TRAVELLER

Book 6: Scoundrel

Honesty's a Fool

TRAVELLER

SCOUNDREL

CREDITS

CONTENTS

INTRODUCTION

This book covers two related *Traveller* career paths – the Rogue and the Drifter. The Rogue is a criminal who has rejected lawful society and instead willingly embraced an illegal and dangerous existence. By contrast the Drifter has failed to find lawful employment and has other choices; he does what he must to survive. Often, this means committing crimes. Not all wanderers are criminals but they are more likely to be familiar with the underside of society than the average starfarer.

The galaxy is vast and strange. What is legally acceptable on one world is punishable by death on another. Societies deal with harmful or taboo elements in different ways. The Imperium tries to maintain trade links but other than guarding against piracy and enforcing the few High Laws, it has little influence over law and criminality on its member worlds. The power of the Imperium stops at the edge of the atmosphere, except for the starport and there are plenty of gaps where an ambitious smuggler or pirate can thrive.

Types of Crime
There are three types of law in Imperial theories of justice.

First and foremost, there are the Imperial High Laws which all members must agree to uphold. These laws are sacred not because of any inherent validity but because adherence to those laws has kept the Imperium together for more than 1,000 years. Meddling with the High Laws is almost unthinkable, lest any change causes a chain of events that tears humaniti's fragile peace to shreds.

Next, there are laws called *mala in se* – laws punishing acts that all humans believe are inherently evil and wrong. Virtually every human society, even those radically transformed by technological or environmental pressures, recognises certain acts as fundamentally incompatible with society. Murder, rape and theft are always outlawed, although exact definitions of what constitutes murder or rape or theft vary from society to society. A world where the minds of every citizen are scanned into computers and downloaded into cloned bodies may have a very different definition of murder to a more primitive planet but the act of wilfully and unjustly extinguishing another human consciousness is seen as a crime in both cultures. *Mala in se* exist on all worlds, regardless of law level. Even on a chaotic world where might makes right, killing without provocation or reason is seen as wrong.

By far the largest set of laws are *mala prohibita*, acts which are not inherently wrong but are nonetheless unlawful. Operating a starship is not a wrongful act but operating one without the training and licensing required by law is illegal. In *Traveller* terms the higher the planet's law level, the greater the number of *mala prohibita*.

Even criminals recognise *mala in se*; this book is about thieves, smugglers and pirates, not monsters without any regard for human life or decency. It may be necessary to kill a man, even right to kill a man in certain circumstances but that does not mean that the criminal kills blindly or without cause.

Criminals
While the full range of criminal activity is slightly larger than the full range of human law, there are a few specific crimes that are of special importance to *Traveller* games. These are **piracy, smuggling, hijacking, breaking & entering, criminal organisations** and **fencing stolen goods.** Three of these are key to spacefaring games; the other three are regularly encountered in *Traveller* adventures.

In addition, this book covers criminal activity and law enforcement at different Technology Levels and presents a selection of specialised illegal tools and vessels which those on the wrong side of the law might use or encounter.

See The Galaxy On 30 Imperial Credits A Day
Only a small percentage of humans ever leave the world where they were born. Most of those who do travel make only a handful of journeys – a business trip to visit corporate headquarters, a once–in–a–lifetime holiday, a tour of duty with the military. Few are regular spacefarers and even fewer are Travellers, making their own destiny and setting their own course amid the stars. Most Travellers have their own ship or can afford to book passage but for those who feel the call of deep space but have no money, the only option is to take whatever jobs or berths will get them offworld.

Few of these jobs are desirable. Belt mining is a cold and lonely task; scavenging salvage is even worse, picking through the wreckage of lost ships for usable spare parts. Others drift from world to world, hitching or working passage on board ships. Drifters are a curious subculture in the spaceport, a tribe without

connections or home; the scum of the spaceways. Madmen, grifters, penniless travellers and would–be adventurers wander from world to world by whatever means they can.

The Drifter section of this book covers rules for scavenging, hitchhiking and other adventures, as well as notes on the drifter lifestyle. It also covers the unique Barbarian career.

Barbarians

There are a few 'lost worlds' in the Imperium. These worlds suffered a catastrophic loss of technical knowledge, dropping them back to a very low Technology Level. Other worlds were seeded by the ancients and have never developed advanced technology. Sometimes, a barbarian from such a lost world finds his way offworld, usually by joining the crew of a passing tramp merchant that stopped to take on food or water.

Required & Useful Materials

A copy of the *Traveller Core Rulebook* is needed to use this supplement. In addition, the *Beltstrike* adventure book has considerably more detail on asteroid mining, while the *Agent* sourcebook will be of great use in criminal games.

Inspirational reading:

- Brian Aldiss' *Non–Stop* is a classic depiction of barbarians in space.
- Many 'cyberpunk' novels include heists. *Neuromancer*, for example, has the Straylight Run as its climax, which can be lifted almost word–for–word for *Traveller.*
- Harry Harrison's *Stainless Steel Rat* series, especially the early books.

Inspirational viewing:

- *Firefly* is great viewing for any *Traveller* Referee but it is especially appropriate for campaigns where the characters aim to misbehave. Heists like the train job or the hospital raid are perfect *Scoundrel* scenarios.
- Han Solo was a smuggler and rogue before he changed career.

SCOUNDREL CAREERS

This chapter presents several new careers suitable for scoundrels. Several careers (Scavenger, Hitcher, Vagabond) can be entered without making a qualification roll, like the Drifter career in the main *Traveller Core Rulebook*.

The Belter career is detailed in the *Beltstrike* adventure supplement.

INTRUDER

Intruders are specialised high–tech thieves, trained to defeat security systems and steal especially valuable items. Most are professionals, hired to complete a specific task and work as part of a small team or on their own. A few are lone operators, fencing what they steal.

Enlistment: Int 7+
- –1 DM for every previous career.

Assignments: Choose one of the following:
- **Hacker:** You wormed your way into computer systems and stole the most valuable prize of all – information.
- **Burglar:** You were the shape in the shadows, the ghost that flits through the corridors without being seen.
- **Faceman:** You smiled and were just so charming that everyone assumed you belonged there even as you waltzed in and stole what you needed.

CAREER PROGRESS

	Advancement	Survival
Hacker	Int 8+	Edu 6+
Burglar	Dex 7+	End 7+
Faceman	Soc 6+	Edu 8+

BENEFITS

Roll	Cash	Other Benefit
1	None	Contact or 1 Ship Share
2	5,000	Thieves' Tools
3	10,000	Ally or 2 Ship Shares
4	25,000	+1 Edu
5	50,000	3 Ship Shares
6	75,000	Organisation Membership
7	100,000	+1 Soc

RANKS AND SKILLS

Rank	Title	Skill or Benefit
0	—	—
1	Experienced Thief	+1 Benefit Roll
2	—	Streetwise
3	Veteran Thief	Security
4	—	—
5	—	+1 Benefit Roll
6	Legendary Thief	+1 Social

SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Stealth	Engineer (electronics)
2	+1 Soc	Recon	Computers
3	Gambler	Security	Sensors
4	Jack of all Trades	Streetwise	Deception
5	+1 Edu	Athletics (any)	Security
6	+1 Int	Deception	Broker
	Specialist: Hacker	**Specialist: Burglar**	**Specialist: Faceman**
1	Computers	Stealth	Deception
2	Engineer (electronics)	Engineer (electronics)	Carouse
3	Deception	Mechanic	Persuade
4	Comms	Sensors	Diplomat
5	Computers	Stealth	Stealth
6	Security	Security	Security

MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	Arrested. Roll twice on the Incarceration table and take the lower result.
4	You are betrayed by another thief. One Contact or Ally becomes an Enemy.
5	There was another security system you did not know about. Roll on the Injury table. You vow never to make the same mistake again – gain Comms 0, Sensors 0, Mechanic 0, Computers 0 or Engineer 0.
6	You are arrested but you may be able to escape incarceration. Roll Advocate 8+; if you fail, roll on the incarceration table. If you succeed, lose one Benefit roll and gain the lawyer as a Contact.
7	Arrested. Roll on the Incarceration table.
8	The last item you stole was tagged and the authorities are closing in. If you destroy it you avoid being captured but gain your employer as an Enemy and must leave this career. If you keep the item your employer is pleased and becomes an Ally but you are Incarcerated.
9	A life of crime is a dangerous one. Roll Gun Combat 8+ or Stealth 8+. If you fail, roll on the Injury table. Either way, you must flee offworld and leave this career.
10	You steal from the wrong noble. Gain an Enemy and roll Gun Combat 8+ or Melee 8+ to defeat the assassin he sends after you. If you fail, roll on the Injury table.
11	During a heist, you find yourself in a dangerous situation. If you shoot your way out, you kill an innocent but escape. If you try to sneak out, roll Stealth 8+. If you fail, roll on the Incarceration table.
12	Injured. Roll on the Injury table

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	A heist turns out a lot riskier than anticipated. Roll Recon 8+. If you fail, roll on the Mishap table but you are not ejected from this career.
13	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
14	A fence at the starport finds you to be a useful asset. Gain an Ally.
15	You are hired to steal from an Ally or Contact. If you accept, lose the Ally or Contact but gain an extra Benefit roll. If you refuse, you suffer a –1 DM to your next Advancement roll. If you have no Ally or Contact you gain a Rival and your would be employer does not believe you.
16	You pick up a useful skill. Gain one of Gun Combat 1, Security 1, Stealth 1 or Streetwise 1.
21	An ambitious police detective tries to recruit you as an informant. If you accept, you gain a +1 DM to all Survival rolls made in this career, as well as the police detective as a Contact. Each term after this one, roll 1d6 – on a 1, you are exposed as an informant and must roll twice on the injury table, take the lower result and gain an Enemy.
22	You enter into a rivalry with another thief. Gain a Rival. Your Rival then challenges you to a contest. If you refuse, you suffer a –1 DM to your next Advancement roll. If you accept, roll Security 10+. Succeed and you gain a +2 DM to your next Advancement roll and an extra Benefit roll. Fail and you must roll on the Mishap table but are not ejected from this career.
23	The heat is on and you have to keep your head down. Gain Carouse 1, Trade (any) 1, Streetwise 1 or a Contact.
24	Hey, it turns out crime does pay! Gain an extra Benefit roll.
25	You need to hire a specialist for a particular heist. Gain a Contact and roll 2d6; on a 4–, the specialist betrays you to the authorities, becoming an Enemy and you must roll on the Incarceration table. You may offer the specialist a bribe before rolling; each Benefit roll given to the specialist gives a +2 DM to the roll.
26	A Megacorporation hires you to test their security systems. If you accept the job, gain Security or an extra Benefit roll. If you wish, you may betray the Megacorporation by actually stealing from them when pretending to test their security; in this case, you also gain them as an Enemy and an extra Benefit roll.
31	You are on the wrong side of a gang war. Gain Gun Combat 1, Melee 1, Streetwise 1 or Medic 1, then roll 1d6. On a 1–2, roll on the Injury table. On a 3–4, gain an Ally. On a 5–6, gain an Enemy.
32	You work on an inside job. Gain an Ally in a Megacorporation or the government and roll Security 8+. If you fail, roll on the Mishap table but you are not ejected from this career. If you succeed, gain an extra Benefit roll. If the Ally is a Player Character, he also gains an extra Benefit roll.
33	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
34	You steal something dangerous. Gain a Weapon.
35	A getaway goes wrong. Gain Drive 1, Flyer 1 or Pilot 1, then roll that skill. On an 8+, you escape. If you fail, roll on the Incarceration table.
36	A young thief wants to learn from you. If you accept, you suffer a –1 DM to all Survival rolls made in this career, as you need to look out for the kid. Each term after this one, roll 1d6. On a 6, he has learned enough and you no longer suffer the penalty to survival rolls. You gain the young thief as an Ally.

d66	Event
41	You are hired to help kidnap the daughter of a noble. If you refuse, you may inform the noble of the plot, gaining an extra Benefit roll and an Enemy.
	If you accept, roll 1d6.
	1 It all goes wrong and she ends up dead. Gain the noble as an Enemy.
	2 The noble's private security firm hunts you down. Roll Gun Combat 8+ or Stealth 8+. If you fail, roll on the Injury table.
	3–4 It is a difficult heist. Roll Security 8+. If you succeed, roll on this table again. If you fail the roll, the heist ends in failure.
	5 You get paid. Gain an extra Benefit roll and a Contact.
	6 It turns out that the daughter hired the kidnappers to extract her from her gilded cage. Gain her as an Ally and gain an extra Benefit roll.
42	You join a high–stakes Gambling game. Gain Gambler. You may now bet up to three Benefit rolls and roll Gambler 8+. If you succeed, gain half as many Benefit rolls as you wagered (rounded up). If you fail, lose your stake.
43	The target for this heist is an orbiting station. Gain Vacc Suit 1, Zero–G 1, Pilot 1 or a Connection.
44	You have the opportunity to blackmail another criminal. If you make the attempt, roll Persuade 6+. If you succeed, gain an extra Benefit roll. If you fail, gain an Enemy.
45	Another thief tries to eliminate the competition. Gain Gun Combat 1 and a Rival.
46	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
51	Law enforcement attempts to track you down. Roll Streetwise 8+ to escape. If you fail, you may sacrifice a Contact or Ally to escape otherwise roll on the Incarceration table.
52	A sick friend needs an experimental drug owned by a major corporation. If you agree to break into the lab, roll Security 8+. If you succeed, gain an Ally. If you fail, gain an Enemy.
53	You take part in a bank job. Gain Recon 1, Sensors 1, Explosives 1 or Broker 1.
54	After a particularly successful heist, gain 1d3 Benefit rolls. You decide to live it up for a while. For each of the extra Benefit rolls spent, gain a level in Carouse, Gambler or +1 Social Standing. You may take each option only once.
55	A particularly challenging heist raises your reputation among your peers. You gain a +1 DM to your next Advancement roll.
56	You are offered the protection of a criminal organisation. You gain a +1 DM to all Survival and Advancement rolls made in this career but suffer a –2 DM to all Benefit rolls. Any Benefit result reduced below 0 by this DM is lost. If you refuse the offer you offend the organisation and gain a powerful Enemy.
61	You hone your skills under the tutelage of a legendary thief. Gain him as a Contact and gain a level in any one skill.
62	You are hired to break a friend out of prison. Roll Security 8+ or Stealth 8+. If you fail, roll on the Incarceration table. If you succeed, gain an Ally.
63	You are hired to steal an alien artefact from its owner. Gain an alien Contact.
64	You steal an experimental prototype, alien artefact, psionic device, ancient relic or other rare item.
65	An experienced thief takes you under his wing. Gain a +4 DM to your next Advancement roll.
66	You pull off an astonishing heist. You are automatically promoted.

