned invasion of Earth. And even though the script doesn't deserve it, I'm not going to reveal any more of the plot. But a sixth-grader could predict the conclusion.

Hensley's interstellar-seductress costumes and Gray's **played-up** good looks make one wonder whether this is also Hollywood's answer to Charlie's Angels. As in Star Wars, the androids are in there with the comic relief, in a film that needs everything but.

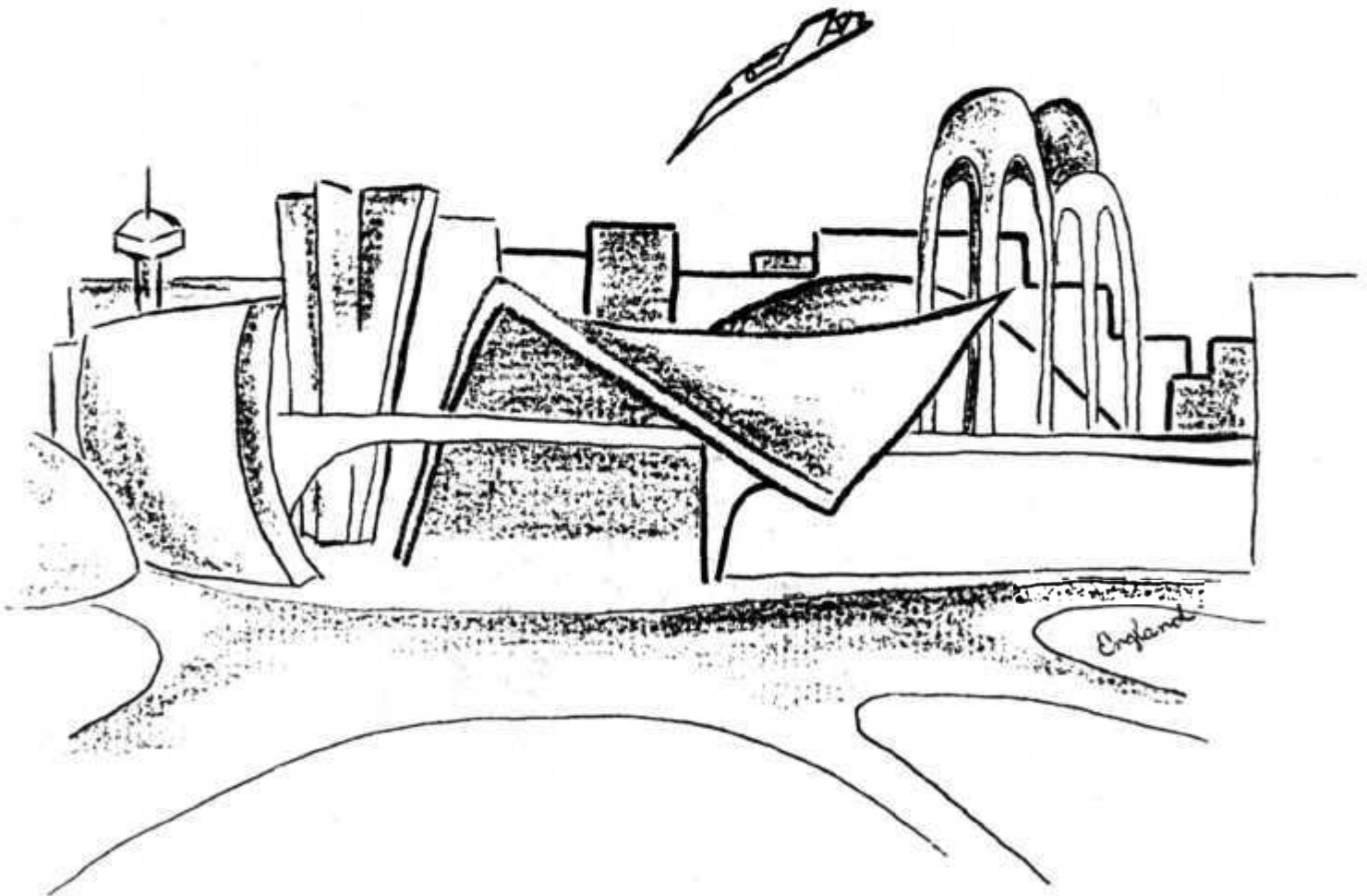
Strong points in the script are hard to find. One thing that it may have over other science

fiction movies is a little more political intrigue interjected between the deep-space dogfights and fancy hardware.

As previously mentioned, Dykstra's special effects steal the show. He got everything built and "flying" before being called away, to come up with something spectacular to bail out the Battlestar Galactica series. The city and warships are therefore predictably amazing.

But his assistants painted in the blast effects on the footage to show explosions during battle scenes, and so even this aspect of the film is marred by such things as fiery explosions and burning in the vacuum of space.

The pilot film Battlestar Galactica was excellent, and at least the special effects of the series are good, in Universal's collaboration with ABC. This writer hopes that Universal will continue to put out quality science fiction films without letting a lame duck impede them.



THE WET NAVY
MEETS
THE SPACE FLEET
OR **MERCENARY-style** Charts for Nautical Force Command
in TRAVELLER

by Bill Paley

As many of you already know, GDW has added another rulebook to the Traveller series of rules for Science fiction RPG (role-playing games) called Mercenary. The book describes charts for the preparation more fully of characters with mercenary skills from that portion of the Army called the Ground Force Command. The first paragraphs of the book describes the Army as being divided into three forces, one on the ground (covered in Mercenary), one in the air, and one in the water. Assuming that your primary planet has water, a player may desire a naval character as well as any other. Thus, I have prepared a series of charts and skills similar to those found in Mercenary. Where charts are the same as those in the aforementioned book, it will be so stated; **look** it up in there. Basic Training is the same as in the book.

Military Occupation Skills (Table 1)

	Support	Submarine	Surface	Air/Sea	Coast Guard
1	Small Craft	Mechanical	Forward Quarters	Small Craft	Brawling
2	Ship Engineer	Ship Engineer	Small Craft	Flight	Electronics
3	Small Craft	Breather Gear	Cartography	Breather Gear	Jack-o-t
4	Mechanical	Electronics	Missile Ordnanceman	Small Craft	Bribery
5	Electronics	Missile Ordnanceman	Communications	Cartography	Missile Ordnanceman
6	Medic	Cartography	Ship Engineer	Mechanical	Cartography
7	Computer	Computer	Computer	Flight	Small Craft

DMs: '+1' if world is tech level 8+.

Support: Supply and repair services all over the ports of the planet.

Submarine: Submersible warvessels.

Surface: Gunboats, large warships, assault craft, merchant vessels.

Air/Sea: Aircraft built for rescue, surveillance and patrol. Also used for undersea rescue and salvage teams (Without the aircraft, of course).

Coast Guard: Small patrol craft usually used as police patrols although capable of anti-submarine and small unit combat.

General Assignment (Table 2)

	Support	Submarine	Surface	Air/Sea	Coast Guard
0	Command	Command	Command	Command	Command
1	Command	Command	Command	Command	Command
:	Command	Command	Command	Command	Command
3	Staff	Command	Command	Command	Staff
4	Staff	Staff	Staff	Staff	Staff
5	Staff	Staff	Staff	Staff	Staff
6	Special	Special	Special	Special	Special
7	Special	Special	Special	Special	Special

DMs: '+1' if Education 8+; Officers may take '-1' "Bucking for Command".



Special (Table 3) (NCOs and Enlisted Men)

For Officers, see **Mercenary**.
(See note at end of article)

- 1) Cross Trug (any service within Nautical Command)
- 2) Specialist school (See Table 4)
- 3) Commando School (See **Mercenary**)
- 4) Recruiting
- 5) Flight School (See below)
- 6) OCS (See **Mercenary**)
- 7) OCS (See **Mercenary**)

DMs: '+1 if Intelligence 7+.

Specialist School (Table 4)

Right School: Toll 4+ to gain these skills -
Flight, Cartography, Missile Ordnanceman, Computer.