SMUGGLER

You moved goods illegally across borders or even from one system to another, evading customs patrols and border guards. Smuggling is discussed from page 72.

Enlistment: Edu 6+
- –1 DM for every previous career.

Assignments: Choose one of the following:
- **Blockade Runner:** You served upon a smuggler ship, avoiding patrols and jumping from system to system.
- **Bootlegger:** You dealt in illegal goods, sneaking them into worlds where they are banned.
- **Smuggler Crew:** You were part of the crew of a smuggler vessel.

CAREER PROGRESS

	Advancement	Survival
Blockade Runner	Edu 8+	Dex 6+
Bootlegger	Int 7+	End 7+
Smuggler Crew	Edu 8+	Int 6+

Benefits

Roll	Cash (Cr.)	Other Benefit
1	None	Ship Share
2	10,000	+1 Int
3	10,000	Two Ship Shares
4	50,000	Smuggler Vessel
5	50,000	+1 End
6	100,000	Armour
7	200,000	Blockade Runner

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Pilot (any)	Comms
2	+1 End	Sensors	Computers
3	+1 Edu	Mechanic	Sensors
4	Gambler	Broker	Broker
5	Vacc Suit	Vacc Suit	Advocate
6	Zero–G	Deception	Engineer (any)

	Specialist: Blockade Runner	Specialist: Bootlegger	Specialist: Smuggler Crew
1	Pilot (any)	Broker	Mechanic
2	Gunnery (any)	Streetwise	Melee (blade)
3	Mechanic	Persuade	Gunnery (any)
4	Sensors	Computers	Broker
5	Astrogation	Comms	Comms
6	Engineer (any)	Deception	Vacc Suit

Ranks and Skills

Rank	Blockade Runner/ Smuggler Crew	Skill or Benefit	Bootlegger	Skill or Benefit
0	Spacehand	—	Trader	Broker 1
1	—	—	—	—
2	Smuggler	+1 Benefit Roll	Dealer	Streetwise 1
3	—	—	—	—
4	First Mate	Leadership	Supplier	+2 Benefit rolls
5	—	—	—	—
6	Captain	Tactics (naval)	Magnate	+1 Soc

MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	Arrested. Roll twice on the Incarceration table and take the lower result.
4	Your smuggler ship crashes on a primitive planet. Gain Survival 1 or Animals (any) 1 and roll on the Injury table.
5	Your cargo turns out to be dangerous. Gain Medic 1 but lose 1 Endurance due to exposure to toxic chemicals. You are either scarred or have a hacking cough.
6	Your buyer turns out to be a government agent. Lose a Contact and roll Gun Combat 8+ or Pilot 8+ to escape. If you fail, roll on the Incarceration table.
7	Arrested. Roll on the Incarceration table.
8	There is no honour among thieves. Gain an Enemy and roll on the Injury table as someone steals your cargo.
9	A rival smuggler sabotages your ship, ending your career. Gain him as an Enemy.
10	You run afoul of an Imperial navy patrol. Roll 1d6. On a 1–4, they arrest you – roll on the Incarceration table. On a 5–6, you are press–ganged; you must take a Naval career next term.
11	While fleeing a patrol, you are forced to jump with a damaged ship, resulting in a misjump. Roll 1d6: 1 You end up in deep space and have to go into a low berth for the multi–year voyage home. Lose 1 Endurance. 2–3 Your ship is severely damaged. Gain Mechanic as you patch it up enough to land but it will never fly again, ending your career. 4–5 You end up in a strange culture. Gain a Contact. 6 You end up finding something valuable, like a potential pirate base or wrecked ship. Gain an additional Benefit roll.
12	Injured. Roll on the Injury table.

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	Your ship is tagged by the authorities. You suffer a –1DM to all Survival rolls.
13	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*)
14	You are asked to smuggle slaves. If you accept, gain an additional Benefit roll and a slaver Contact. If you refuse, gain the slaver as an Enemy and a freed slave as an Ally.
15	You have been around the galaxy. Gain one of Carouse 1, Streetwise 1, Mechanic 1 or 1d3 Contacts.
16	Your smuggling undercuts a Megacorporation and they want payback. Gain an Enemy.
21	A crazy old man, some farm kid and two robots want you to smuggle them to the sector capital. They will pay one Benefit roll. If you accept, roll 1d6.
	1 They are on the run from the law and they bring trouble with them. You are arrested – roll on the Incarceration table but you are not ejected from this career.
	2 The robots are stolen from a Megacorporation and they want them back. Roll Pilot 8+ or Gunnery 8+ to escape; fail and you must roll on the Injury table but you are not ejected from the career.
	3 They were actually undercover agents and they attempt to capture your ship. Roll Gun Combat 8+ or Melee 8+; if you fail, you suffer a –4 DM to your next Advancement roll.
	4 Nothing unusual happens but you are left with the lingering feeling that something strange was going on.
	5 The young man was actually the son of a deposed noble and the old man was his bodyguard. When the son reclaims his father's domain, you are not forgotten. Gain +1 Social Standing or an additional Benefit roll.
	6 Both of them are powerful psions. You may test your Psionic Strength and may automatically qualify for a psion career next term if you wish.
22	Your cargo escapes. Gain Melee 1, Stealth 1, Animals 1 or a pet.
23	You meet a broker with contacts across known space. He pushes all manner of interesting but dangerous work your way. In any term after this one, you may choose to work with him. If you do so, you suffer a –2DM to your Survival roll in that term but if you survive, you may roll twice on the events table and pick either result as your event for that term.
24	You frequent an infamous smuggler's bar. Gain one of Carouse 1, Gambler 1, Melee (brawling) 1 or a Contact.
25	A customs inspector demands a bribe. Either lose one Benefit roll or gain an Enemy.
26	An extremist group hires you to supply them with weapons. If you accept, roll Pilot 8+ or Streetwise 8+. If you fail, you are caught in a crossfire – roll on the Injury table. If you succeed, gain one of Gun Combat (any) 1, Heavy Weapons 1, Explosives 1 or Recon 1.
31	A rival smuggler tries to steal one of your markets. Roll either Broker 8+ or Gunnery 8+ to drive him off. If you succeed, gain an additional Benefit roll. If you fail, you gain nothing. Alternatively, you may choose to ally with him, in which case gain a Contact.
32	You run into a heavy blockade. If you choose to retreat, you lose any Benefit rolls from this term. If you keep going, roll Pilot 8+ to break through and gain an additional Benefit roll. If you fail the Pilot check, roll on the Incarceration table.
33	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
34	Your ship suffers a systems failure as a key component breaks down. Lose any Benefit rolls from this term but gain the smuggler–friendly engineer who repairs it as a Contact. You may also gain Mechanic 1, Engineering (any) 1, Broker or Computers from his tutelage.
35	The Imperium cracks down on smugglers and you risk capture. Roll Pilot 8+ to avoid being caught. If captured, you may bribe your captors, losing any Benefit rolls from this term or else roll on the Incarceration table.

d66	Event
36	Disaster strikes the local spaceport. You may help with the evacuation but you will lose your chance to deliver a profitable cargo. If you help, gain an Ally among the survivors but gain your customer as an Enemy. If you refuse, gain an additional Benefit roll.
41	An archaeologist hires to you to transport an alien relic. If you accept, roll 1d6.
	1 The relic releases a dangerous poison. Lose 1 Endurance permanently.
	2 The relic explodes, injuring one of your passengers. Lose a Contact or Ally if you have any.
	3 The relic is damaged in transport and the archaeologist blames you; gain him as an Enemy.
	4 The relic turns out to be much more valuable than expected. Gain a Benefit roll.
	5 During transport, you make a copy of the strange markings on the artefact. They could be a star chart.
	6 The archaeologist dies under mysterious circumstances, leaving you with the artefact. You have no idea what it does or where it came from… yet.
42	An agent of the Imperial navy approaches you, offering you a chance to inform on the smugglers. If you accept his offer, gain an additional Benefit roll and eliminate any one Enemy but you must leave this career at the end of the term.
43	Long weeks in jump space give you time to study. Roll Education 10+ to gain any one skill.
44	Flying around the fringes of the system, you run into all sorts of odd characters. Gain Pilot (small craft) 1, Zero–G 1 or Remote Operations 1 or a Contact.
45	You have the chance to ally with another smuggler, reducing the risks but also the profits. If you take this option, gain an Ally and apply a +1DM to all Survival rolls made in this career but also apply a –1DM to all Advancement rolls.
46	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
51	A crime lord makes you an offer you cannot refuse. Well, you really should not refuse, anyway. If you accept, you gain the crime lord as an Ally and must take the Organised Criminal career next term (you automatically qualify). If you refuse, gain the criminal as an Enemy and roll Streetwise 8+ to escape. Fail and you must roll twice on the Injury table and take the lowest result.
52	While skimming fuel from a gas giant, you run into a ship in distress. Gain a Contact.
53	You are forced to deal with a dangerous local criminal group. Roll Persuade or Streetwise 8+ to avoid offending them. If you fail, then either lose all Benefit rolls from this term or roll Gun Combat 8+ to escape. If you fail the Gun Combat check, roll on the Injury table. If you succeed at Persuade or Streetwise, they offer you training; gain Heavy Weapons (any) 1, Recon 1, Stealth 1, Explosives 1 or an Ally.
54	You smuggle anagathics in for a local noble. Gain him as a Contact. If you wish, you may blackmail him, turning him into an Enemy but gaining a +2 DM to advancement checks this term.
55	The number of Imperial patrols increases in one subsector, forcing other smugglers to flee. If you keep operating there, you suffer a –2DM to your Survival rolls but a +2DM to all Advancement rolls this term.
56	An outlying community establishes a smuggler's haven with your help. Gain Survival 1, Mechanic 1, Persuade 1 or a Contact.
61	A drug cartel wishes you to transport their dangerous product. Gain a +2DM to your next Advancement roll.
62	You dock at a pirate base. Gain Pilot, Gunner, Tactics (naval) or you may automatically qualify for the Pirate career next term.
63	Your old captain dies unexpectedly. Gain 1d3 Ship Shares but gain a Rival who is either jealous or blames you for his death.
64	You find a stowaway on board. Gain a Contact.
65	You forge a close alliance with a local noble, who aids your smuggling effort. Either gain an Ally or a +4DM to your next advancement roll.
66	You get through an incredibly tight blockade. You are automatically promoted.

ORGANISED CRIMINAL

You worked for a crime syndicate, mob family, criminal cult or other organised institution. Organised crime in *Traveller* is discussed from page 34.

Enlistment: End 8+
- –1 DM for every previous career.
- You must choose an organisation when you enter this career. Sample organisations are described from page 35. There may be further restrictions or requirements to join the organisation.

Assignments: Choose one of the following:
- **Assassin:** You dealt with the syndicate's enemies and informants.
- **Enforcer:** You were a street–level foot soldier and thug.
- **Co–ordinator:** You handled the money and the business side of operations.

CAREER PROGRESS

	Advancement	Survival
Assassin	Dex 7+	End 7+
Enforcer	Str 6+	End 8+
Co–ordinator	Int 8+	Edu 6+

BENEFITS

Roll	Cash (Cr.)	Other Benefit
1	1,000	Membership
2	5,000	+1 End
3	10,000	Weapon or 2 Ship Shares
4	20,000	3 Ship Shares
5	40,000	Armour
6	80,000	+1 Soc
7	160,000	5 Ship Shares

SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 End	Gun Combat (any)	Computers
2	+1 Soc	Streetwise	Broker
3	+1 Str	Persuade	Advocate
4	Melee (unarmed combat)	Drive (any)	Admin
5	Streetwise	Investigate	Science (any)
6	Gambler	Deception	Security
	Specialist: Assassin	**Specialist: Enforcer**	**Specialist: Co–ordinator**
1	Stealth	Gun Combat (any)	Broker
2	Melee (any)	Streetwise	Trade (any)
3	Gun Combat (any)	Persuade	Admin
4	Security	Melee (brawling)	Computers
5	Recon	Athletics (any)	Persuade
6	Athletics (any)	Investifate	Streetwise

RANKS AND SKILLS

Rank	Title	Skill or Benefit
0	—	—
1	Soldier	Membership
2	—	—
3	—	Leadership
4	Underboss	+1 Soc
5	—	—
6	Boss	+2 Soc

MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	Arrested. Roll twice on the Incarceration table and take the lower result.
4	There is a civil war within the organisation. Lose 1d3 Allies and/or Contacts to the bloodshed, then roll Gun Combat 8+. If you fail, roll on the Injury table.
5	A former member of the organisation identifies you to the authorities. You are forced to flee offworld. Gain an Enemy.
6	You disappoint one of the organisation's bosses and are forced out. Gain the boss as a Rival.
7	Arrested. Roll on the Incarceration table.
8	Betrayed by a friend. Lose an Ally or Contact.
9	You are caught in a crossfire. Lose one Contact or roll on the Injury table.
10	An undercover agent exposes the secrets of your organisation. If you agree to co–operate with their investigation, gain an Enemy. If you refuse, roll on the Incarceration table. Either way, you leave this career.
11	You become addicted to drugs. Lose 1 Endurance.
12	Injured. Roll on the Injury table

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	There are benefits to being a member of the organisation. Gain an additional Benefit roll.
13	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
14	You are asked to deal with a troublesome civilian, who begs you for mercy. If you enforce the organisation's wishes, you eliminate the problem gain a +1DM to your next Advancement roll. Alternatively, you may spare his life. If you do so, roll Deception 6+. Succeed and nothing happens. Fail and you suffer a –4DM to your next advancement roll.
15	The organisation gives you advanced training. Gain a level in any one skill.
16	A crusading lawyer attempts to have you arrested. Roll Advocate 8+ or Streetwise 8+ to escape. If you fail, you suffer a –2 DM to your next Advancement roll.
21	You spend several very quiet years hiding from law enforcement. Gain one of Survival 1, Animals 1, Zero–G 1 or a Contact.
22	Several younger members of the organisation approach you, asking for your support in toppling the existing leadership. If you refuse, roll 1d6. On a 1, the old guard reward your loyalty, giving you a +2DM to your next Advancement roll. On a 2–5, nothing happens. On a 6, the coup is successful and you suffer a –4DM to your next Advancement roll. If you accept, roll Gun Combat 10+, Deception 10+ or Investigate 10+. If you fail, so does the coup and you suffer a –4DM to all future advancement rolls in this career. If you succeed, you are automatically promoted next term.
23	The organisation controls this city. Gain one of Drive (any) 1, Streetwise 1, Trade (any) 1 or 1d3 Contacts.
24	You catch the eye of a senior member of the organisation, who suggests that you marry his eldest child. If you accept, you gain a +2DM to all Advancement rolls made in this career but a –1DM to all Survival rolls.
25	Someone in the organisation is an informant. You may either hunt the informant down or blame an Enemy. If you blame an Enemy, remove any one Rival or Enemy. If you try to hunt the informant down, roll Investigate 8+. If you fail, you gain nothing. If you succeed, you gain a +2DM to your next advancement roll.
26	The organisation needs skilled agents. Gain Comms 1, Computers 1, Sensors 1 or Security 1.
31	An assassin attempts to kill one of the organisation's leaders. You may take the hit instead; if you do so, roll twice on the Injury table and take the lower result but gain a +4DM to your next Advancement roll.
32	There is a street war with a rival organisation. Gain Recon 1, Stealth 1, Gun Combat 1 or Tactics (military) 1.
33	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
34	The organisation attempts to take control of local government. Gain Diplomat 1, Steward 1 or Admin 1. You have a +4 DM to any attempts to qualify for the Noble career next term, thanks to their support.
35	One of the organisation's criminal endeavours is under threat from smuggler competition. You may attempt to deal with the matter brutally or peacefully. If you choose the former, gain Melee (any) or Gun Combat (any) and an Enemy. If you choose the peaceful approach, roll Persuade 8+. Fail and you suffer a –2DM to your next Advancement roll; succeed and you gain a +2 DM to your next advancement roll.
36	The streets become more dangerous for your organisation. Gain a level in Stealth but you also suffer a –1DM to all Survival checks made in this career.

d66	Event
41	The organisation extends its reach offworld. Gain Pilot 1, Zero–G 1, Mechanic 1 or 1d3 Ship Shares.
42	You build a network of supporters in the organisation. Gain 1d3 Contacts.
43	The organisation rewards its loyal members. Gain one of Carouse 1, Gambler 1, Steward 1 or a Benefit roll.
44	One of your Allies or Contacts wants you to sponsor their membership of the organisation. Roll 1d6.
	1 Your friend turns out to be an undercover agent. Lose the Ally or Contact and suffer a –4DM to your next Advancement roll.
	2 Your friend fails and embarrasses both of you. You suffer a –2DM to your next Advancement roll.
	3 Your friend is killed in the line of duty. Lose the Ally or Contact.
	4 Your friend's support gives you a +1DM to your next Advancement roll.
	5 Your friend proves to have a valuable skill. Gain any one skill.
	6 Your friend excels. Gain a +4DM to your next Advancement roll.
45	The organisation places you in charge of a franchise. Roll Admin 8+ or Leadership 8+. If you fail, you suffer a –2DM to your next Advancement roll. If you succeed, you have a +2DM to your next Advancement roll and an extra Benefit roll.
46	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
51	You befriend another member of the organisation. Gain a Contact.
52	At the funeral of a leader of the organisation, you have a chance to impress your superiors. Roll Diplomat 10+; if you succeed, gain a +2DM to your next Advancement roll.
53	Your superior in the organisation is a traditionalist. You may choose to reroll any failed Survival rolls made in this career; however, if you reroll, you lose a finger each time.
54	You have the opportunity to skim off the takings. If you choose to do so, you gain one extra Benefit roll each term, including this one. However, you suffer a cumulative –1DM to all future Survival rolls in this career and gain an Enemy when you leave this career.
55	The organisation sends you offworld. Gain Pilot (any) 1, Mechanic 1, Vacc Suit 1 or Steward 1.
56	You are given an undercover mission. Gain any one of Deception 1, Streetwise 1, Computers 1 or Trade (any) 1, then roll that skill 8+. If you fail, you are discovered – roll on the Incarceration table. If you succeed, gain a +2 DM to your next Advancement roll.
61	You are given an extensive set of tattoos, scars, implants, brands or other distinctive marks, symbolising your membership of the organisation. These markings give you a +1DM to all Advancement rolls in this career but also make your membership of the organisation obvious to those who recognise the symbols.
62	The organisation demands you prove your loyalty. You must either lose one Contact or Ally or suffer a –1DM on all Benefit rolls made when you leave this career.
63	You gain a Contact within the organisation. Roll 1d6
	1 The Contact needs to borrow money from you. Lose one Benefit roll.
	2 The Contact gets you into trouble. You have a –1DM to your next Advancement roll.
	3–4 No further effect.
	5 The Contact is a technical expert. Gain Computers 1, Comms 1 or Engineering (any) 1.
	6 The Contact is secretly a senior member of the organisation. Gain a +2DM to your next Advancement roll.
64	The organisation takes care of its own. Gain a Weapon or Thieves' Tools.
65	A senior member of the organisation sees your potential. Gain Leadership or +4DM to your next Advancement roll.
66	Your name is whispered on the streets as the next boss. You are automatically promoted.

PIRATE

You preyed on shipping, attacking merchant ships to steal their cargo or even the ships themselves. Piracy is discussed from page 40.

Enlistment: Int 7+
- –1 DM for every previous career.

Assignments: Choose one of the following:
- **Corsair:** You were part of the crew of a pirate vessel – a pilot or gunner.
- **Boarder:** You leaped across the void of space to capture other ships.
- **Jumpcusser:** You were part of a small, opportunistic armed merchant ship which occasionally attacked other ships.

	Advancement	Survival
Corsair	Edu 7+	Int 7+
Boarder	Int 6+	End 8+
Jumpcusser	Int 8+	Dex 6+

BENEFITS

Roll	Cash (Cr.)	Other Benefits
1	None	Ship Share
2	None	Weapon
3	5,000	+1 Int
4	10,000	Pirate Vessel
5	20,000	+1 Edu
6	50,000	Armour
7	150,000	Corsair

SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Pilot (any)	Astrogation
2	+1 End	Comms	Comms
3	Jack of all Trades	Mechanic	Computers
4	+1 Edu	Engineer (any)	Engineer (any)
5	+1 Int	Gunner (turret)	Tactics (naval)
6	Zero–G	Vacc Suit	Security
	Specialist: Corsair	**Specialist: Boarder**	**Specialist: Jumpcusser**
1	Pilot (any)	Battle Dress	Pilot (any)
2	Gunner (any)	Zero–G	Broker
3	Vacc Suit	Melee (blade)	Sensors
4	Mechanic	Recon	Mechanic
5	Sensors	Tactics (military)	Gunner (any)
6	Engineer (any)	Gun Combat (any)	Jack of all Trades

RANKS AND SKILLS

Rank	Jumpcusser or Corsair	Skill or Benefit	Boarder	Skill or Benefit
0	Lackey	—	Lackey	—
1	Henchman	Pilot (any) 1 or Gunner (any) 1	Marine	Melee (blade) 1
2	Crew	—	Corporal	—
3	Third Mate	Mechanic 1	Sergeant	Medic 1
4	Second Mate	—	Lieutenant	—
5	First Mate	Engineering (any) 1 or Astrogation	Leader	Leadership 1
6	Captain	—	Captain	—

MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	Arrested. Roll twice on the Incarceration table and take the lower result.
4	A navy captain vows to hunt you down and his relentless pursuit drives you out of this career. He is still after you – gain him as an Enemy.
5	Your ship breaks down and cannot be repaired. You manage to sell the scrap for 1d3 Ship Shares but you must leave this career.
6	A naval patrol discovers the pirate base you were operating from. Lose 1 Endurance in the ensuing firefight.
7	Arrested. Roll on the Incarceration table.
8	Betrayed by a friend. Lose an Ally or Contact.
9	You misjump and crash on an isolated planet. Gain one of Survival 1, Animals (any) 1, Medic 1 or a Contact.
10	Another pirate betrays you. Gain him as a Rival.
11	That harmless freighter was a Q–ship and their counterattack nearly cripples your vessel. Roll Pilot 8+ or Mechanic 8+. If you fail, roll on the Incarceration table. Either way, you leave this career.
12	Injured. Roll on the Injury table

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	Who says piracy does not pay? Gain an additional Benefit roll.
13	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
14	You capture a prize and have the opportunity to spare the life of her crew. If you do so, gain one of the survivors as a Contact. If you refuse, gain a +1DM to your next Advancement roll.
15	Increased naval activity in this subsector makes piracy more difficult. If you continue to operate here, you suffer a –2DM to all Survival rolls made in this career but gain a +2DM to Advancement rolls made in this career.
16	You are an able shiphand. Gain one of Mechanic 1, Vacc Suit 1, Zero–G 1 or Pilot (any) 1.
21	Long years in space take their toll. Gain Jack of all Trades but also lose 1 Endurance or Strength to radiation and muscle wastage.
22	You frequent pirate bases and bars. Gain Carouse 1, Gamble 1, Broker 1 or a Contact.
23	A captured vessel has something unusual on board. Roll 1d6.
	1 It is a stowaway. Gain a Contact.
	2 It is a bomb. Roll Explosives 8+. If you fail, roll on the Injury table.
	3 It is more valuable than you expected. Gain an extra Benefit roll.
	4 It is a useful item. Gain a Weapon or Scientific Equipment.
	5 It is secret information. You may either sell it for a Benefit roll or keep it for use later in the game.
	6 It is something *very* unusual, such as an alien artefact.
24	You run into an ambush. Roll Gunner 8+, Pilot 8+ or Melee 8+ to escape. If you fail, roll on the Injury table. If you succeed, you may choose to make a second 8+ roll using the same skill. If you fail this second roll, roll on the Injury table. If you succeed at both rolls, you turn the ambush on your attackers and gain a +4DM to your next Advancement roll.
25	You make a Contact within a shipping company who supplies you with vital information about schedules and jump routes. You gain a +1DM to all Advancement rolls made in this career. Each term after this one, roll 1d6. On a 1, your Contact has been uncovered and you lose the +DM to Advancement rolls and the Contact. If you wish, you may try to rescue the Contact. Roll Pilot 8+ to do so; if you succeed, you may keep the Contact. If you fail, lose the Contact and roll on the Injury table.
26	You frequent a pirate haven in an asteroid belt. Gain a belter or smuggler Contact.
31	You are asked to take sides in a feud between two pirate bands. If you stay neutral, you suffer a –1DM to your next Advancement roll. If you take sides, roll 1d6. On a 1–3, you back the wrong side; gain an Enemy and suffer a –2DM to your next Advancement roll. On a 4–6, gain an Ally and a +2DM to your next Advancement roll.
32	You are forced to dump a valuable cargo in deep space. You know the orbital path of this floating treasure and intend to return to retrieve it at some point in the future.
33	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
34	Skimming fuel from a gas giant risks damaging your vessel. Roll Pilot 8+ or Mechanic 8+. If you fail, you suffer a –1DM to all future Survival rolls made in this career.
35	When selling ill–gotten gains, you pick up some useful skills. Gain Broker 1, Streetwise 1, Diplomat 1 or a Contact.
36	During a boarding action, one particularly brave merchant manages to board your vessel and attacks you with a blade. Roll Melee 10+ to defeat him or Zero–G 8+ to escape. If you escape, nothing further happens. If you defeat the merchant, you can ransom him for an extra Benefit roll. If you fail either roll, roll on the Injury table.

41	You go undercover to study the defences of a merchant freighter. Gain Mechanic 1, Engineering (any) 1, Steward 1 or Pilot (any) 1, then roll Deception 8+. If you succeed, gain a +2DM to your next Advancement roll; if you fail, you suffer a –2DM to your next Advancement roll.
42	The captain of your pirate vessel dies. If you wish, you may try to claim a higher position on board ship. If you do so, roll Persuade 8+ or Melee 8+. If you fail, you lose any Benefits from this career. If you succeed, you are automatically promoted.
43	A long time without a prize forces you to turn to honest work. Gain a level in any one skill but you gain no Benefits this term and may not Advance this term. You must still roll over the number of terms spent in this career to continue.
44	You take a trophy from a defeated enemy. Gain a Weapon.
45	Your piracy ruins the fortune of a local noble, who vows revenge. Gain an Enemy.
46	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
51	You hear rumours of a new corporate mining colony, hidden in a backwater system. If you wish, you can spend several months hunting down the truth. If you do so, roll 1d6. On a 1–4, the rumour was false and you gain no Benefits this term and may not Advance this term. You must still roll over the number of terms spent in this career to continue. On a 5–6, the rumour was true and you capture a rich cargo – gain 1d3 extra Benefit rolls and a +1DM to your next Advancement roll.
52	A rival pirate attacks your vessel unexpectedly. Gain an Enemy and roll Pilot 8+ to escape or Gunner 10+ or Zero–G 10+ to fight back. If you escape, nothing further happens. If you fight back successfully, gain a +4DM to your next Advancement roll. If you fail to escape or fight back, you suffer a –2DM to your next Advancement roll.
53	You have the opportunity to add a number of crew from a captured vessel to your own. Roll Leadership 8+ or Deception 8+. If you succeed, they prove loyal to the pirates, giving you an Ally and a +1DM to your next Advancement roll. If you fail, they betray you at the worst possible moment, giving you a –2DM to your next Survival roll.
54	A local government offers amnesty to pirates. If you accept this offer, roll 1d6. On a 1, it is a trap – roll on the Incarceration table and leave this career. On a 2–6, leave this career and roll on the Draft table next term (see page 9 of the *Traveller Core Rulebook*).
55	Getting the cargo is half the battle – you still have to sell it. Gain Security 1, Broker 1, Streetwise 1 or Science (any) 1.
56	Times are hard and you must take risks to survive. Either forfeit your Benefit roll this term and you may not Advance (but must still roll over the number of terms spent to continue in this career) or take a –1DM to all future Survival rolls made in this career.
61	A Megacorporation puts a bounty on your head and the heads of other pirates. You suffer a –1DM to all future Survival rolls made in this career. If you wish, you may betray another pirate, gaining an extra Benefit roll.
62	A known pirate base is raided by the navy. If you flee, nothing more happens. If you stay to fight, roll Melee 8+ or Gun Combat 8+. If you succeed, you rescue a new Ally. If you fail, roll on the Incarceration table.
63	A new law punishes piracy harshly. From now on, if you fail a Survival roll, you must roll on the Injury table in addition to any other penalties. However, this law scares away other potential competition; gain a +2DM to your next Advancement roll.
64	A fence in the starport proves to be a useful friend. Gain Broker 1, Gambler 1, Persuade 1 or a Contact.
65	You serve under a legendary pirate. Gain either Leadership or +4DM to your next Advancement roll.
66	You capture a valuable prize. You are automatically promoted.