- | | |
|----------------|-------------------|
| 1) Medic | 4) Communications |
| 2) Electronics | 5) Mechanical |
| 3) Computer | 6) Ship Engineer |

Unit Assignment (Table 5)

	Support	Submarine	Surface
2	Combat	Combat	Combat
3	Base	Combat	Combat
4	Ctr. Insr.	Patrol	Trug
5	Base	Trug	Patrol
6	Base	Patrol	Patrol
7	Base	Base	Base
8	Base	Patrol	Patrol
9	Trug	Trug	Patrol
10	Ctr. Insr.	Patrol	Trug
II	Base	Combat	Combat
12	Combat	Combat	Combat

	Air/Sea	Coast Guard
2	Combat	Combat
3	Combat	Trug
4	Trug	Trug
5	Trug	Patrol
6	Base	Base
7	Patrol	Patrol
8	Patrol	Patrol!
9	Trug	Patrol!
10	Trug	Trug
11	Combat	Trug
12	Combat	Combat

In terms of receiving a Purple Heart for wounds,
Combat Assignments only (except support in a Counter-Insurgency base).

Assignment Resolution (Table 6)

Support:	Trug	Base	Combat	Ctr. Insr.
Survival	Auto	Auto	4+	5+
Decoration	None	None	10+	11+
Promotion	(7+)	(8+)	7+	8+
Skills	7+	None	8+	9+
Submarine:	Trug	Base	Combat	Patrol
Survival	3+	Auto	6+	4+
Decoration	None	None	6+	10+
Promotion	(8+)	(7+)	5+	8+
Skills	6+	None	6+	9+
Air/Sea and Surface:	Trug	Base	Combat	Patrol
Survival	3+	Auto	5+	4+
Decoration	None	None	7+	9+
Promotion	(6+)	(8+)	8+	10+
Skills	7+	None	6+	8+
Coast Guard:	Trug	Base	Combat	Patrol
Survival	3+	Auto	6+	4+
Decoration	None	None	5+	9+
Promotion	(7+)	(8+)	6+	7+
Skills	6+	None	5+	7+

DMs: For Survival. MOS skills +2 or better gives '+1'; For Promotion, Education 8+ or Social Level 8+ gives '+1' (cumulative).

When a character rolls a **skill**, he may choose to roll on his MOS table, on Navy Life, on Vessel Table (if he is in Coast Guard, Surface, or Submarine services), on NCO Skills (if he is E3 or higher), or on the Command or Staffskill tables in Mercenary if he is a commanding or staff officer.

Additional Skills (Table 7)

	Navy Life	NCO Skills	Vessel
1	Brawling	Missile Ordnanceman	Forward Observer
2	+1 Strength	Mechanical	Small Craft
3	Gambling	Cartography	Missile Ordnanceman
4	+1 Dexterity	Missile Ordnanceman	Breather Gear
5	+1 Endurance	Mechanical	Missile Ordnance
6	+1 Endurance	Cartography	Breather Gear
7	+1 Strength	Leader	
8	+1 Social Level	Leader	
9	+1 Social Level	Administration	
10		Instruction	
11		Administration	

DMs: Navy Life: +1 if junior commissioned officer, +2 if field grade, +3 if general.

NCO Skills: See Mercenary.

Ranks are the same as in Mercenary (since this is the army running the fleet).

A number of new skills are added to the lists now available, and others may be redefined. These are Small Craft, Ship Engineer, Breather Gear. Missile Ordnanceman, Cartography and Flight.

Small Craft: Gives the character the ability to handle small boats and launches. Improved skill indicates improved handling under dangerous conditions. Includes rafts, canoes, row boats, motor boats and small sailing craft.

Ship Engineer: Gives the character repair abilities with the vessel's systems, and the ability to run and maintain the vessel's power plants.

Breather Gear: Gives the character the ability to use underwater breathing equipment, scuba gear, mechanical gills, re-breather gear, etc., as used in a water environment. Any level of expertise with breather gear gives ½ skill level with Vacc Suit.

Missile Ordnanceman: Gives the character the ability to repair, maintain, **fuel** and launch ground-to-ground, **ground-to-air**, **air-to-air**, **air-to-ground**, etc., missiles weapons. At RE+3, they may maintain and fire starship's missile weapons as if with Gunnery +1.

Cartography: Gives the character the ability to navigate around the planet using maps, and to identify his position with minimal identifying terrain. "**Bump-of-direction**", but he must have seen a map first.

Flight: Gives the character the ability to pilot any propeller driven aircraft at Flight +1. At Flight +2 or better jet- or rocket-powered aircraft may be flown.

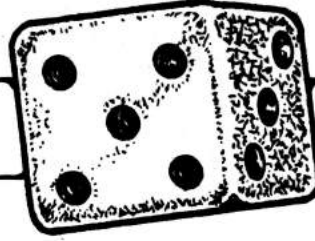
NOTE: Commando School and Flight School results gives the character the choice of transferring to the Ground Forces Commando Units, or (if in Flight School) the Nautical Forces Air/Sea Units, or to join the Aerospace Control Command in one of their flying forces.

Hopefully, this **will** give you a well-rounded Nautical **character-so** that when your spacemen visit a port city's wharf area, you have something other than thugs to meet them.



Creepy friends

THE DIE IS CAST



REVIEW – STAR TREK: THE MOTION PICTURE

Star Trek: The Motion Picture – a patchwork masterpiece that truly shines in some areas and fails unutterably in others.

Paramount spent over \$45 million on this megalith, and it shows all over the place. For one thing, the entire original cast of the **Star Trek** series is present: William Shatner, Leonard Nimoy, DeForrest Kelly, George Takei, Jimmy Doohan... all the way down to Grace Lee Whitney and others who didn't appear in every episode.

For another thing, the special effects were **awesome**. That was an understatement. The models of the Klingon battle cruisers and the rebuilt **Enterprise**, as well as the alien vessel, were truly works of art. This writer specifically looked for John Dykstra's name in the special effects credits, knowing it had to be in there somewhere. It was.

The acting was predictably good, because most of the primaries didn't really have to act. The scenery was well done, but none of the traditional hand props such as phasers and tricorders were evident; some use of them might have made up for the viewer disorientation inherent in the introduction of new uniforms in the costuming.

The Klingon makeup was also disorienting. In the series it was deemed sufficient to give the Klingons dark complexions and beards. Here they have jutting jaws with very evident tusks, and a very peculiar cranial makeup. This writer would not be amazed if **Planet of the Apes** style masks were used for them.

The story was rather good, if this is the only encounter with **Star Trek** by the viewer. It was a bit slow in spots. But what was truly disappointing was its simple combination of two scripts from the series, "Nomad" and "The Doomsday Machine," complete with a Decker, son of the commodore that was killed in the latter episode. I can't help but feel that Alan Dean Foster's arm was twisted during the preparation of this story, for it certainly isn't up to his usual standard of excellence.

Attention to detail by the production staff was very lax in spots. For example, the **Enterprise** is launched from drydock very hastily, and was not due to be finished for another month. Some of the

dock workers should probably have been left on board to complain about being noncombatants being taken into the jaws of certain death. But most surely there should have been entire panels missing, gaping bulkheads revealing naked circuits and dangling medusae of wires, missing crew giving a very definite deficit in the ability to make up for this... and a plethora of things that just didn't work. True, the warp engines and the transporter malfunctioned, but there should have been much more.

The special effects crew is not to blame here. The producer is the one who tells the SFX crew what is supposed to go in where: "All right, I want this scene to be of some obscure control room that has been taken apart and not put back together... wires and panels hanging out, tools lying on the floor, and some kind of obviously hasty jury-rigged arrangement of a few instruments being awkwardly operated by an exasperated crew." Too bad it didn't happen.