SCAVENGER

You survived by picking useable parts from wrecked ships and ruined colonies. The rise and fall of interstellar empires over thousands of years means that there are plenty of old ships out there to be salvaged. For more on scavenging, see *Scavengers* from page 126.

Qualification: None.

Assignments: Choose one of the following:
- **Wrecker:** You tore wrecked ships into scrap while in orbit or scouted the shattered ruins of cities for usable materials.
- **Salvage Expert:** You learned to spot what could be repaired, turning scrap metal and tangled wire into usable equipment.
- **Tomb Robber:** You specialised in exploring the ruins of fallen civilisations – not as an archaeologist but as a thief.

CAREER PROGRESS

	Advancement	Survival
Wrecker	Edu 7+	End 7+
Salvage Expert	Int 7+	Edu 7+
Tomb Robber	Dex 7+	End 7+

BENEFITS

Roll	Cash	Other Benefit
1	None	None
2	None	Weapon
3	1,000	1 Ship Share
4	2,000	+1 Edu
5	4,000	+1 Int
6	8,000	3 Ship Shares
7	12,000	Scavenger Ship

SKILLS AND TRAINING

	Personal Development	Service Skills
1	+1 End	Streetwise
2	Contact	Athletics (any)
3	Jack of all Trades	Vacc Suit
4	+1 Edu	Melee (any)
5	+1 Str	Recon
6	Streetwise	Mechanic

	Specialist: Wrecker	Specialist: Salvage Expert	Specialist: Tomb Robber
1	Vacc Suit	Sensors	Stealth
2	Zero–G	Computers	Investigate
3	Mechanic	Mechanic	Any Science (any)
4	Pilot (any)	Engineering (any)	Security
5	Recon	Space Science (any) or Physical Science (any)	Recon
6	Athletics (any)	Broker	Gun Combat (any)

RANKS AND SKILLS

Rank	Skill or Benefit
0	—
1	Recon 1
2	—
3	+1 Strength
4	—
5	Streetwise 1
6	—

MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	You accidentally trip a security system. Lose one Endurance permanently and gain a limp.
4	You are arrested and charged with theft. Roll on the Incarceration table.
5	Another scavenger harasses you and forces you to leave. Gain a Rival.
6	The salvage you find turns out to be dangerously radioactive. Lose one Strength.
7	You run into a dangerous criminal syndicate. Gain an Enemy.
8	You discover something valuable and steal it. Gain an extra Benefit roll as you leave this career.
9	You are forced to leave to help a friend. Gain an Ally.
10	A petty warlord pressgangs you. You must attempt to qualify for either the Naval or Marine career next term.
11	You are trapped on a primitive world. Gain Animals (any) 1, Survival 1, Melee (unarmed) 1 or a Contact.
12	Injured. Roll on the Injury table

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	Scavengers live on the edge. Gain Stealth 1, Gun Combat (any) 1, Recon 1 or Medic 1.
13	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
14	While scavenging, you intercept a transmission from another ship. Roll 1d6 1 It is a distress call and you are able to help with the rescue. Gain an Ally among the survivors. 2 It was a trade ship, looking to buy supplies. Gain a Benefit roll. 3 It was a coded military transmission. You have recorded the message but never broken the code. 4 It was a distress call but the ship is destroyed before you can respond. Worse, the attackers come after you – roll Gunnery 8+ or Stealth 8+. If you fail, roll on the Injury table. 5 It was a secret pirate transmission. You may use this to locate a pirate base and automatically qualify for the Pirate career next term. 6 The transmission is breaking up! Roll Comms 8+ to salvage it. If you succeed, roll again on this table, rerolling a result of 6.
15	You discover a survivor in a cold sleep berth. Roll Medic 8+ or Mechanic 8+ to deactivate the berth successfully; if you do so, gain a Contact.
16	There is a gambling ring on this salvage expedition. Gain a level in Gambler. You may then bet up to four Benefit rolls and roll Gamble 8+. If you fail, you lose your stake. If you succeed, gain half as many Benefit rolls as you bet, in addition to your stake.
21	Another scavenger is trapped by falling debris. If you go to his aid, roll Recon 8+ or Strength 8+. Succeed and you may gain him as an Ally. Fail and roll on the Injury table.
22	You find something useful in the scrap. Gain a Weapon.
23	While exploring a ruined structure, you find an item of cultural significance, such as a holy relic or tomb. You may return this item to its original owners, gaining a Contact among them or you may sell it for an additional Benefit roll.
24	You discover a talent for repairing damaged components. Gain one of Mechanic 1, Engineer (any) 1, Computers 1 or Comms 1.
25	You find a rich salvage field. Gain an extra Benefit roll this term.
26	You fall ill, having picked up some infection from the unsanitary conditions. Roll Endurance 8+. If you fail, lose one Endurance permanently and gain a strong allergy.
31	You spend time on a salvage barge. Gain one of Pilot (any) 1, Vacc Suit 1, Astrogation 1 or Engineer (any) 1.
32	You run into a left–over security system. Roll Security 8+. If you succeed, you disarm it. Otherwise, roll on the Injury table but you are not ejected from this career.
33	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
34	Oops, it seems that this salvage field is private property. Roll Streetwise 8+ or Stealth 8+ to escape; if you fail, roll on the Incarceration table.
35	You are given the contract to disarm and scrap a system defence boat. If you wish, you may attempt to steal weapons from it. If you do so, roll Deception 8+ or Security 8+. If you fail, roll on the Incarceration table. If you succeed, roll 1d6 to determine what you are able to steal. You may mount these weapons on any ship you own. If you sell the equipment, you must do so through a fence as it is stolen property. 1 Sandcaster in a single turret 2 Missile Launcher in a single turret 3 Pulse laser in a single turret 4 Beam laser in a single turret 5 Two pulse lasers in a double turret 6 Missile launcher and sandcaster in a double turret
36	You have time to study. Roll Education 10+ to gain any a level in any one skill of your choice.

d66	Event
41	Others look down upon you. Lose one Social Standing.
42	A criminal organisation attempts to take over the salvage business. You may resist or accept their takeover. If you resist, roll Streetwise 8+ or Gun Combat 8+. If you fail, roll on the Injury table. If you succeed, gain an Enemy. If you accept, you suffer a –1DM to all Benefit rolls made in this career. Each term, roll 1d6. On a 6, you may automatically qualify for the Organised Criminal career in the following term.
43	You frequent a spaceport bar. Gain Carouse 1, Gambler 1, Broker 1 or a Contact.
44	A damaged structure threatens to collapse, destroying some valuable salvage. If you flee, nothing happens. If you try to rescue the salvage, roll Dexterity 8+. Succeed and you gain an extra Benefit roll. Fail and roll on the Injury table.
45	Bad work conditions cause the local scavengers to band together into a union. They nominate you to speak for them. If you accept, roll Diplomat 8+. Succeed and you gain a +1DM to all Survival rolls in this career. Fail and you gain the local authorities as an Enemy.
46	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
51	Two powerful space fleets engage in battle. If you wish, you may fly into the war zone to get the pick of the salvage. If you do so, roll Pilot 8+ to avoid being detected. If you fail, roll on the Incarceration table. If you succeed, roll 1d6 1 You are attacked by automated defences. Roll on the Injury table. 2 You are hunted by naval police. You suffer a –2DM to your next Survival roll. 3–4 The battle starts up again! You barely escape intact. 5 You rescue several naval officers in an escape pod. Gain an Ally and an additional Benefit roll. 6 You take your pick of the salvage. Gain a +4DM to your next Advancement roll and an additional Benefit roll.
52	While exploring a ruined space station, you come across a still–functional computer system. Gain Computers 1, Engineer (electronics) 1, Security 1 or any Science (any) 1.
53	You are forcibly drafted. Roll on the Draft table.
54	You are part of a team demolishing a dangerous structure. Gain Medic 1, Remote Operations 1, Vacc Suit 1 or Recon 1, then roll that skill 8+. If you fail, roll on the Injury table.
55	You are attacked by a dangerous animal in a ruin. Roll either Stealth 8+, Gun Combat 8+ or Recon 8+ to deal with it or Animals (training) 8+ to tame it. If you fail either roll, roll on the Injury table. If you tame it, gain the creature as a pet.
56	Scavenging is a dangerous but potentially rewarding profession. You have a –1DM to your next Survival roll made in this term but gain a +2DM to your next Advancement roll.
61	You detect a wrecked ship drifting through the system. If you investigate it, roll 1d6. 1–2 The vessel is damaged but the weapons systems are alarmingly intact. Roll Sensors 8+ or Pilot 8+ to escape intact; if you fail, you suffer a –2DM to all future Survival rolls made in this career. 3–4 You rescue passengers from the wrecked ship. Gain a Contact. 5–6 The ship is a valuable prize! Gain an additional Benefit roll.
62	A scavenger cartel offers you a job. If you accept, you gain a +1DM to Survival rolls but suffer a –1DM to Advancement rolls made in this career. If you refuse, gain them as a Rival.
63	You discover a wrecked ship that might be repairable. If you take the Old Ships option (see the *Traveller Core Rulebook*, page 136), then you automatically gain 5 ship shares per roll on the Old Ships table instead of rolling 1d6.
64	Something bizarre happened to you. Roll on the Unusual Events table in the Life Events section (see page 34 of the *Traveller Core Rulebook*).
65	You partner up with an experienced scavenger. Gain either Jack of all Trades or a +4DM to your next Advancement roll.
66	You discover an alien relic. You are automatically promoted.

Wanderer

You wandered through the galaxy, looking for employment, adventure or something you cannot name. A nomad of the spaceways, you travelled in low berths or cargo holds.

Several events in this career call for a roll on the Odd Jobs table on page 116.

Qualification: None.

Assignments: Choose one of the following:
- **Hitchhiker:** You came from a good family or had your own savings and so were able to wander the galaxy for a few years.
- **Vagabond:** You travelled the galaxy, doing whatever you could to survive.
- **Bandit:** You were a petty thief or thug.

Career Progress

	Advancement	Survival
Hitchhiker	Edu 7+	Soc 7+
Vaganbond	Int 7+	End 7+
Bandit	Str 7+	End 7+

Benefits

Roll	Cash	Other Benefit
1	None	Contact
2	None	Jack of all Trades
3	1,000	Weapon
4	2,000	Ally
5	3,000	+1 Edu
6	4,000	One ship share
7	5,000	Two ship shares

Skills and Training

	Personal Development	Service Skills
1	Jack of all Trades	Streetwise
2	Contact	Recon
3	+1 Int	Stealth
4	+1 End	Vacc Suit
5	+1 Dex	Persuade
6	+1 Strength	Melee (unarmed)
	Specialist: Hitchhiker	**Specialist: Vagabond**	**Specialist: Bandit**
1	Comms	Trade (any)	Persuade
2	Jack of all Trades	Jack of all Trades	Jack of all Trades
3	Carouse	Streetwise	Melee (any)
4	Investigate	Mechanic	Gun Combat (any)
5	Recon	Engineering (any)	Streetwise
6	Social Science (any)	Any Science (any)	Recon

Ranks and Skills

Rank	Hitchhiker or Vagabond	Bandit
0	—	—
1	Survival 1	Streetwise 1
2	—	—
3	Contact	Melee (blade) 1
4	—	—
5	Jack of all Trades 1	—
6	—	Organisation Membership

MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	You are captured by slavers. Roll 1d6. 1–2: You are tortured. Lose 2 Strength; 3–4: Lose 1 Strength; 5–6: Gain one of the other prisoners as a Contact.
4	You are stranded on a border world for several years. Gain any one of Survival 1, Streetwise 1, Animals (any) 1 or Seafaring (any) 1.
5	Deprivation and disease takes its toll. Lose 1 Endurance.
6	The ship you are travelling on breaks down. Roll Mechanic 8+. If you fail, the ship must be abandoned; if you do not have Vacc Suit 1 or more, roll on the Injury table. Otherwise, you escape without injury.
7	Arrested. Roll once on the Incarceration table.
8	You are attacked by criminals. Roll Gun Combat 8+ or Stealth 8+ to escape. If you fail, roll on the Injury table.
9	You fail to find employment and nearly starve.
10	You run afoul of an influential crime lord, corporate executive, local noble or other powerful individual. Gain an Enemy.
11	You are press ganged by a planet's fighting forces. You must roll on the Draft table next term.
12	Injured. Roll on the Injury table