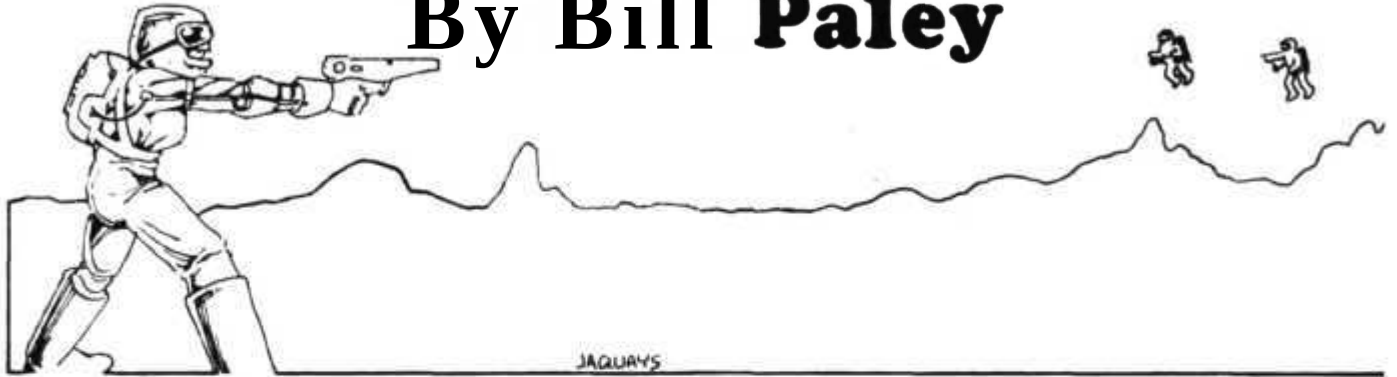
The gas cloud surrounding the alien vessel and its method of destroying suspected attackers were very well done by the SFX people. But one thing that they must be taken to task for is the matte shot technique. The background of Starfleet Headquarters in San Francisco and the shots of Kirk and Scott during the shuttle tour of the **Enterprise** in drydock definitely left something to be desired. The shots of the transporter malfunction were a bit spastic as well, but perhaps that was intentional.

Star Trek fans have waited eight years for this moment. It was definitely not all it could have been, and for \$45 million one would expect near perfection. Other Judges Guild staffers were also greatly dismayed by this movie, far more than this writer, and were ready to give it a really slam-dunk review. I've attempted to give it a fair shake and avoid disillusioning any of the Star Trek fans who will read this. But the film doesn't deserve such protection, for it has already disillusioned a lot of people. Let's hope the next one is better.

– Bryan Hinnen

The "Other" Class In Traveller

By Bill Paley



Although the Traveller tm rulebooks do not specifically so state, it seems that the "Other" class (as opposed to Army, Navy, Scouts etc.) is meant basically as a street person. In 1001 Characters, "Other" is defined as any non-military type who the group might encounter, with any skills. This leaves open the chance for imaginative referees to prepare non-military career charts and attendant skills.

SPIES

Persons of the intelligence trade, of course, are fun for the referee as well, because he may be on a mission while ostensibly working for or with the players.

Occupational Skills

	1	2	3	4	5	6
1	Admin	Gun Cbt	Commo	Vehicle	Brawling	Bribery
2	Recruiting	Blade Cbt	Electronics	Bribery	Streetwise	Streetwise
3	Forgery	Brawling	Computer	Vehicle	Interrogate	Interrogate
4	Forgery	Gun Cbt	Commo	Bribery	Cryptograph	Interrogate
5	Forgery	Blade Cbt	Electronics	Gun Cbt	Cryptograph	Interrogate
6	Gambling	Brawling	Computer	Brawling	Cryptograph	Ctr-Insrgt

Roll one die for column, then one die for line. A Spy receives one of these for entry into the service.

Assignments

First, roll one die for area of assignment: 1-2 Duty, 3-5 Staff, 6 Special.

Duty		Staff		Special	
1	Raid	1	Admin	1	Intelligence School
2	Raid	2	Admin	2	Ctr-Agent School
3	Raid	3	Admin	3	Cryptography School
4	Ctr-Insrgt	4	Cryptograph	4	Admin School
5	Police Ctr-Agent	5	Cryptograph	5	Recruiting
6	Ctr-Agent	6	Interrogate	6	Ctr-Insrgt School

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Duty resolution:

	Raid	Ctr-Insrgt	Ctr-Agent
Survival	7+	6+	4+
Decorations	6+	10+	8+
Promotion	5+	8+	7+
Skills	5+	4+	7+

Decorations: "Honor roll" only: equivalent to MCUF

Promotions: rank totem pole starts at Second Lieutenant

Staff resolution:

Staff posts automatically give skill in that particular post. Survival is automatic, promotion 10+, no decorations.

Die modifiers for duty and staff resolution:

Survival -- +1 if Intel 8+

Promotion — +1 if Intel 9+, +1 if Soc 10+

Special resolution:

Intelligence School: Same as in Mercenary, plus Instruction

Counter-Agent School: Roll 4+ on one die to gain each of the following skills:
Computer, Brawling, Streetwise, Interrogate

Cryptography School: Roll 4+ on one die to gain each of the following skills:
Computer, Cryptography, Admin, Electronics

Administrative School: Roll 4+ on one die to gain each of the following skills:
Computer, Admin, Electronics, **Commo**

Counter-Insurgency School: Roll 5+ on one die to gain each of the following skills:
Ctr-Insrgt, Cun Cbt, Blade Cbt. **Instruction**, Brawling, Streetwise

Spies may come from a previous stint in the military (having failed a re-enlistment), but only if they have completed Intelligence School. If so, they may start at one rank lower than that which they held at the time of mustering out. (Roll 5+ to enlist, +1 if Intel 9+) Once past the age of fifty, they may only receive staff assignments. If they receive the same assignment three times in a row, they will only have that assignment from that point on. There is mandatory retirement at age seventy.

New Skills

Counter-Insurgency: (Ctr-Insrgt)

This skill gives the character the ability to interdict and otherwise impede any revolutionary or terrorist activity. The degree of his effectiveness is of course commensurate with the level of his skill in this area, but ties in closely with Intelligence and Cryptography skills at the referee's discretion. For example, a spy with a first-level skill in Counter-Insurgency might have one chance in six of happening upon a band of terrorists — three chances in six if he is looking for them.

Cryptography:

This skill gives the character the ability to break codes and ciphers. Basic chance to crack a simple code is 11+ with one week of work; average code 12+ with two weeks of **work**, difficult code 13+ with four weeks of work. DM +1 for each level of Cryptography skill. Also, for each level of Computer skill held concurrently, DM +1, but a computer is required for use to apply this DM.

The spy who advances far in levels of Counter-Insurgency school is very effective in many areas of "dirty **fighting**," such as guerrilla warfare and harassment and interdiction. A spy who is sixth level or higher in this skill may put together the nucleus of **anti-government** plotters. This does not determine the course of the possible revolution or the probability of its success. The revolution is played out by the characters or is resolved by the referee.

CIVIL SERVANTS

	Police	Bureaucracy	Detective	Labor
1	+1 Str	+1 Intel	+1 Str	+1 Str
2	+1 End	+1 Soc	Blade Cbt	+1 End
3	+1 Educ	+1 Intel	+1 End	+1 Str
4	Gun Cbt	+1 Educ	+1 Dex	+1 End
5	+1 End	+1 Intel	Gun Cbt	+1 Str
6	+2 End	+1 Educ	+1 End	+1 End
1	Brawling	Admin	Brawling	Brawling
2	Commo	Admin	Brawling	Blade Cbt
3	Vehicle	Admin	Blade Cbt	Mechanical
4	Gun Cbt	Bribery	Gun Cbt	Steward
5	Streetwise	Forgery	Forgery	Streetwise
6	Bribery	Computer	Streetwise	+1 Str
7	Computer	Computer	Bribery	Vehicle

DM: +1 if Tech Level 8+

Use this chart if Educ 8+

1	Commo	Admin	Brawling	Steward
2	Commo	Admin	Streetwise	Vehicle
3	Vehicle	Bribery	Streetwise	Vehicle
4	Vehicle	Forgery	Bribery	Mechanical
5	Interrogation	Computer	Forgery	Mechanical
6	Computer	Computer	Jack o'Trades	Electronics
7	Computer	Computer	Electronics	Electronics

DM: +1 if Tech Level 8+

Civil servants may work until age 70, and they will receive retirement pay after 20 years as in the military. After retirement, they use these charts as if they were normal charts from Traveller **tm**, Book One. To begin, though, he must roll one die: 1 Police, 2 Bureaucracy, 3 Detective, 4-6 Labor.

Survival rolls are required as follows for each four-year term: Police 3+, Detective 4+, Labor 3+ (2+ if Tech Level 5+). After the survival roll, the player may roll two dice in an attempt to change profession. The policeman may opt to try for detective work or a bureaucratic position, then rolls: 10+ means he has been accepted into the detective squad, 8+ means he has a desk job as a bureaucrat. If a laborer, 10+ makes him a bureaucrat. If a detective, 7+ makes him a bureaucrat. DMs: +1 if Intel 8+. +1 if Educ 8+.

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+2 if Soc 10+.