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	You travel to a strange new world, full of opportunity. Gain a +2DM to your next Advancement check.
13	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
14	You make friends as you travel. Gain a Contact.
15	While travelling on board a freighter, you overhear the crew plotting against the captain. If you choose to inform the captain, gain an Ally and you may automatically qualify for the Merchant (free trader) career next term. If you side with the crew, gain a Contact and you may automatically qualify for the Pirate career next term.
16	You find an Odd Job. Roll for the Odd Job (see page 116) and gain any listed skill at level 0.
21	You have the opportunity to take part in a minor criminal heist. If you refuse, nothing happens. If you accept, roll Streetwise 8+ or Stealth 8+. Succeed and you gain an extra Benefit roll. Fail and you must roll on the Incarceration table.
22	You pick up a few useful skills here and there. Gain Jack of all Trades.
23	A law enforcement agent wants to use you as an informant. If you accept, you gain a Contact and an extra benefit roll each term while you remain an informant. You cease being an informant when you leave this career or when you choose to stop. Roll 1d6 each term you stay an informant; on a 1, you are found out and attacked; roll on the injury table.
24	You spend time in the wilderness. Gain one of Survival 1, Animals (any) 1 or Survival 1.
25	Another passenger on the ship is a gambler, who challenges you to a game. Unfortunately, he is a con artist. Lose one Benefit roll and gain him as a Rival.
26	You find an Odd Job. Roll for the Odd Job (see page 116) and gain any listed skill at level 0.
31	You take another drifter under your wing. Protecting the young waif makes life more difficult for you; you have a –1DM to your Survival checks. Each term you protect the waif, roll 1d6. On a 6, the waif learns to survive alone; gain an Ally and any one skill.
32	You know who to talk to in the cities and spaceports. Gain one of Streetwise 1, Broker 1, Persuade 1 or an Ally.
33	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
34	You have the opportunity to serve as an assistant or volunteer on a scientific expedition. Roll 1d6. 1 There is a horrible accident. Roll on the Injury table. 2 It turns out to be backbreaking labour in dangerous conditions. Lose one Endurance. 3 You gain nothing from the experience except a lingering hatred of scientists. 4 Gain a Contact among the scientists. 5 You learn something. Gain Science (any) 1. 6 Something strange happens. Roll on the Unusual Event subtable of the Life Events table (see page 34 of the *Traveller Core Rulebook*).
35	You travel beyond the borders of the Imperium to an alien world. Roll Streetwise 8+ or Diplomat 8+. If you fail, you run afoul of some strange custom and suffer a –2DM to your next Advancement roll. If you succeed, gain an Alien contact.
36	You find an Odd Job. Roll for the Odd Job (see page 116) and gain any listed skill at level 1.
41	You hear some strange rumours about… (roll 1d6) 1. A wrecked starship orbiting an uninhabited world. 2. A criminal syndicate looking for trustworthy and skilled criminals and smugglers. 3. A corrupt noble with strange, illegal tastes. 4. A border world beset by raiders. 5. A secret military weapons cache. 6. An ancient alien ruin that the government is covering up. You may investigate this rumour in the course of play.

42	You find work as a security guard. Gain one of Recon 1, Investigate 1, Comms 1 or Gun Combat (any) 1.
43	A string of bad luck means you end up in a dangerous neighbourhood. Gain an Enemy.
44	You have the opportunity to steal from a criminal gang. If you take this opportunity, roll Stealth 8+ or Deception 8+. If you fail, roll on the Injury table. If you succeed, gain an Enemy and three benefit rolls as you flee offworld.
45	You find an Odd Job. Roll for the Odd Job (see page 116) and gain any listed skill at level 1.
46	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
51	That weird animal keeps following you around and you end up keeping it. Gain Animals (training) 1 and a pet.
52	You spot an obviously wealthy individual roaming around a dangerous area. Roll 1d6, adding a +2DM if you intend to rob him. 1–2 You befriend him and work as a guide. Gain a Contact. 3–4 Rich people do not wander around without bodyguards. You are attacked; roll on the Injury table. 5–6 You succeed in stealing some valuables. Gain three Benefit rolls or a Weapon worth up to Cr. 5,000. 7–8 You steal a noble's identity papers. You may automatically qualify for the Noble (dilettante) career next term but suffer a –4DM to all Survival rolls made in that career.
53	You find working passage on a starship. Gain one of Mechanic 1, Steward 1, Comms 1 or Vacc Suit 1.
54	You spend months living in a starport. Gain one of Broker 1, Mechanic 1, Stealth 1 or 1d3 Contacts.
55	A Contact or Ally needs your help. If you refuse, lose that Contact or Ally. If you accept, roll 1d6 to determine what skill your friend needs. 1 Gun Combat 2 Streetwise 3 Stealth 4 Persuade 5 Deception 6 Choose a skill. Roll that skill. If you get an 8+, you successfully help your friend and get a +4DM to your next Advancement roll. If you fail, you get a –4DM to your next Advancement roll.
56	You find an Odd Job. Roll for the Odd Job (see page 116) and gain any listed skill at level 1.
61	You may volunteer for medical experiments. If you refuse, nothing happens. If you accept, gain a Benefit roll and roll 1d6. 1 Something goes wrong; roll on the Injury table. 2 You are now addicted to an experimental drug. Lose 1d3 Benefit rolls. 3–4 Nothing happens. 5 Gain a corporate researcher as a Contact. 6 Gain a Combat Implant.
62	You drift in and out of criminal circles. Gain Streetwise 1 and a Rival. You automatically qualify for the Organised Criminal career next term; if you do so, the Rival becomes an Enemy.
63	You wander into the middle of a revolution, invasion or natural disaster. Gain Medic 1, Stealth 1, Gun Combat 1 or a Contact.
64	You have seen more of the galaxy than most people. Gain 1d3 Contacts and a level in Jack of all Trades.
65	You make a useful contact. Gain a +4DM to your next Advancement roll or a +4DM to your next Qualification roll.
66	You survive on the edge. You are automatically promoted.

BARBARIAN

You lived as part of a tribe of primitives on a low–technology world.

Qualification: Special

You may only take the Barbarian career if you come from a Low Technology planet or are stranded on such a planet as a result of a Mishap. See also Lost Worlds on page 132.

If ejected from the Barbarian career, consult your Referee. He may declare that you have found a way offworld (in which case you may attempt to qualify for a new career) or that you must join a new barbarian tribe (in which case you lose your existing rank and start again at rank 0) or that you must begin adventuring from this point.

If you suffer an Injury Crisis or Aging Crisis as a barbarian, you are dead. Barbarians cannot obtain high–tech medical care to remove the effects of Injuries. Barbarians cannot normally gain access to anagathics.

Assignments: Choose one of the following:
- **Warrior:** You fought for territory or honour in bloody combat.
- **Tribesman:** You tended animals and tilled the land for the tribe.
- **Shaman:** You guarded the tribe's secret lore and spoke on behalf of the gods.

CAREER PROGRESS

	Advancement	Survival
Warrior	Str 6+	End 8+
Tribesman	Int 8+	End 6+
Bandit	Soc 7+	Int 7+

BENEFITS

Roll	
1	None
2	Contact
3	+2 Endurance
4	+2 Strength
5	+2 Dexterity
6	Weapon (TL3 or less only)
7	+1 Social Standing

Barbarians may not roll for cash benefits.

SKILLS AND TRAINING

	Personal Development	Service Skills
1	+1 Strength	Survival
2	+1 Endurance	Melee (any)
3	+1 Dexterity	Animals (any)
4	Carouse	Stealth
5	Survival	Recon
6	Contact	Athletics (any)

	Specialist: Warrior	Specialist: Tribesman	Specialist: Shaman
1	Melee (any)	Melee (any)	Persuade
2	Archery (bow)	Survival	Deception
3	Athletics (any)	Animals (any)	Art (any)
4	Stealth	Seafarer (sail)	Leadership
5	Tactics (military)	Trade (any low tech)	Medic
6	Leadership	Trade (any low tech)	+1 Social Standing

RANKS AND SKILLS

Rank	Warrior	Tribesman	Shaman
0	—	—	—
1	Melee (any) 1	Survival 1	+1 Education
2	—	—	—
3	+1 Strength	+1 Endurance	+1 Psi (if any) or +1 Social Standing
4	—	—	—
5	Leadership 1	+1 Social Standing	+1 Int
6	—	—	—

Mishaps

2d6	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	You fall ill. Lose 2 Endurance.
4	Your tribe is beset by its enemies. Roll Melee (blade) 8+ or Stealth 8+; if you fail, roll on the Injury table.
5	You become lost while out hunting and never find your way home. Gain Navigation 1 or Survival 1.
6	You are forced out by one of the headmen of the tribe. Gain an Enemy.
7	Famine stalks the land. Roll Survival 8+ or lose 1 Endurance.
8	Disease strikes your tribe. Roll Endurance 8+ or lose 1 Endurance.
9	You are attacked by a wild beast; roll Stealth 8+ or Melee 8+ to escape. If you succeed, you are not ejected from this career. Otherwise, roll on the Injury table.
10	The omens are against you. Strange lights are seen in the sky and the spirits whisper that you are cursed. You are ejected from this career.
11	Out exploring, you climb into a strange metal beast that landed by a lake. Suddenly, it takes off and flies into the heavens! You are ejected from this career.
12	Injured. Roll on the Injury table

EVENTS

D66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	You are blessed by an elder shaman. You may reroll any one dice roll made during this career.
13	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
14	You find a sword made from starmetal. Gain a +1DM to all Survival rolls made in this career. The sword is actually made from a shard from a ship's hull.
15	You encounter a 'demon' in the wilderness. You befriend it and learn its ways. Gain an alien Contact.
16	Your tribe goes to war. If you fight bravely, roll Melee 8+. Succeed and you gain a +4DM to your next Advancement roll. Fail and you are injured. If you choose not to fight bravely, roll Melee 6+ or Stealth 6+. If you fail, you are injured. If you succeed, nothing happens.
21	You are taught certain secrets by an old member of the tribe. Gain Medic 1, Survival 1, Vacc Suit 1 or Gun Combat (any) 1.
22	This winter is a hard one. Roll Survival 8+. If you fail, either lose 1 Endurance or lose a Contact or Ally.
23	The harvest is good this year. Gain a +2DM to your next Survival check.
24	One of the warriors in your tribe makes a bid for kingship. If you do nothing, nothing happens. If you aid him, roll Melee 10+ or Diplomat 10+. If you succeed, you are automatically promoted next term. If you fail, his bid for rulership fails and you suffer a –4DM to your next Advancement roll.
25	You find an old tomb containing strange relics. Roll 1d6. 1 You are attacked by a guardian machine. Roll on the Injury table. 2 You find nothing you understand, just some coloured rocks and bits of metal. 3 Gain a TL8 Vacc Suit. 4 Gain a TL9 laser pistol. 5 Gain a TL9 radio transceiver. 6 You find a wrecked scout ship and accidentally activate a homing program. The ship jumps back to the nearest scout base. You may automatically qualify for the Scout career next term as part of the scout service's outreach program.
26	You are challenged to a duel of honour. If you refuse, you suffer a –2DM to your next Advancement roll. If you accept, roll Melee 8+. Succeed and you gain a +2DM to your next Advancement roll. If you fail, roll on the Injury table. Either way, gain a Rival.
31	A wandering merchant hires you to escort his caravan. Roll Recon 8+. If you succeed, you find your way safely through the wilderness and gain an extra Benefit roll and may take the merchant as a Contact. Otherwise, you run into a bandit ambush. Gain the merchant as an Enemy.
32	Your home catches fire! If you let it burn, lose all Benefit rolls from this career so far or lose a Contact, Ally or Family member. If you plunge into the flames, roll 1d6 to determine what happens instead: 1–2 You are scarred by the flames. Roll on the Injury table and you gain no Benefit rolls this term. 3–4 You rescue almost everything. You gain no Benefit rolls this term. 5–6 You find a foolish child who started the fire. Gain his father as an Ally and an additional Benefit roll. You lose nothing.
33	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
34	An old shaman shows you a cache of a magic potion that lengthens life. You may use Anagathics for free while in this career. However, each term you do so, roll 1d6. On a 1, the cache is exhausted.
35	A close friend is slain by a wild beast. Lose a Contact, Ally or family member. You may choose to hunt the beast; if you do so, roll Survival 8+ or Recon 8+ to track it. If you fail, you are dishonoured and suffer a –2DM to your next Advancement roll. If you succeed, you gain a +2DM to your next Advancement roll.
36	You cross a wide sea. Gain one of Seafarer (sail) 1, Navigate 1, Steward 1 or a Contact.

41	The chieftain of your tribe dies and you must choose who to support. If you support a warrior, you gain a +1DM to all Survival checks made in this career. If you support a tribesman, gain a Benefit roll. If you support a shaman, increase any skill you possess by one level.
42	Hardship forces your tribe to band together. Gain a Contact.
43	You have a chance to leave this world. Roll 1d6 to determine how: 1 You are taken by slavers but manage to escape. Lose one Endurance. 2 Imperial marines are training in the wilderness. You may attempt to qualify for the Marines next term with a +4 DM. 3 A corporation is surveying the planet for possible development. You may attempt to qualify for the Civilian (worker or colonist) career next term with a +4 DM. 4 A tramp trader is taking on water. You may attempt to qualify for the Merchant (free trader) next term with a +4 DM. 5 A pirate ship has landed. You may attempt to qualify for the Pirate career next term with a +4 DM. 6 A survey team from the Scouts is visiting the planet. You may attempt to qualify for the Scouts next term with a +4 DM.
44	You are ritually scarred. This gives you a +1 DM to Advancement rolls but may penalise you in some social situations.
45	You survive in the wilderness. Gain Recon 1, Survival 1, Navigate 1 or Stealth 1.
46	Life Event. Roll on the Life Events table (see page 34 of the *Traveller Core Rulebook*).
51	You come across a member of your tribe in great peril. If you choose to aid him, roll Athletics 8+ or Melee 8+. If you succeed, gain an Ally. If you leave him, roll 1d6. On a 1–4, nothing happens. On a 5–6, he survives and becomes your Enemy.
52	You train hard. Roll Endurance 8+ or Education 8+ to increase any skill you possess by one level.
53	You hear rumours of a fearsome warlord with a flaming spear and impenetrable armour. You may challenge this foe if you wish. If you do so, roll Recon 8+, then Stealth 8+, then Melee 8+. If you fail any of these, roll on the Injury table. If you succeed, you defeat the warlord – gain a TL8 Vacc suit, a TL9 Laser Rifle and a +2 DM to all Survival and Advancement checks made in this career.
54	You find a lost colony of the ancients. Roll 1d6 for what you find. 1 A guardian machine that attacks you. Roll on the Injury table. 2 A healing salve. Ignore your next roll on the Injury table. 3 A machine spirit that teaches you. Gain a level in any one skill. 4 A spear of fire. Gain a TL9 Laser Rifle and Gun Combat (energy rifle) 0. 5 A suit of armour. Gain a TL8 Vacc Suit and Vacc Suit 0. 6 Treasure and supplies for the tribe. You are automatically promoted.
55	An elder shaman offers you the chance to go on a spirit journey. If you accept, you may immediately test your Psionic Strength, then roll 1d6. On a 1, you have a reaction to the hallucinatory mushrooms and lose 1 Intelligence.
56	You are poisoned by an arrow. Roll Endurance 8+ or Medic 8+. If you fail, lose 1 Dexterity.
61	You find a lost ship that may be repaired. Gain 1d6 Ship Shares.
62	You befriend a stranded traveller. Gain an Ally.
63	A metal monster stalks the land. If you challenge it, roll Melee 8+ or Persuade 8+. If you fail, it injures you – roll on the Injury table. If you succeed, you are able to disable the damaged robot. Gain either a +4DM to your next Advancement roll.
64	Barbarian life is hard. You suffer a –1DM to all future Survival checks made in this career.
65	The chieftain calls upon you for counsel. Gain either Leadership or a +4DM to your next Advancement roll.
66	You survive where others perish. You are automatically promoted.