CRIMINALS

Although there is a poor survival rate for "crooks," they can have reason to learn almost anything. You can fill in what their particular criminal records are, once you know their abilities.

They are able to maintain a random number of "**terms**" in their "service." To find their number of terms, first roll one die: 1 only one term, 2-6 roll two dice for number of terms.

Also, starting age may vary. Roll for number of years of age subtracted from 18 as follows: 1-5 subtract number of years shown on die, 6 roll two dice and subtract that number of years from 18.

Each term, a criminal may gain one or two skills (roll one die: 1-4 one skill, 5-6 two skills). The criminal may only use the charts in Book One; however, he may choose any chart he desires. Each term, they must roll 7+ on two dice to survive. DM of +1 for Str 8+, +1 for Intel 9+.

These characters would be especially useful to the referee as masterminds for crime syndicates, pirates, or leaders of gangs of thugs. They are not necessarily useful as **player-characters**.

SMUGGLERS

After a random number of "terms" (2-8 if you have two four-sided dice, otherwise roll one six-sided die and add one) a character rolls a die for each term: 1-5 gives two skills for that term, 6 gives three skills. To roll each **skill**, roll one die twice: once for column and once for line.

	1	2	3	4	5	6
1	Pilot	Pilot	Pilot	Gunnery	Mechanical	Gambling
2	Gunnery	Engineering	Zero-G	Ship's Boat	Mechanical	Streetwise
3	Engineering	Navigation	Zero-G	Electronics	Electronics	Bribery
4	Navigation	Gunnery	Vacc Suit	Mechanical	Jack o'T	Brawling
5	Ship's Boat	Navigation	Vacc Suit	Forgery	Gun Cbt	Blade Cbt
6	Computer	Pilot	Electronics	Jack o'T	Gun Cbt	Forgery

Smugglers also have some expertise in some of the items they smuggle. Gun-runners will have one level of skill in whatever weapon type they carry. Drug smugglers will have one level of Medical skill. Other skills gained in this manner should be chosen as appropriate to the type of planet to which he is smuggling goods to.

Smugglers may have their own **ship**, very likely stolen with forged papers. If they have level two skills in both **Mechanical** and **Electronics**, they will have made several modifications in the basic makeup of the **ship**, using the following order of priorities: speed, camouflage, **defense**, offense.

Smugglers are also likely to have excellent working knowledge of both the planet and the system into which they smuggle goods. Additional systems will depend upon levels of Navigation skill.

Obviously the smuggler has many advantages regarding skills. This is offset by their high mortality rate. At the end of each term, two six-sided dice must be rolled to survive: 8+ indicates survival, with DMs of +1 for Str 9+. +1 for End 9+, +2 for Intel 9+. and +1 for Educ 9+.



The Armed Forces In Traveller

By Bill Paley

At the beginning of a **Traveller**™ campaign, each player is confronted with six choices for his character's **development**, Army, Navy, Marines, Scouts, Merchants, and Other. It's fine to have the choice, but how do they fit together and interact? This is how I have rationalized the system for use in my campaign.

Starting with the Army (within which I allow the players to choose from ground forces, sea fleet, or air and close orbit **command**), the police arm of a planet. This force is under the direct control of the recognized government of the planet, or the Imperial governor (usually a Duke) of the planet. Politically they either support the Imperium **or** not, dependent on their government's prevailing attitude. **Usually** they are controlled by **governors** appointed by the **subsector** government, but under conditions of Balkanization and other fragmentary **systems**, the governor is known as "Ambassador" and the Imperium will support one country in its **attempt** to gain world dominance.

Next, the Navy. Generally this force is supportive of Imperial policy and the government, as they continue to strengthen it. Planetary and subsector **fleets**, nominally controlled by the individual governing bodies, most often agree to, and join in with Imperial operations. The Navy is the second most powerful supportive force for the Imperium.

The Marines, and the Marines' elite Commandoes (irreverently known as the "Storm-Troopers") are powerfully behind the Imperium, willing to defend it to the end and beyond. The

Marines are trained to react unquestioningly to **orders**, and their officers are similarly conditioned. Since the Grand General of the Marines is the Emperor himself, there is unquestioning obedience to all Imperial edicts.

The Scouts, on the other **hand**, are chafing. Their vessels are generally under Naval control and are being used as patrol craft rather than their primary function of exploration. **Officially**, the Imperium supports exploration and further colonization, in fact, they suppress it. The giving of ships to promising scouts on a reserve basis is an attempt by Scout Commanders to sidestep the Imperial policy by allowing the free Scouts to do as they wish, hopefully exploring new worlds.

Most Merchants, especially those of the forty or so major lines within the **Empire**, are supported by the government, and given much leeway. Free Traders not affiliated with a major combine are often bogged down in a morass of regulations and administrative **details**, requiring bribes, forgery and other cheating to escape with a profit.

The Other Class is anything else. . . **often** the Underworld of deeply illegal **activities**, but just as likely they may be police or government bureaucrats.

There are flaws to this **system**, but it sets the tone for my players as they "live" in the **Traveller** Universe that I run. Anything that I find eases their problems identifying with their roles are so much the better for all concerned. **Besides** it's fun who wants to play Luke Skywalker?!

DRA'K'NE STATION

JG 105

By Bill Paley. 64-page booklet detailing a vast alien research station hollowed out of an asteroid. Sabotaged, with its crew either dead or in cold storage, it drifts through the void awaiting the incursions of players, **still protected** by its automated defense systems and one surviving alien. A complete, massive 12-level adventure for **Traveller**™, the first of its kind, this playing aid is **profusely illustrated** by Kevin Siembieda and includes insights **on the** culture, **language** and history of the wierd, reptilian **Dra'k'ne** aliens. This is a **complete, well-detailed scenario**, with several different types of research labs, repair shops, spare parts depots, recreation areas **and more**, and has been **created and approved** for use with **Traveller**™.



Traveller Rumors

By Bill Paley

Plague has struck a vessel which is now orbiting Capitol. Apparently, noone is left alive aboard. The Imperial Navy cannot destroy the ship due to too much chance of contaminating the system. There is a reward of 450,000 credits plus SALVAGE rights offered to anyone who removes the vessel from the system.

*A Freighter carrying a load of mercenaries in Low Passage, plus seventy cases of one dozen **lazer** carbines has been lost en route to Pickering from Salivarius II. The mercenaries were hired as bodyguards for a duke visiting the famous whale-lizard hunting zone on the oceans of Pickering.*

A major computer of the Imperial Naval system dumped the retirement data of six subsectors. The bureaucrats are rumored to have decided to conveniently forget to continue the various Navy pensions . . . pocketing the remaining monies (which amounts to billions each year).

Computer keyword manuals for scoutcraft systems are available for 600,000 credits in the black market on Credosh III.

Six scouts escorting the yacht of a subsector official turned and destroyed each other and the yacht in a matter of seconds. A "Mayday" was received from the yacht, but when a light cruiser investigated all they found in that orbit was wreckage.

A small prospecting company is selling their asteroid base to the highest bidder. Supposedly it is equipped with landing facilities to dock up to three vessels of any size.

*Bendex III has been identified as an Amber Zone due to strange, wild weather which has defied **prediction**.*

Three Warships of destroyer classes have vanished within parsecs of Capital. The subsector is in a panic because of this. Imperial Naval and Marine units are being shifted to cover the zone, searching for the wreckage or other evidence.

The Naval Weapons Testing Station in the Krestmast system has lost two new **tar get-seeking** missiles which jumped before they responded to a destruct command. All vessels within six jumps of Krestmast are warned to stand ready for attack by fusion weapons.

A pinnacle of alien design was found by a scout just beyond the boundary of the Imperium. Indications were that the vessel crashed on landing due to weather.

A prison satellite in a border subsector was penetrated by heavily armed pirates. Due to their successful rescue of five of their comrades, all prison vessels, colonies and satellites are hiring guards, increasing their strength by 50%.

*The Wilder Shipyards on **Samelos XII** are offering for cheap sale a dozen ship hulls of contracted vessels which were halted during building. For **60%** of normal price they will complete the construction of the vessel purchased.*

Six Tree Krakens have broken loose from a zoo exhibit and are chasing port security down the street.