BENEFITS

Blockade Runner: You receive 5 ship shares towards the purchase of a Blockade Runner smuggler vessel or 2 ship shares towards any other sort of ship.

Organisation Membership: You are a member of a criminal organisation. The organisation will provide support such as weapons, money or aid when required but will demand equal favours in return.

Pirate Vessel: You receive 2 ship shares towards the purchase of any vessel. Furthermore, you may add up to 3MCr. worth of weapons to the ship immediately.

Salvage Ship: You receive 5 ship shares towards the purchase of a Salvage Hauler or 2 ship shares towards any other sort of ship.

Smuggler Vessel: You receive 2 ship shares towards the purchase of any vessel. 5% of the vessel's cargo space is considered to be a Concealed Compartment (see page 87).

Thieves' Tools: Gain any one of the following:
- A Thieves' Tools toolkit
- A Disguise kit
- A Forgery kit
- An IR Chameleon suit
- Any pistol

INCARCERATION

Criminals run the risk of being imprisoned as punishment for their crimes. If arrested during character generation, the character must roll on the Incarceration table. If you have access to *Adventure 2: Prison Planet*, then the more extensive rules from that book can be used instead.

If a result of **Imprisoned** is rolled, the character is imprisoned for the remainder of the current term plus the listed number of terms. A character who is imprisoned for 1 or more terms should roll on the Prison Skills table.

If instructed to roll twice on the Incarceration table, any DMs apply to both rolls.

INCARCERATION TABLE

Roll (2d6)	Sentence
2–	Imprisoned 4 terms
3	Imprisoned 3 terms
4	Imprisoned 2 terms
5	Imprisoned 2 terms, fine of 1d6 x 10,000 Cr.
6	Imprisoned 1 term
7	Imprisoned 1 term.
8	Imprisoned 1 term
9	Fine of 1d6 x 10,000 Cr.
10	Bad record. You suffer a –2DM to all future Qualification rolls in non–criminal careers.
11	Drafted. Roll on the Draft table next term.
12+	Exonerated. Roll 1d6. On a 1–3, nothing more happens. On a 4–5, you receive 1d6 x 5,000 Cr. in damages. On a 6, you gain 1d6 x 5,000 Cr. in damages and receive a +2DM to your next Qualification roll.

DMs:
- Apply your Social Standing DM to the roll.
- Add any levels of Advocate skill to the roll
- If you wish, you may hire a lawyer to defend you. The lawyer gives a +DM to the roll.

LEGAL DEFENCE

Type	Lawyer DM	Cost
Untried	+1d6–3	10,000
Poor	+1	5,000
Average	+2	10,000
Good	+3	25,000
Excellent	+4	50,000
Legendary	+5	100,000

PRISON SKILLS

Roll	Skill or Benefit
1	None
2	Athletics (any)
3	Melee (brawling)
4	Persuade
5	Streetwise
6	Contact

NEW SKILLS

Medical Bills
Almost all the careers presented in this book count as Rogues or Drifters for the purposes of determining if one's employer covers medical expenses: roll 2d6 and add the character's rank to determine what proportion of bills are covered.
4+: 0%
8+: 50%
12+: 75%

Barbarians do not qualify for medical care and so never incur medical bills.

Retirement Pay
None of the careers in this book qualify for retirement pay.

Forgery
The character may produce falsified documents or even currency. At higher technology levels, he may also require the Computers or Engineer (electronic) skills to cope with more advanced security systems. Forgery requires the use of a Forgery kit.

The Effect of the Forgery check determines how likely the forgery is to pass inspection when examined. Add the examiner's Intelligence characteristic DM to the roll.

Effect	Casual Inspection	Detailed Inspection
0	8+	2+
1	9+	3+
2	10+	4+
3	11+	5+
4	12+	6+
5	12+	7+
6+	No chance	8+

Item Forged	Difficulty
Handwritten Letter	Routine (+2)
Legal Papers	Average (+0)
Identity Papers	Difficult (–2)
Identity Papers with Electronic Seal	Very Difficult (–4)
Imperial Warrant	Formidable (–6)

Security
This skill covers all manner of security systems, from mechanical locks and bolts to electronic surveillance and cameras to computer hacking and data theft. Security is best used in concert with other skills. For example, to use Security to pick a lock, the character must have the Mechanic skill, while to use Security to break an encryption code on a computer, he must have the Computers skill. If the character lacks the requisite skill, he may still make the attempt but suffers a –3DM to his roll. The character needs only rank 0 in the other skill to avoid this DM when using Security.

The table below summaries the other skills that work with Security.

Skill	Security System
Mechanic	Mechanical locks
Engineer	Electronic locks, passkeys
Sensors	Cameras, sensors
Computers	Computer systems, firewalls
Comms	Phone taps, eavesdropping

CRIMINAL ORGANISATIONS

Organised crime, smuggler rings, underground cults – some criminal groups are run like interstellar corporations or government agencies. These organisations have staggering resources and equally staggering goals.

ORGANISATION STRUCTURE

Criminal organisations usually use a cell structure, where each member knows only a few others. This ensures that if the cell is breached by law enforcement agents, the damage to the organisation is contained. This cell structure can be an official policy ('*We will tell you what you need to know; do not question the space mafia!*') or a loose de facto arrangement of different gangs and sub–factions ('*Yeah, our gang boss knows Lou's gang and they're really close to the big boss*').

Membership

Organisations draw a distinction between those who merely work for them and actual members. Only members enjoy the protection of the organisation and can draw on its resources. Membership of an organisation can be gained as a result of a career event or benefit (see page 12) or through roleplaying.

To become a member of the organisation, the character must swear allegiance to that organisation and agree to obey its requirements and restrictions. In exchange, he gets whatever benefits membership offers and can draw on the organisation's resources.

Rank

Every organisation has a ladder of ranks. New members begin at Rank 0. Ranks are given as a reward for success and hard work. The higher a character's Rank, the more resources he can draw on but the more the organisation expects of him.

Ranks are arranged in a pyramid; there may be thousands of Rank 0 members but only a few Rank 4s and a single Rank 6. An ambitious criminal may need to wait until a senior member dies or retires before a place becomes available.

Promotion: A criminal has a chance of being promoted after an especially successful mission on behalf of the organisation or after several months or years of diligent service. Promotion is resolved by making a Trust check. The difficulty of this check depends on the character's current rank. If the check succeeds, the character rises one rank. If the check fails, the character is not promoted and may lose one Trust if it seems he pushed too hard.

Current Rank	Trust Difficulty
0	Easy (+4)
1	Routine (+2)
2	Average (+0)
3	Difficult (−2)
4	Hard (−4)
5	Formidable (−6)
6	Impossible (−8)

Trust

While Rank measures a character's standing in the organisation, Trust measures how the organisation's leadership think of him. A character with a low Rank but high Trust is probably a young member of the organisation with a bright future ahead of him; high Rank but low Trust is a senior member who is suspected of losing his touch or of betraying the organisation.

Trust is much, much more fluid than Rank. Trust can be gained and lost almost at the Referee's whim. In general, a character's Trust should stay within 1–2 points of their current Rank but this is a guideline, not a hard rule. Note that Trust can be a negative value.

Gaining Trust	Losing Trust
Succeeding in a mission	Failing a mission
Admirably keeping to the organisation's Restrictions & Requirements	Breaking Restrictions and Requirements
Associating only with other Trusted people	Associating with enemies, especially law enforcement or rival organisations
Respectful obedience to higher–ranking members	Acting independently or irresponsibly
Offering gifts or other benefits to the organisation	Drawing on resources excessively

A character's Trust starts at 0.

Trust Checks: Trust functions just like a skill; to make a Trust check, roll 2d6 and add the character's current Trust. Other DMs such as characteristic DMs may be added if appropriate; Social Standing holds sway in a criminal organisation that wishes to appear respectable.

If a Trust Check is failed, the Referee should consider reducing the character's Trust by 1, reflecting his increasingly shaky standing in the organisation.

Restrictions & Requirements

Restrictions are taboos for organisation members, things they cannot do. Common restrictions on criminal organisation members include revealing secrets of the organisation to outsiders or using the organisation's resources for their own private ends but can also include social restrictions, such as not harming people from a particular ethnic group or demanding that members avoid a particular religious faith.

Requirements are things members *must* do. The most common requirement is that the criminal pass on a cut of all ill–gotten gains to the organisation but other requirements may include wearing a particular uniform or other marking or behaving in a certain fashion.

Benefits & Resources

Benefits are passive boons granted by the organisation – the character's membership in the organisation helps him in some fashion. One common benefit is protection; people know not to cross the character, as doing so will draw the wrath of the criminal organisation. Other common benefits include credit laundering facilities or easy access to illegal supplies.

By contract, resources must be actively sought out by the character. Resources include help from other members, access to weapons or investment, access to secret information and so on. To access a resource, the character must make a Trust check. Resources are divided by Rank; a character who has a lower Rank than a resource needs may still try to request that resource but suffers a negative DM equal to *twice* the difference in Ranks).

For example, Sergei the mobster has Rank 1 and Trust 2. He wants the organisation to provide him with a Combat Implant, which is a Rank 4 resource. He will have to roll Trust with a total DM of –4 (+2 for his Trust score, –6 for three missing ranks) to convince his superiors that he really needs subdermal armour for free. If he fails the roll, then he will lose one Trust.

THE VRITERBEI

'No, like this!' Masaal remembered his great–grandfather clasping his hand when he was a young child, the old man's coarse fingers pressing the back of his hand in one spot, then another. 'Practise it! This is part of your heritage!' Great–grandfather's blind eyes glittered with tears. 'Remember it. Remember always what you are.'

He had nearly forgotten. Thirty years had gone by since great–grandfather died but his fingers still remembered the secret handshake. It took all of Masaal's presence of mind not to gasp when the offworlder greeted him at the spaceport and gave the same handshake. His fingers shaking, he gave the response just as Great–Grandfather taught him.

'I have a proposition for you' said the stranger.

The Vriterbei are a criminal syndicate active across the Spinward Marches. They are similar to the Mafia/Cosa Nostra organised crime gangs of Terra.

History

While the Vriterbei claim an ancient pedigree dating back to the First Imperium, the first verifiable record of their activity is during the last days of the Ramshackle Second Imperium. As the Rule of Man collapsed and worlds became isolated from one another, new organisations and structures rose up to replace the crumbling edifices of government and commerce. The Vriterbei crime families thrived on failing worlds; they had the resources to maintain order and commerce in places abandoned by the legitimate authorities. At their height, from roughly –300 to 300, the Vriterbei had considerable influence on dozens of worlds across the Spinward Marches.

A concerted campaign against organised crime smashed the Vriterbei network, driving them back underground. Where once they ruled whole planets and controlled every aspect of interstellar commerce across whole subsectors, they were reduced in a matter of decades to a handful of bitter old men, lurking in dark rooms and muttering about the good old days when they were gangster kings. The Vriterbei survived as local crime syndicates on dozens of worlds; they might own a slum neighbourhood or a few front businesses but their power was only a tiny fraction of past glories.

In the last century, a series of charismatic and ambitious Vriterbei bosses have revitalised the old organisation. Once

again, strange offworlders have visited old Vriterbei haunts and given recognition symbols not seen in generations. The disparate cells of the old Vriterbei network are slowly being shaken back into life and criminals who never looked beyond the boundaries of their neighbourhood are now considering crime on an interstellar scale.

The strength of the Vriterbei is their cultural continuity. Analysts theorise that the Vriterbei combine the criminal ethos and familial loyalty of the *Cosa Nostra* with Vilani rigidity and tradition.

Activities
Anything and everything; prostitution, loan sharking, gambling, protection money, bribery, weapons smuggling and so on. The Vriterbei provide whatever a planet needs. They sell arms to warlords or slaves to bored nobles but they will also smuggle in food for starving peasants or invest in legitimate companies. The Vriterbei want stability above all else.

Reach
The Vriterbei once had reach across the whole of the Spinward Marches; today, they are mostly concentrated in District 268 and the surrounding subsectors.

Restrictions
- Do not speak of the Vritberei to outsiders.
- Give one–quarter of your earnings to the Vritberei elders.
- Never recruit a new member without the permission of your elders.
- Anarchy is not our goal; do not rock the status quo.
- Always be available to serve when called on.

Requirements
- Respect the Vritberei
- Teach your children and those you recruit the Vritberei ways.
- Be respectful to the poor, to women and children.

Benefits
- Vritberei members have a +2DM to all Social Standing–related rolls in Vritberei neighbourhoods.
- Anyone killing a Vritberei member without permission will be destroyed by the Vritberei.

Ranks
Rank 0 – Soldier: You are expected to follow orders. You may request basic firearms or other equipment totalling Cr. 1,000 in any year.
Rank 1 – Respected: You are a respected thug. You may launder credits through the Vritberei's front businesses. You may request weapons worth up to Cr. 5,000 or a vehicle for your own use. You may be given control of a small Vritberei owned front business.