Amazons



By Bill Paley

The order of the Amazon is equivalent in my world to Knight-hood, with much pomp and circumstance attached to the ceremony. Once inducted into the order, the Warrior Maids serve the Overlord as a picked force of guards along the city walls.

The order is led by: Sheila the Red: Fighter, Align: LG, Level 7, HP: 51, AC: 2. Social Level: 8, STR: 16. INT: 13, WIS: 15, CON: 13, DEX: 14, CHAR: 15, Flail, a forty-year-old veteran of wars with **Orcs** and men alike. She has held this post for ten years, but will soon retire. She is grooming: Tess Bloody Spear: Fighter, Align: LE, Level 6, HP: 29, AC: 2, Social Level: 7, STR: 15, INT: 15, WIS: 12, CON: 10, DEX: 9, CHAR: 10, **Spear**, for her replacement. Not long ago, several of her competitors were sent on quests to recover the Helm of the Heartstone; all of her major competition were slain in the attempt. Unfortunately, the rank-and-file of the Order dislike and/or mistrust her, and so a power struggle is beginning.

Membership in the Order of the Amazon is dependent on several factors:

- 1) Skill in three weapons, at least one of which must include Bow.
- 2) Skill in riding horses and at least one other mount (Griffon, Sea Horse, Roc, .. **usually** mule or camel, however).
- 3) Forswearing material possessions beyond arms and armor, food and **clothing**.
- 4) Allegiance to the Order and no other Lord.
- 5) Membership in the female sex.
- 6) Virginity.

Usually Amazons are Lawful-Good or Lawful-Neutral in alignment, due to the constraints and ethics expected of them once accepted. Never has there been a Chaotic-Evil member in the Order's five century long history.

The **purpose** of the Order is to foster the knowledge of the skills of war in the minds of those who would otherwise not be exposed - women. Originally begun by a force of Women Warriors who were armed for battle when the City State was threatened with no defenders remaining. The first Amazons were decimated, yet they held out until the Vast-hosts could return with their hordes of slaves and concubines from Altania. The City State was saved, but the surviving women vowed to train their children for war, giving them the chance to survive.

The Order of the Amazon has six battle honors:

- 1) At the Battle for Death Knell Hill, five hundred Amazonian Archers drove back a force of three thousand Hobgoblin Cavalry while posted on the left flank.
- 2) In the Campaign along the Conqueror River, the Order lost over one hundred of their number fighting rearguard for the defeated Vast-hosts.

- 3) In the Battle of **Sunhollow**, the **Amazons**, held in reserve through the day, broke through the Goblin ranks to rescue the Overlord whose standard had been **captured**.
- 4) At the Battle of the Three Streams, the Amazons captured eight enemy standards and the entire siege train.
- 5) Seventy-five Amazons defended the City State's rear from attack through a pass in the Cloudwall Mountains for two weeks without relief or resupply while under attack from Harpies and Kobolds.
- 6) A team of sixty Amazonian Marines took the flagship of a Tarantan raiding force of eight vessels who were harrying the City State.

Many members of the Order now man the walls of the City State as guardian troops, since the Overlord trusts them enough to keep them as one of his personal guard regiments. He keeps them well-armed and well-fed, and twice a year he personally leads them on raids into **Dearthwood**, trying to find the **Orc's** home base.

Once a member, the Amazon's swear the following oaths:

- 1) Loyalty to the matriarchal leader of the Order.
- 2) Loyalty to the City State.
- 3) Obedience to their superiors within the Order.
- 4) Maintenance of their Amazon status until retirement.
- 5) Advertise the Order to all women met.

The punishments for any of these portions of the code of the Order being violated vary from exile to death dependent upon the seriousness of the infringement.

When entering **battle**, the Order follow the banner of the White Huntress on a field of green.

WAR ROBOTS

BY LEWIS PULSIPHER

Some people like to include technologically advanced items in their campaigns. In that vein is this minor army of War Robots. The robots were designed to fight other robots rather than D&D adventurers, of course. All are roughly size M. The robots are controlled by a computer via the Command Link Robots. **All** robots except the Command Links must be within 10" of a Command Robot or they will move by the shortest route to the nearest Command Robot, neither shooting nor attacking by any means. Robots move on caterpillar tracks. The noise produced varies with the condition of the robot, but Scouts tend to be quieter. Scouts hear acutely, Flankers less so; Mainline Robots hear poorly since they are designed for fighting, not detection.

The Judge will have to decide how individual spells affect robots. **Generally**, only those inflicting physical damage will be effective. *Lightning Bolt*, for example, will short circuit a robot 50% of the time, but the first robot hit by the bolt absorbs it completely.

The Mainline and Flank Robots have one gun each. A gun hits a person on a roll of 8 or better on a **D20-10** or better if over half range. The effect depends on the gun type. Range is given in parentheses.

Disinto Ray (4") - Save vs. Death Magic or Suffer Disintegration. There is one chance in six that the ray will **malfunction-these** are old robots-and destroy the **robot**.

Heat Beam (4") - Heats metal as though a Druid spell. One hit is enough-the beam need not hit repeatedly.

Laser (6") - Inflicts 1-20 damage regardless of Armor Class, except subtract 1-4 hits for each magical **plus** of defense.

Sonic **Disruptor** (½") - Inflicts 2-12 hits on all living creatures within range.

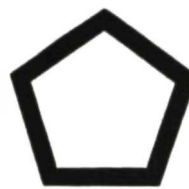
Paralysis (8) - Save vs. Paralysis or become immobile for **1 turn**. **Slow** 1 round if save.

Pellet Gun (20) - Inflicts 1-8 damage regardless of Armor Class.

Robot Characteristics Type

	Main Line	Scout	Flank	Command Link
Armor Class	-2	2	0	2
Move	3"	12"	6"	9"
Hits Points	30	10	20	20
Attack	2-12/2-12	1-6/1-6	1-10/1-10	1-6/1-6
Attack as X Dice Monster	6	2	4	2

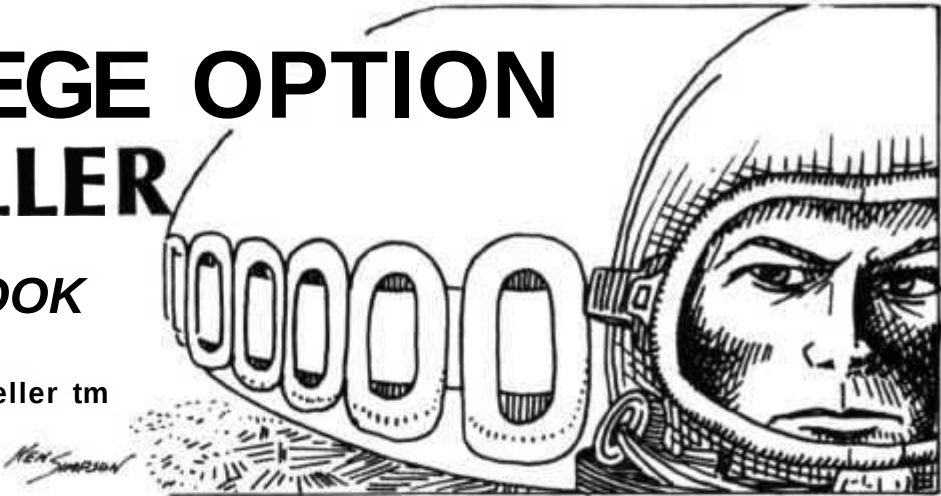
The robots attack with their "arms". Note that the robot guns would have somewhat different effects against other robots; the list gives effects on Humans and other living creatures. Although these robots were designed to fight other machinery, they are intended for underground settings. Outdoor War Robots resemble **large**, heavily armed tanks.



THE COLLEGE OPTION IN TRAVELLER

by CHARLES M. COOK

Variant not approved for Traveller tm



Introduction

The procedures given in the first book of GDW's Traveller tm make no provision for the character who wishes to postpone his career decision for four years and further his education by attending college. A college option is provided in **High Guard** for characters wishing to serve in the navy. In this article, I have extended this option to all characters by supplying the basic parameters - qualifying throws, options, and skills - for the college bound traveller. I have also supplied guidelines for attendance at service academies, medical school, law school and graduate school.

There are reasons for and against sending your character off to college. Attending college is one way for the character to acquire specific skills and in many cases may provide for more rapid advancement. On the other hand, the entrance examination is rigorous and graduation is not guaranteed. Unlike in **High Guard**, dropping out of school can cost up to four years with no benefits. Good colleges may not be available in your subsector and all costs have to be repaid. (Your Judge can advise you here). In the military branches, having a college degree will enhance your chances to obtain a commission while attending a ROTC program will grant you a commission immediately upon graduation. (Service academies are another option combining a military background with college skills.) Since not having a degree may hurt your chances for advancement in, for example, the technical branch of the Imperial Navy or in politics and will practically deny any chance of entering some professions such as scientific research, law or medicine, a careful consideration of career plans must be made at the start.

College (4 years)

Admission	9+	DM+2 if Educ 9+
Success	7+	DM+2 if Intel 8+ (*)
ROTC	8+	DM+2 if Soc 10+ (**)
Education	1D-3	DM+1 if Intel 9+ (min. of 0)
Honors	10+	DM+1 if Educ 10+

(*) Upon failure, the character ages 1D-2 years (minimum of 1) and is subject to the draft.

(**) The character must also pass the enlistment procedure of the service branch in question.

Attending College

At age 18, the character may forgo immediate military service in order to attend the college of his choice. First the character must make the indicated admission and success rolls. The character may then apply for ROTC training by passing the ROTC roll and the enlistment roll of the branch desired. Success here will result in a commission upon graduation and a service relate skill. Otherwise, the student will receive a basic skill in the major of his choice and a secondary or general skill. A secondary skill is a specialized skill in a field related to the student's major. For game purposes, this is assumed to be one of three types: Technical - Engineering type skills, Biological, or Social. General skills are accessible to all majors. (ROTC students roll on the academy skill table of their service (q.v.) in lieu of the secondary/general skill roll.) Note that while the student may choose the category (**general/secondary**) of his second skill, the exact skill will depend on a 1D6 die roll. Certain majors, such as chemistry, will allow a choice of secondary fields. Honor students can take an additional skill level in his major or may roll for an additional general or secondary skill. Finally, the graduating character increases his Education level by the amount shown. (This increase is less than given in **High Guard**, balancing the acquisition of specific skills.)

College Skills

Major	Major Skill	Secondary Skill
Archaeology	History	Biological
Biology	Biology	Biological
Business	Admin	Social
Chemistry	Chemistry	Biological /Technical
Computer Science	Computer	Technical
Economics	Finance	Social /Computer
Engineering		
Civil	Construction	Technical
Electrical	Electronic	Technical
Mechanical	Mechanical	Technical
Geology	Prospecting	Technical/Biological
History	History	Social
Linguistics	Linguistics	Social
Physics	Physics	Technical
Psychology	Interrogation	Biological /Social
Xenology	Alien Contact	Social

Table of Secondary Skills

	General	Biological	Technical	Social
1)	Instruction	Medic	Computer	Liaison
2)	Scholarship	Psionics	Electronic	Admin
3)	Survival	Pharmacy	Cybernetics	Law
4)	Computer	Flora	Mechanical	Bribery
5)	Vehicle	Fauna	L. S. Suit	Finance
6)	Alien Contact	Medic	Physics	Streetwise

Explanation of Skills

Many of the skills listed above represent general knowledge in a field and expertise levels should be treated as Die Modifiers for specific actions at the Judge's discretion. Any skills not listed here are covered in **Books 1, 4, or 5**. The Judge may require you to record the technological level of your alma mater for some majors.

Alien Contact: The individual has studied the needs, customs, and culture of known alien races. This skill may be used as a Die Modifier in encounters with aliens. This skill was previously defined by Patrick Larkin in **The Judges Guild Journal 20**.

Biology: The individual has knowledge of many of the life forms found in the galaxy. Half of the individual's expertise (round up) can be applied as expertise in medicine, psionics, pharmacy, flora, or fauna.

Chemistry: The individual has knowledge in the identification, measurement and synthesis of a wide range of chemical substances. Half of the individual's expertise (round up) may be applied to pharmacy.

Construction: The individual has been trained in the design and construction of a variety of structures. The individual must choose an area of expertise: Terran, Heavy Pressure, Zero Gravity. Heavy Pressure expertise is needed for underwater construction. This skill may be added to combat engineering expertise (but only if the latter skill is known also). This skill does not imply Vacc Suit skill.

Cybernetics: The individual has been trained in the design, construction, and repair of robots (including remote controlled devices and probes. This skill does not include the programming of the robot.

Fauna: The individual has been trained in the identification, behavior, and physiology of many of the animals in the galaxy. The skill should act as a Die Modifier during animal encounters.

Flora: The individual has been trained in galactic botany. The skill will enable the character to better identify edible, poisonous, and valuable plants which may be encountered.

Finance: The individual has been trained in economics and finance. This skill may be used as a brokerage Die Modifier. (C. Ahner, R. Stuart, **The Dragon No. 35**.)

History: The individual has been trained in the history of various cultures in the galaxy. Familiarity with history enables the individual to better discover useful data from memory, computer files, and written material.

Interrogation: As in **High Guard, Book 5**. This skill applies to interviewing techniques as well as military questioning.

Law: The individual has been trained in the laws and customs of many societies. The skill may be used as a Die Modifier to avoid legal problems. At Level 2, the individual may act as a legal aid. At Level 3, the individual is a lawyer. Although licensing is not implicit, the skill may be used as a Die Modifier for passing the bar exam.

Life Support Suit: The individual may choose expertise in one of the following: 1) Vacc Suit: As in **Book 1**; 2) Power Suit: This skill allows the use of the civilian equivalent to battle dress. This does not qualify as Battle Dress skill unless the individual also has Vacc Suit skill. 3) Pressure Suit: This skill allows the use of high pressure suits including scuba gear.

Linguistics: The individual has expertise in the study of language and is more likely to know a given language, can learn languages quickly, etc.

Medic: As in **Book 1**. As with law, the acquisition of high expertise does not in itself qualify the individual to legally practice medicine on most planets.

Pharmacy: The individual has been trained in the preparation and use of drugs. Once again, this does not imply licensing.

Physics: The individual has been trained in physics and must choose a specialty in one of the following fields: Hyperspace, **Gravitics**, High Energy Physics, or Astrophysics. One half of the individual's total expertise in physics may be applied to a non-specialty area (round down).

Politics: The individual has expertise in political systems. This skill may be used as a Die Modifier in treating with government agents or in entering politics.

Psionics: The individual has been trained in the study of psionics and may administer the test for psionic powers. Note that this training has been officially proscribed on most planets.

Prospecting: As in **Supplement 4**, Citizen of the Imperium, the individual has expertise in locating and identifying interesting and valuable minerals.

Scholarship: The individual has a good general background in many subjects. This skill should be treated as Jack of T for academic matters. (C. Ahner, R. Stuart)

Vehicle: As in **Book 5, High Guard**, the individual has training in the operation of one of the following types of vehicle: Wheeled, Grav. Fixed Wing, Hovercraft, Small Water Craft, or Lighter-Than-Air Craft.

Service Academies

One alternative to college or direct enlistment is to apply to one of the many service academies. It is assumed that given the large population of the empire, each branch of the service operates several academies. Subsector and planetary governments may also operate their own academies. These details are up to the individual Judge. In this section, I present guidelines for attending the Naval, Army, Marine and Scout academies. (There is no academy for the Merchant Class but a college degree in appropriate fields may be useful.) Since the purpose of these academies is the training of future officers, command and staff skills predominate. A graduate of an academy receives one level of skill in the major of his or her choice (from the college list) and



two rolls on the academy skill table given below as well as a commission of 01. Those failing to graduate are immediately drafted at a rank of **E1** for two to five years, whatever is needed to complete a full term of service. The honors graduate receives an additional skill from either the general or secondary skill table. As a special bonus, any graduate of an academy may use a one-time Die Modifier +1 for promotion after any roll in his career. This bonus reflects the prestige of the academy in the eyes of the higher ups.