Rank 2 – Trueman: You may request a Vritberei–secured house and have most of your living expenses paid for. The Vritberei will also supply you with specialised training and equipment worth up to Cr. 10,000 if needed. You may be given control of a prestigious business.
Rank 3 – Leader: You are given a Vritberei bodyguard and a luxury home or country villa. You may obtain needed equipment worth up to Cr. 50,000 easily and request loans of up to Cr. 500,000. You may be given control of a very prestigious business or a private starship.
Rank 4 – Elder: You are expected to visit Vritberei meetings offworld once every few years. You may request up to 1MCr in money from the organisation. You may request that enemies be eliminated.
Rank 5 – Great Elder: Your word is law within the organisation.
Rank 6 – Archon: The elder of all the elders.

INE GIVAR
Nobody saw it coming.

Not true. Everyone saw it coming. It is just that there was nothing anyone could have done. The freighter cut a blazing path across the sky as it plunged through the atmosphere, heading straight for the baron's palace. Anti–aircraft fire blasted it to pieces but the pieces kept coming – kinetic–kill weapons, even improvised ones like a hijacked freighter – are hard to stop.

In the last second before impact, someone aboard the doomed freighter transmitted a compressed radio squeal, declaring that the Ine Givar movement claimed responsibility for the 'extermination of the parasitic oppressors'.

History
The history of the Ine Givar is a murky and contradictory one. Several false histories have been deliberately circulated in the past, both by the Ine Givar themselves and by the Imperium. Conspiracy theories cluster around the organisation – some say they do not exist and that 'Ine Givar' is just a convenient label the media use for any terrorist group. Others claim they are funded by the Zhodani to destabilise the Imperium or that the Imperium deliberately created an enemy to keep the commoners in line or that the Ine Givar is just a front for some other purpose.

The commonly accepted history of the Ine Givar traces them to Rhylanor subsector in the late 900s, suggesting they were founded by a disillusioned young noble who believed the Imperium was too lax in tolerating corrupt or oppressive governments and who grew to blame the entrenched politico–economic system as being more concerned with propagating itself than actually improving quality of life for Imperial citizens. The 'modern' Ine Givar may have assimilated several other terrorist organisations.

Activities

The ultimate goal of the Ine Givar is to overthrow the existing structure of the Imperium and replace it with something more democratic; they especially want the Imperium to intercede on troubled worlds where disasters or corruption are endemic. Different Ine Givar cells have different ways of advancing this ultimate goal, ranging from protests or demonstrations to raise awareness of the Imperium's failings, to kidnapping and extortion to major terrorist attacks targeting the nobility, symbols of Imperial power or lynchpins of the interstellar trade networks.

Reach

Multiple sectors. The Ine Givar is not especially powerful or wealthy but its ideals have been transmitted across hundreds of worlds.

Restrictions

- Do not betray the Ine Givar. Even this restriction is a loose one; an Ine Givar cell on one world might just shun a member who leaked information to the authorities but on another planet, the same betrayal would merit a very painful death.

Requirements

- Support the Ine Givar movement as best you can.

Benefits

- Ine Givar members can expect help and shelter from other members.

Ranks

Rank 0 – Junior Member: Low–level members of the Ine Givar cannot draw on any of the resources of the organisation.

Rank 1 – Member: Members can obtain information and funding from the Ine Givar. The organisation has an extensive database of secret information about the Imperium and the nobility. They also have connections who can provide weapons.

Rank 2 – Senior Member: A senior member can obtain a scout ship or other small transport on loan from the organisation or request Mid Passage on board a friendly ship. Senior members may also use the Ine Givar's connections among student organisations, opposition political parties and other fringe movements.

Rank 3 – Cell Leader: Cell leaders are responsible for operations across a whole planet. They may request up to Cr.100,000 in funding or supplies, as well as call in members with some specialised skills or training (assassins, explosive experts, psions and so on).

Rank 4 – Co–Ordinator: Co–ordinators are responsible for major worlds and clusters. They have access to up to 1MCr in credit, as well as military–grade weapons and equipment.

Rank 5/6: The nature of the higher ranks in the Ine Givar depends on the truth behind the organisation. This could be anything from Zhodani psionic training to Imperial intelligence handlers to democracy–crazed bomb throwers.

THE SYNDICATE

She smiled and her eyes flickered red for an instant, betraying the cybernetic implants within them. 'I understand you have a problem.'

I nodded.

'We can remove this problem. We have dealt with similar problems before.'

'My problem is a big one.'

'We have very big guns.'

History

The Syndicate was formed by a group of retired adventurers and ex–criminals. They had access to a half–dozen free trader vessels and several lifetimes of contacts and criminal suppliers. They had seen more of the Imperium than any planetary crime lord and knew what was available out there. They realised that there was an opening for a specialised organisation of problem solvers, smugglers, assassins and weapons dealers, a one–stop–shop for high tech criminal supplies and they provided it.

That was more than 70 years ago; the original Syndicate members are mostly still alive, preserved by anagathics but other investors and crime lords have joined them on the board of the organisation. The Syndicate still offers criminal services for hire but has branched out into incorporating local crime organisations into an interstellar network.

Activities

The Syndicate is the criminal equivalent of a business–to–business service. They commit relatively few crimes themselves but instead supply weapons, offworld travel, smuggling and

so forth. The Syndicate has been referred to as a 'shadow Imperium', as its influence usually stops at the starport. They rarely bother dealing with planetside crimes.

The Syndicate's headquarters is rumoured to be on board a converted luxury liner that moves along a pre–determined route on the edge of known space.

Reach
Sector–wide. The Syndicate has hundreds of free traders and smugger ships.

Restrictions
- Do not betray the Syndicate to the authorities, on penalty of spacing.
- Members are not permitted to own more than Cr. 100,000 worth of property on any one planet.

Requirements
- Syndicate members are obliged to give 10% of all earnings to the Syndicate.

Benefits
- Syndicate members will regularly be assigned jobs from clients. Most of these jobs involve smuggling or other specialised criminal tasks such as heists or kidnappings.
- Syndicate members may obtain up to 10 ship shares for free; any ship obtained with these shares is property of the Syndicate.

Ranks
Rank 0 – Crewman: Syndicate crew are given a job on board ship and may request equipment like personal firearms, vacc suits and other tools.
Rank 1 – Trusted Crewman: Trusted crew may use Syndicate resources to obtain supplies from across the sector. They gain one free Mid Passage per three months.
Rank 2 – Officer: Training and cybernetic upgrades such as Skill Augments. One free Mid Passage per month.
Rank 3 – Commander: Syndicate commanders are responsible for liaising with planet–side criminals. To this end, commanders are permitted to request virtually any armour and weapons short of battle dress and WMDs.
Rank 4 – Captain: One free High Passage per month and a Syndicate–owned ship if the captain does not already possess a ship.
Rank 5 – Admiral: Command of half–a–dozen ships.
Rank 6 – Board Member: Access to all Syndicate resources.

CULT OF THE TRAVELLER
'God is out there' said the madman. 'God is walking amongst us. God is looking for His faithful.'

Blood flows strangely in zero–gravity. Red globes danced and flowed along the blade of his knife as he pushed himself down the corridor towards the next low berth.

History
The Cult of the Traveller is an underground cult, one that has been heavily suppressed by virtually every government. The cult stems from the teachings of a prophet (or madman) who called himself the Watcher. He was a barbarian from a primitive lost world who was taken to the stars by an IISS Scouting mission in the mid–500s. The trauma of being lifted from an Iron Age society to the Imperium shattered the barbarian's mind and he decided that he had been taken into the realm of God.

How this delusion became a remarkably resilient religion is a mystery; it is suggested the initial prophet was a latent telepath who somehow created a psychic imprint that still resonates or his book of teachings has some unique resonance for the mentally ill. Others suggest an addictive combat drug called Tricerin or 'trick' is responsible; it was widely abused in the 500s and is still used to this day and can produce a psychotic state in which addicts are extremely suggestible.

The Cult's tenets are confused and there are many different sects but they all share certain beliefs:
- God created the universe but has now incarnated in human form. Some say He has incarnated to find the faithful or to experience the human condition. The most common manifestation of the Cult's beliefs, though, is that God is trapped in human form and can only be released through death.
- Ritual murder is a form of communication or signalling to God or can point the way to God.
- God may not know Himself. If you see God, you must prove to Him that He is God and free him from His fleshy prison.
- There are devils and demons who have also taken human form and may pretend to be God. They must be slain.

Activities
Proselytising and murder. The Cult has a number of high–functioning sociopaths (produced through the use of the Tricerin combat drug) and funds its activities through assassination and mercenary work.

Reach
Limited. Cells of the Cult exist on many different worlds but there is little or no communication between them. A lone madman limps off a free trader and disappears into a megacity; a year later, he has spread his twisted philosophy to another dozen lunatics and the bodies start piling up.

Restrictions
- Do not pollute your body with impure deeds or thoughts.
- Do not listen to the blandishments of demons and sinners.

Requirements

- Find God. When you find Him, cut Him out of His mortal body and restore his divinity.

Benefits

- Easy access to supplies of Tricerin (see sidebar).

Ranks

There are no ranks within the Cult and no resources it can draw on.

DEMOCRATIC GOVERNMENT OF RABWHAR IN EXILE

'We *are the rightful government of Rabwhar.* We *will re–establish the rule of law. And* you *have committed treason against the state. The sentence is* death.'

History

Rabwhar is a minor TL7 agricultural world in the Lunion subsector of the Spinward Marches. A decade ago, Rabwhar's billion–strong population flirted briefly with democracy. The existing hereditary monarch was the sort who puts the 'non–charismatic' in 'non–charismatic leader', the harvests were failing due to a blight imported from offworld and the plan to convert the planet's class–D port into a class–B had been delayed by another 20 years.

A coup seized the capital city and surrounding territory and held it for nearly three weeks before the king abdicated in favour of his considerably more popular niece. Public opinion turned against the revolutionaries, the army closed in on the capital

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Tricerin Combat Drug (TL9)

A drug of Darrian origin, Tricerin production was officially banned in 772. The formula for the drug was already circulating in the criminal underworld, though and it is comparatively cheap and easy to produce. A character who takes a dose of Tricerin gains the following benefits:

- +2 to Initiative.
- Reduce all damaged suffered by two points.
- +1DM to all attacks.
- +1DM to Recon and Investigate rolls due to added focus.

A dose of Tricerin lasts for 1d3 hours. After this time, the character suffers a –2DM to all actions until he rests. Repeated use of tricerin causes hallucinations and psychosis (after the third and subsequent doses roll END 4+, with a cumulative –1DM for every additional dose beyond the third one). Tricerin costs 250Cr on the black market.

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and the leaders of the coup fled offworld. Rabwhar forgot about the Seventeen Day Democracy.

but the Seventeen Day Democracy did not forget about Rabwhar. The Democratic Government–in–Exile still exists and still claims to be the legitimate government. To survive, they have gone underground (and taken the contents of the Rabwhar Royal Bank with them).

Activities

The Democratic Government in Exile of Rabwhar (DGER) has mutated into a band of pirates and raiders. They spent the money taken from Rabwhar on outfitting ships and hiring mercenaries; their original plan was to return to Rabwhar in force and demand that the new Queen resign and reinstate them. DGER has a pirate base in the Shirene system and preys on shipping throughout Lunion, with special emphasis on attacking vessels heading for Rabwhar.

DGER is an uneasy compromise between pirates and civil servants; within a few years, it is almost certain that the pirates will win out and abandon any pretension to legitimacy on Rabwhar or anywhere else.

Reach

Lunion Subsector

Restrictions

- Only citizens of Rabwhar may advance past Rank 3 in the organisation.

Requirements

- Swear loyalty to the Democratic Government of Rabwhar in Exile.
- Pass on 10% of all cargoes taken to DGER.

Benefits

- DGER's hidden asteroid port in Shirene may be used as a shelter.
- As soon as DGER is reinstated, then those loyal to the true government will be rewarded with land grants.

Ranks

Rank 0 – Crewman: No resources.
Rank 1 – Pirate: Pirates may request the use of Combat Armour stolen from the Rabwhar Royal Guard, as well as training.
Rank 2 – Commander: Commanders in the DGER navy may request free maintenance of their vessels.
Rank 3 – Undersecretary: Access to the DGER treasury for up to Cr. 100,000.
Rank 4 – Secretary: Letters of Marque, issued by DGER. These are unlikely to stand up in court unless the government reclaims Rabwhar.
Rank 5 – Minister
Rank 6 – Prime Minister

PIRACY

Holodramas and spacer's tales are full of pirates. Romantic villains of the spaceways, pirates can be dastardly rogues or wrongfully exiled nobles, swooping out of the void to steal cargos of precious metals or to rob the jewellery from rich passengers on a luxury liner. Those who do not travel regularly may assume that pirates are lurking behind every asteroid and that it is a miracle that any ship makes it to its destination.

The truth is a little more prosaic. Pirates are considerably rarer than most people believe and also considerably less successful. The average pirate vessel might make a dozen or more attacks in a year, only capturing a prize if it was exceedingly lucky. Few pirates fly the infamous specialised corsairs – most pirates are flying merchantmen and free traders with a few pop–up turrets.

Pirate Origins

Few deliberately choose the life of a pirate. Travellers might be attracted by the romance of piracy or believe it offers vast wealth for minimal effort. Some pirates are born – there are pirate bases that are hundreds of years old and children born there may know nothing else except a life of crime. Some planets have a long tradition of piracy – a young man might serve on a pirate vessel for a few years, then return home and settle down with his ill–gotten wealth. Such worlds are also likely to harbour fugitive pirate ships and benefit from the trade in stolen goods. Vargr raiders are especially likely to come from long lines of pirates.

Other pirates are forced into a life of crime. A free trader crew, down on their luck and unable to pay the crippling mortgage on their ship go rogue and turn to piracy. Mutineers rebelling against a cruel captain cannot return to civilisation and so have no choice but to support themselves by preying on other ships. A crew unable to get legal jobs due to past criminal deeds might sign on with a pirate crew, reasoning that dishonest work is better than honest starvation.

Still other pirates are actually privateers in one form or another. Piracy is often used as a covert method of interstellar warfare. A duke might secretly fund a few pirate corsairs and send them off into his neighbour's domain to pillage and disrupt shipping. Even if the pirates only steal a few cargo ships, the neighbouring dukedom suddenly looks like a far less safe and inviting place for a Megacorporation to invest in. Other interstellar empires may also engage in piracy. Aslan *ihatei* second–sons regularly travel into the Imperium to test themselves against human vessels and Vargr raiders are a common threat in the Spinward Marches. Pirates with an external source of support can afford much more powerful military–grade warships or specialised pirate vessels like the infamous corsair design.