Service Academies (4 years)

Admission	11+	DM+2 if Soc 10+, DM + 1 if Educ 9+
Success	9+	DM+2 if Intel 8+
Education	1D-3	DM + 1 if Intel 10+
Honors	10+	DM+1 if Educ 10+

Skills - major (as in college), 2 academy skills
Honors - 1 general/secondary skill (as in college)

Academy Skill Table

Navy	Army	Marine	Scout
1) Ship Tactics	Tactics	Tactics	Engineering
2) Navigation	Leader	Leader	Navigation
3) Vacc Suit	Recon	Battle Dress	Vacc Suit
4) Ship's Boat	Fwd Obs	Fwd Obs	Ship's Boat
5) Computer	Survival	Zero G Cmbt	Survival
6) Admin	Admin	Blade	Cybernetics

Flight School

Flight School is a one year program to train pilots to fly one and two man fighter craft described in **High Guard**, page 30. The program is open to all commissioned officers in the flight branch of the Navy, the Close Orbit and Air Command (COAC) arm of the Army and to Marine personal cross attached to either COAC or the Navy. Any qualifying cadet may apply for Flight School before entering active duty. Upon graduation, the character will gain the skills listed below and will be assigned to the flight branch of his service. After entering active duty, an officer may apply for Flight School in lieu of any special duty assignment. Marines may only apply in lieu of assignment as a military attache/aide. No character may apply for Flight School more than once.

Flight School

(1 year)

Admission	9+	
Survival	3+	DM+1 if Dext 9+ , DM+1 if Honors
Success	8+	DM+1 if Intel 8+

Skills - Fighter Pilot, 2 rolls on the Flight Branch MOS Table.

Fighter Pilot: The character is qualified to fly fighter craft. This skill may be used with Ship Tactics skill as a Die Modifier in combat. The skill may be used as Ship's Boat skill. Note: When adding this skill to a campaign, it is advisable to replace the Gun Combat skill (No. 3) on the Flight Branch MOS Table of **High Guard** with Fighter Pilot.

Medical School

Medical School is a four year program open to only the brightest college graduates. Admission to the school requires either Educ 10+ or Honors. Failure to complete the program ages the character one to four years as in college. Graduation and achieving Honors entitles the character to the skills listed below. Note that Medic -2 (not **Medic-3**) is gained. To qualify as a doctor, the character needs an additional level of medical skill. This will probably be obtained from the two biological skill rolls (a 56% probability) or as an earlier skill. Otherwise, the character will have to obtain the skill later in his career. This is not terribly difficult in practice as many opportunities are available. In any case, a Medical School graduate entering the military will be granted a commission at the rank of 03.

Medical School (modified from High Guard)

Admission	13+	DM+2 if Educ 10+, DM+4 if Honors
Success	8+	DM+2 if Intel 9+
Honors	11 +	DM + 1 if Educ 11 +

Skills - Medic-2, **Admin-1**, 2 Biological skills.
Honors - 1 general skill, choice of 1 Biological or 1 Social skill.

Law School

Law School is another program available to college graduates. While military service is not impossible after Law School, most character graduates will wish to pursue 'other' options. Thus this option is useful for the types presented in **Supplement 4, Citizens of the Imperium**: Diplomat, Bureaucrat, or Noble. (See R. Stuart in **The Dragon, No. 32**, for an article on political careers in **Traveller**.) Like Medical School, admission to Law School is difficult. The skills gained upon completion of the program are listed below. Upon graduation, the character may take a Galactic Bar exam. Passing this (12 + DM + 1 for Honors, DM + Law skills) grants membership in the Imperial Society of Jurisprudence which allows the character to practice Law on any planet of the empire (and increases the character's Social Level by one). This exam may be taken only once in four years.

Law School (4 years)

Admission	12+	DM+2 if Educ 10+. DM+4 if Honors
Success	9+	DM+2 if Intel 10+
Honors	11+	DM+1 if Intel 11+

Skills- Law-3, Admin-1, 1 Social skill.
Honors- Law-1, 1 Social skill.

Graduate School

Graduate School is the third option open to college graduates which allows further development of the skills acquired in college. Successful completion of this program is a requirement for the class of Scientist presented in **Supplement 4, Citizens of the Imperium**. The character is normally assumed to pursue the field of his college major but is allowed to change fields on a roll of 7+ with a Die Modifier +1 for Educ 10+. Upon completion of the program, the individual picks up two additional skill levels in his major and, for honor students, another secondary or general skill. The Judge may require the character to restrict his expertise to some subfield in his major, e.g. High Energy Physics, **Pre-Imperium** History, etc. The successful character may of course add the title of doctor to his name.

Graduate School (4 years)

Admission	9+	DM+2 if Educ 10+, DM+2 if Honors
Success	7+	DM+2 if Intel 9+
Honors	10+	DM+1 if Educ 10+

Skills- 2 major skills.
Honors - 1 general or secondary skill.



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Name	Damage by Claws	Damage by Bite	Special	AC
Alisaurus	1 - 4 Foreclaws 1 - 6 Hindclaws	1 - 6	1 - 4 by Tail	7
Barracuda		1 - 6		7
Beetle	3/1 - 2	1 - 4		5
Deer	2/1 - 3		1 - 4 by Antler	7
Eagle	1 - 8	1 - 6		7
Gull		1 - 4		7
Lion	2/1 - 4	1 - 3		7
Lizard	2/1 - 3	1 - 4	1 - 4 by Tail	7
Lobster	2/1 - 8		1 - 4 by Tail	5
Octopus		1 - 4	1 - 10 by Con.	8
Plesiosaur		1 - 6	1 - 6 by Ram	7
Pteradactyl	1 - 4	1 - 8		7
Rat	1 - 4	1 - 4		7
Sabre-tooth	2/1 - 4	1 - 8		7
Serpent				
(01 - 75)		1 - 4	1 - 8 by Con.	7
(76 - 00)		1 - 4 (poison)	1 - 6 by Con.	7
Shark		1 - 8	1 - 4 by Tail	6
Spider				
(01-75)		1 - 6	Web	7
(76 - 00)		1 - 6 (poison)	Web	7
Squid		1 - 6	1 - 10 by Con.	8
Tiger	2/1 - 4	1 - 3		7
Triceratops		1 - 4	2/1 - 6 by Horn	6
Wasp	2/1 - 2	1 - 2	1 - 2 (poison) by Sting	6
Wolf	1 - 2	1 - 4		7
Wolf Hound	1 - 2	1 - 6		7
Wolverine	2/1 - 4	1 - 6		7

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Complete this form in order to register with appropriate authorities for service in the event of war or declared state of emergency. Select governmental allegiance with which this form is to be filed below: ☐ The Imperium ☐ The Sword World Confederation ☐ The Zhodani Consulate ☐ The Vargr Extents		

TAS Form 97



If you are a Traveller player, and you have **not** as yet completed and returned the above draft registration form, it is in your best interest to do so. Names and addresses will be kept on file for various purposes.

Deadline for Filing: 1 June, 1981.

The Journal of the Travellers' Aid Society
Box 432, Normal, IL 61761



POLITICAL INTRIGUE GUIDELINES

by TOM JONES



Fellow Judges, with the increase of complex City Play Aids, such as Judges Guild's **City State of the World Emperor** and **City State of the Invincible Overlord**, I have noticed an increasing demand to allow the players to interact with the political personages therein.

Up to recently, I've resisted this idea as both detrimental to the overall tone of my campaign and too difficult to moderate. Unfortunately, in spite of my best efforts to the contrary, I now have a large number of Player Characters in my campaign of 20th level and higher. I also have a group of very experienced players, in consequence. They have tried a number of alternatives to running these high level characters including semi-retirement, establishing Baronies and full retirement in favor of starting new low levels.

These alternatives have proved only a marginal success. As a natural outgrowth of their experience, the players have looked for more esoteric methods of avoiding ennui in the campaign. Circumstances required that as a service to my players I draw up some method whereby they could enter into the political activities of my world. This would in theory provide many more years of exciting gaming for all of us by opening up an entirely new realm of player activity.

So for those Judges with similar problems, or who wish to integrate political activity within their campaigns from the start, I humbly present the guidelines I've developed for the Machiavellian personalities of my campaign.

Political Intrigue Guidelines

A) Influencing an NPC

- 1) Determine the potential for a Player Character to influence an NPC by adding the Character's Charisma plus Intelligence plus Wisdom plus Social Level.
- 2) Do the same for the **NPC** to be influenced.
- 3) Compare the two figures. If they are equal, the base chance to influence the NPC is 50%. If the Influence Factor of the Player Character is greater than that of the NPC, the base number is raised by 5% for each number greater. If the Influence Factor of the NPC is greater than that of the Player Character, reduce the base percentage chance by 5% for each number that the level is above the Player's.

- 4) Add or subtract percentages according to the appropriate modifiers below.
- 5) Roll a percentile die. If the number is less than the calculated percentage, the NPC is influenced in your favor. This result may be applied to any type of negotiation, as well. A successful roll indicates that the NPC agrees to the Player's proposal.

Modifiers

- | | |
|---|-----------|
| a) Alignment: | |
| Same | Unchanged |
| Different | -5% |
| Opposite | -25% |
| b) Level: | |
| For each level the Player is higher | +1% |
| For each level the Player is lower | -1% |
| c) If the Player Character is a Cleric of the same Deity as that worshipped by the NPC (non-Clerics only) | +25% |
| d) Player is the local Baron | +50% |
| e) Baronial Troops present | +25% |
| f) New or short term relationship | -15% |
| g) Long relationship (2+ game years) | +15% |
| h) Player is the same race as the NPC | +1% |
| i) Player is of a different race than the NPC: | |
| Goodwill | +1% |
| Tolerance | +1% |
| Neutral | -1% |
| Antipathy | -10% |
| Hatred | -25% |
| j) For each Heroic Deed performed in front of witnesses within 5 miles of the NPC | +5% |
| k) As above, within 10 miles | +2% |

- l) As above, within 15 miles + 1%
 - m) For each "Deed of Valor" (Judge discretion: Legendary Feat) performed on the map, or within the realm +10%
 - n) For each 1000 GP spent in the NPC's community (parties, fairs, entertainments, etc) + 1%
 - o) Bribery:
 - For each 1000 GP + 1%
 - For each Magic Item + 10%
 - For each Favor* + 10%
 - p) Life of the NPC saved by the Player Personally +100%
 - q) Life of the NPC saved by the Party +50%
 - r) Ressurrection of the NPC by the Player
 - Personally +150%
 - s) Ressurrection of the NPC by a Party Member +75%
 - t) The NPC is threatened by the Player -25%
 - u) The NPC is threatened by the Party -50%
- *Favor: Castle or Tower granted, Land Grants, Henchman status offered, Troops hired for NPC, Local civic improvements, etc.

B) Assassination Attempts

- 1) Players may make assassination attempts against NPCs or against other Players, at the discretion of the Judge.
- 2) If the level of the Assassin is the same as that of the intended target, the base chance of an assassination attempt succeeding is 50%.
- 3) Add 1% for each level the Assassin is superior in level to the target and subtract 1% for each level the Assassin is inferior to the target. Modify the result by the applicable factors from below.

Modifiers

- a) If an attempt has been made within the preceding game month (from whatever source) -25%
- b) For each week spent on infiltration or establishing a cover + 1%
- c) For each 1000 GP spent to bribe the target's underlings or guards (Check each individually as per the NPC loyalty charts in the **Dungeon Masters** Guide.) +5%
- d) Bribery Failure -75%

- e) Each special precaution taken by the target (food tasters, extra guards, **bodyguards**, Magic **Items**, Spells, etc.) -5%
- f) For each target Henchman of loyalty 100+ -10%
- g) Long range assassination attempt + 1%
- h) Short range assassination attempt - 1 %
- i) Attempt to be made within the target's fortress or stronghold -10%
- j) The attempt is to be made outdoors + 10%
- k) Per 10 troops escorting target -1%
- l) Terrain type where the attempt is made:
 - Clear Unchanged
 - Forest +5%
 - Hills +5%
 - Mountains +10%
 - Swamp -10%
 - Desert -15%
 - Steppes -10%
 - Sea/Lake/River (if target afloat) -75%
- m) If the attempt is to be made at a public appearance or in a crowd +15%
- n) For each cohort or magical aid used by the Assassin +5%
- o) Attempt to make the assassination look like an accident* -10%

* Increases the percentage chance of a successful escape by 50%. Uses the campaign evasion tables to calculate the basic percentage to evade pursuit.

C) Establishing a Spy Network

- 1) Networks may be established anywhere, but the most advantageous places to do so are in Villages and **Cities**, also along lines of transportation/communication.
- 2) The target of such a network shall be restricted to Non-Player Characters. A Player may not establish a Spy Network against another Player without the express approval of the Judge.
- 3) Each NPC solicited for the network must be checked for his or her reaction individually.
- 4) Determine the Influence Factor of the recruiting Player Character is detailed previously.
- 5) The NPC's loyalty score minus the Influence Factor equals the base chance to recruit the NPC, subject to modification by the following factors.

Modifiers

- a) If the NPC solicited is an Assassin + 1%
- b) If the NPC recruited is the same race as the Player Character +1%
- c) If the solicited NPC is of a different race than the Player Character:
 - Goodwill + 1%
 - Tolerance Unchanged
 - Neutral - 1 %
 - Antipathy -15%
 - Hostile -50%
- d) If the NPC is the same race as the target •5%
- e) The NPC is of a different race than the target:
 - Goodwill - 1 %
 - Tolerance Unchanged
 - Neutral +1%
 - Antipathy +15%
 - Hostile +50%
- f) Alignment:
 - Player Character same as NPC + 1%
 - Player Character different than NPC -1%
 - Player Character opposite than NPC -5%
 - Target same as NPC -5%
 - Target different than NPC + 1%
 - Target opposite to NPC +5%
- g) Player Character is the same profession as the solicited NPC +5%
- h) The target is the same profession as the NPC -5%
- i) For each 1000 GP spent in the area within the previous game year by the target -1%
- j) For each 1000 GP reinvested in the area within the previous game month by the target (if the local Baron) •1%

D) Discovery of the Spy Network

- 1) Should a Player feel there is an intelligence network directed at him or her by another player, he or she may elect to try and uncover it. This decision should be conducted to the Judge in secret.
- 2) The base chance of discovering the network for both Players and NPCs is 25%, subject to modification and should be checked monthly.
- 3) The Judge will execute a check for the NPCs every month that a network is in operation within their territory.

Modifiers

- a) Internal Intelligence Service established by the target within the area of operation + 10%
- b) For each point of the target's Wisdom above 13 +1%
- c) For each point of the target's Intelligence above 13 +2%
- d) For each Henchman/Hireling of Loyalty 75% - 99% +5%
- e) For each Hireling/Henchman of Loyalty 100% +15%
- f) For each 1000 GP spent within the area in the previous game year +1%
- g) For each 1000 GP reinvested in the area within the previous game month (if the local Baron) +1%
- h) For each Service to the Community* within the previous game year +1%

* This may include, but is not restricted to, such things as ridding the hex of a dangerous monster, rescuing a Damsel in Distress, averting an invasion, arresting a Thief or group of Thieves, curing an outbreak of plague, etc. Whether a particular action constitutes a "Service to the Community" is up to each individual Judge.

E) Running the Spy Network

- 1) Each piece of information the Player in control of the network wishes to discover must be submitted secretly to the Judge in writing.
- 2) The base chance of uncovering a particular piece of information is 1% for each agent in the network, subject to modification.
- 3) Veracity of the information will be ½ the chance of finding the information.
- 4) Should the network be uncovered by the Player, or NPC, the veracity drops to a strict 25%. False information would account for the rest and is passed on at the discretion of the Judge.

Modifiers

- a) For each Tavern Keeper in the network, operating an establishment patronized by the target's men-at-arms +1%
- b) For each operator of an establishment patronized by the target's Officers, Henchmen, or Hirelings +2%

c) For each Servant subverted to the network	+2%	n) Concubine/Paramour of the target	
d) For each Paramour of the Officers/ Henchmen/Hirelings in the network	+5%	in the network	+20%
e) For each common Soldier in the network	+1%	o) Information stored mentally by the target	-20%
f) For each Officer in the network	+2%	p) Information stored in writing	-10%
g) For each Hireling in the network	+5%	q) Information discussed freely by the target among his or her intimates	+5%
h) For each Henchman in the network	+10%	r) For each special precaution taken by the target, of whatever nature, to protect the information	-15%
i) For each family member of the target in the network	+20%	s) Information not kept by the target within his immediate vicinity (eg. held by another party)	-50%
j) For each magical aid employed by the network, of whatever nature	+5%	t) For each Assassin in the network	+1%
k) For each Peasant in the network	-2%	u) For each Thief in the network	+2%
l) For each Serf in the network	-5%	v) For each Beggar in the network	+3%
m) For each Slave in the network	-10%	w) For each Bard in the Network	+5%