Piracy and Jump Travel

The nature of interstellar travel poses a problem to a would–be pirate. It is impossible to capture a ship in jump space and any ship capable of jump travel will use it to escape from the pirate attacker. A pirate vessel can lurk inside the hundred–diameter 'jump shadow' of a planet, hoping to ambush and disable targets before they reach a safe jump distance but this hundred–diameter zone will be heavily patrolled by system defence boats in any civilised system.

The pirates can lurk a little further out and hope to catch an arriving ship that just jumped in with depleted fuel tanks but such ships will always head straight to the mainworld. The longer it takes for the pirates to bring down their prey, the closer they get to the steel noose of SDBs.

Of course, any ship lurking around the hundred–diameter limit is inherently suspicious. Any honest ship would either jump away, head down to the starport or out to another world in the system. Just floating 'dead' in space – loitering – quickly draws the attention of the authorities. Pirates can risk lurking for a while by claiming an engine malfunction or by moving very slowly towards an orbital station or other legitimate destination but eventually they will be noticed and challenged.

A more reliable option is to hunt down non–jump–capable vessels en route to outer planets in the system. These cargo ships cannot escape by jumping and because they have more cargo space, can be a richer prize than a starship. Unfortunately, in most systems , the planets other than the mainworld are mining colonies, prisons and scientific research stations, none of which guarantee rich prizes for the pirate.

Flamewar Warning

The viability of piracy under the *Traveller* rules is a long–running and often bitter argument. Ask any old *Traveller* player about the piracy debates (or about near–C rocks or exactly what a feudal technocracy is) and watch his face contort in pain. This book assumes that piracy is viable but uncommon, that ships are rarely captured and that most pirates are barely able to survive on their ill–gotten gains. This means that pirates are common enough to be a threat to Player Characters but not so common that they would be constantly hunted by the navy.

Piracy may work differently in your *Traveller* universe; just be careful about opening up old wounds when you discuss it with other Referees.

TYPES OF PIRATE

There are several common pirate strategies but they all share a few elements in common. The aim of any pirate is to locate an unarmed or lightly armed target, disable it so it cannot jump away or escape to safety, extract the most valuable items – not necessarily cargo – and then vanish without being intercepted by the authorities.

Jumpcusser

The lowest and most common form of pirate is the so–called 'jumpcusser'. These are opportunistic predators and are seen as little more than vermin by 'real' pirates. The term 'jumpcusser' is derived from the most common ending of a pirate attack – the target jumps away, leaving the would–be attacker cursing in the target's wake. A jumpcusser is an armed free trader or other small starship – even a classic scout ship could serve as a jumpcusser.

Often, jumpcussers are tramp freighters, traders and adventurers who engage in piracy on the side when they see a target. A fat, unarmed merchant misjumps and arrives well outside the hundred–diameter limit, leaving it without an escape route or cover from system defence boats. The jumpcusser, whose crew were engaged in some perfectly legal mission, take the opportunity to attack and loot some extra cargo.

Without specialised boarding and cargo handling equipment, jumpcussers are unable to take full advantage of a defeated target. The jumpcusser might dock and send a few looters through the airlock or even just demand that the merchant pack all its small valuables into a one–ton cargo containers and launch it out into space to be scooped up.
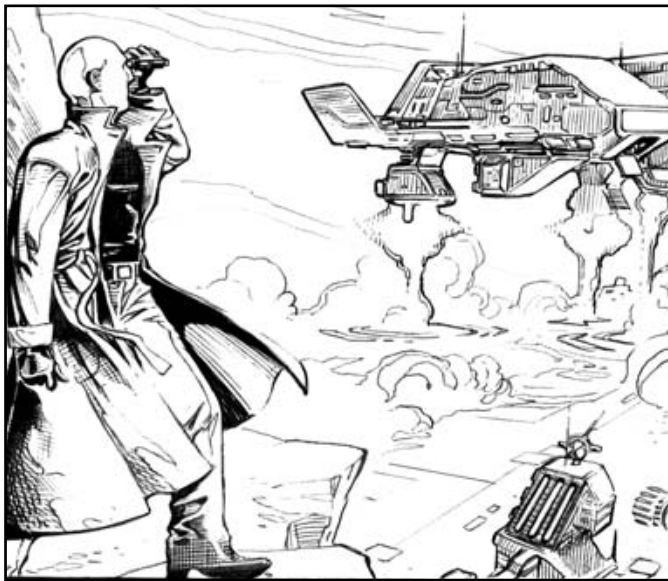
Corsair

This is the common conception of the pirate – an armed vessel that intercepts merchant ships and steals their cargo. The difference between a jumpcusser and a corsair is in firepower and preparation. A jumpcusser is a part–time opportunistic pirate, while the corsair deliberately seeks out worlds where it is likely to find prey. Some fly the infamous 600–ton corsair–class but most are in small but heavily armed and converted, free traders.

Corsairs are more likely to have the equipment necessary to make piracy profitable, such as boarding pods, cargo robots and vicious marines with cutlasses and armoured vacc suits.

Coast Watcher

Coast watchers are pirates with contacts on the ground. These contacts are usually starport staff but can also be brokers, dock workers or even vagrants with a view of the landing field and a tight–beam radio. These spies are employed to watch the coming and going of ships and ideally obtain their schedules and flight plans. The pirate jumps into the system and signals its presence to the spies. The spies inform the corsair of likely targets.

With a good spy network on multiple planets, the coast watcher has a much greater chance of locating suitable prey. These spies also warn about the presence of naval patrols and other dangers. The risk to these spies is minimal, so the cost to the pirates is equally low.

Belt Runner

Belt runners prey on spaceships travelling through real space to outlying worlds in a system. Traditionally, the asteroid belt is a haunt for pirates. The advantages of this approach is that the belt runner's targets are unable to jump away and that the volume of space to be patrolled is much greater, making it less likely that the pirate encounters patrols.

The downside is the lack of good prizes. Belt runners tend to end up with hundreds of tons of unrefined ore.

Prize Hunter

Only a handful of pirates have the resources and contacts to capture and sell a ship. A ship is the ultimate prize for a pirate, worth many millions of credits. The 600–ton corsair that can envelop a smaller vessel is an ideal prize hunter but there are other ways to steal a vessel. The pirates can board another ship and take it, although to do so they must either kill the crew, dump them into space in a rescue ball or other escape pod or force the crew to help them steal the ship. Carrying enough personnel to replace the crew of a smaller vessel may strain the life support systems of the larger vessel and most starships have internal security systems including passwords, biometric scanners or other checks to ensure that the ship is being piloted

by the registered crew. These systems can be bypassed but every minute spent hacking through security brings the naval patrols another minute closer.

Even if the pirate manages to capture a ship and bypass security (or subvert the crew), there are still several problems. If the captured ship is not ready to jump, the pirates need to transfer fuel from their own ship or skim a gas giant, both of which are problematic. Selling a ship is also very hard – only a handful of fences can *afford* to buy a ship for resale and most will just strip the captured vessel for parts and give the prize hunter only a tiny fraction of the actual value of the ship.

Despite all this, prize hunting can be astonishingly profitable. Even a tenth of the price of a common scout is still 2.7MCr.

Raider

Raiders are pirates who attack ground–based or other stationary targets such as space stations. Raiding can be a very rewarding form of piracy and the target cannot escape the attack. Raiding can even be profitable on low–technology worlds – dropping out of the sky, lasering open the drawbridge of a castle and demanding the local iron age king send out his treasure, his wine cellar and his comely daughters is a hobby for some raiders.

The downside of raiding is that it attracts much more attention than regular piracy. Attempting to raid a civilised, highly populated world is tantamount to declaring war on that planet.

Most pirates need only worry about system defence boats, q–ships and naval patrols but raiders can find themselves in a pitched battle with a planet's military.

PIRATE TARGETS

Pirates seek out different worlds depending on their intended tactics. Planets well off the beaten track do not see enough traffic for a pirate to bother, so pirates will cluster near trade routes. Pirates stay away from naval bases. Worlds with an asteroid belt or gas giant attract pirates; worlds with a large space fleet drive them away. Hundreds of other factors play a part, the most important of which are the needs of the Referee.

When a pirate attempts to locate prey, roll on the Prey Encounter Table on page 44 to determine the most likely target. A result of 'no prey' does not mean that there are no other ships in the system, it implies that there are no other ships that the pirate has a chance of successfully tackling. The amount of traffic in the system determines when to roll on the Prey Encounter Table.

Roll d66, applying DMs as follows:
Backwater System: –1DM to first die only
Dangerous World: –1DM to second die only
High–Traffic System: +1DM to first die only
Secure World: +1 DM to second die only
Capital or other key System: +2DM to first die only
Naval Base: +2 DM to second die only

A **backwater system** is one with a Class X or E starport and at least one of the following traits: Barren, Low Population, Low Technology.

A **high–traffic system** is one with a Class A or B starport and with at least one of the following traits: High Technology, High Population, Industrial, Agricultural, Rich.

A **capital or other key system** is a subsector capital or is a world on a trade route with a Class A or B starport and at least one of the following traits: High Technology, High Population, Industrial, Agricultural, Rich.

A **dangerous world** has an Amber or Red Travel code or a Law Level of 3 or less or is otherwise unable to patrol its space.

A **secure world** has a Law Level of 7 or more and has the technology to protect travellers or has a naval base present within six parsecs.

A **naval base** in the system offers the best possible protection for travellers.

PREY ENCOUNTER TABLE

D66	Encounter	D66	Encounter
00	Traveller	45	No encounter
01	Traveller	46	Liner
02	No encounter	47	System Defence Boat
03	No encounter	48	1–3: No encounter; 4–6 Naval Patrol
04	Small Freighter	50	Traveller
05	No encounter	51	No encounter
06	No encounter	52	Small Freighter
07	No encounter	53	Medium Freighter
08	Naval Patrol	54	No encounter
10	Traveller	55	Heavy Freighter
11	No encounter	56	Liner
12	No encounter	57	System Defence Boat
13	No encounter	58	1–2: No encounter; 3–6 Naval Patrol
14	Small Freighter	60	Traveller
15	No encounter	61	No encounter
16	No encounter	62	Small Freighter
17	Medium Freighter	63	Medium Freighter
18	1–3: No encounter; 4–6: Naval Patrol	64	Liner
20	Traveller	65	Heavy Freighter
21	No encounter	66	No encounter
22	No encounter	67	System Defence Boat
23	Small Freighter	68	1–2: No encounter; 3–6 Naval Patrol
24	Medium Freighter	70	Traveller
25	No encounter	71	No encounter
26	Unusual Vessel	72	Small Freighter
27	System Defence Boat	73	Medium Freighter
28	1–3: No encounter; 4–6 Naval Patrol	74	Liner
30	Traveller	75	No encounter
31	Small Freighter	76	Rich Freighter
32	No encounter	77	System Defence Boat
33	Unusual	78	Naval Patrol
34	Medium Freighter	80	Traveller
35	No encounter	81	Small Freighter
36	No encounter	82	Medium Freighter
37	Rich Freighter	83	No encounter
38	1–3: No encounter; 4–6 Naval Patrol	84	Unusual Vessel
40	Small Freighter	85	Liner
41	Traveller	86	Rich Freighter
42	No encounter	87	System Defence Boat
43	Heavy Freighter	88	Naval Patrol
44	No encounter		

Traveller: A vessel other than a cargo ship, such as a scout vessel, small military ship, fast courier or even another pirate. Travellers are poor targets for pirates, as they are unlikely to carry valuable cargoes. They can be looted for parts.

Small Freighter: A far trader, free trader or other 100–300 ton trade vessel. Such vessels are ideal prey for most pirates, as they can quickly be looted and are unlikely to have significant defences.

Medium Freighter: A trader of 400–1,000 tons. Still a good target for pirates, although sorting through the cavernous cargo bay for the choicest items may take more time than the pirate can afford.

Heavy Freighter: This is a freighter of 1,000 tons or more. Heavy freighters of this kind often travel with escort vessels or carry their own fighters or defensive weapons and may be more than the average pirate can handle.

Rich Freighter: Roll 1d6 to determine the sort of freighter encountered. 1–3: Small Freighter, 4–5: Medium Freighter, 6: Heavy Freighter. This freighter is more likely to be carrying an especially valuable cargo; when rolling for a random cargo, roll twice and take the most valuable result.

Liner: This is a passenger vessel, colony ship, troop transport or tourist vessel. Such ships may have many valuable items carried by the passengers but the pirates will be outnumbered if they try to storm it.

Unusual Vessel: A noble's yacht, science vessel, X–boat, mercenary transport, survey ship or other rare type of ship. The vessel may be utterly useless to the pirate or a rich prize, depending on what is on board.

System Defence Boat: Roll 1d6. On a 1–5, this is a classic SDB of some sort – a heavily armed, fast–moving spaceship without a jump drive. On a 6, it is a q–ship, a small freighter that has been refitted with concealed weapons as a honey trap for pirates.

Naval Patrol: The pirate has run into a heavily armed navy ship, ranging from a small escort ship or pirate hunter to a full–size warship.

Encounter Distance & Timing

The 'encounter window' for a pirate attack is a slim one. It takes a ship only a few hours to lift off from a spaceport and pass through the hundred–diameter jump point or to travel from where it entered the system to the safety of the atmosphere. Within that window, the pirate has to come within range of the target, disable it or force its surrender, match velocity, dock, loot the cargo and then escape.

The initial encounter distance is set by the Referee; as a rule of thumb, roll 3d6 and multiply it by the diameter of the mainworld (or 1,000km for Size 0 worlds). An arriving ship will arrive somewhere outside the hundred–diameter jump limit, so the values in the Jump Limit Transit Table are the minimum travel times for an arriving ship.

Outsystem Encounters

The Prey Encounter table assumes that the pirates are operating in the space around the system's main world. Belt runners and other pirates prefer to operate further out on the fringes of the system. Roll 2d6 on the Outsystem Prey Table for these pirates, applying DMs as follows:

Backwater: –1DM **Dangerous World:** –1DM
High–traffic outsystem: +1DM **Secure World:** +1DM

OUTSYSTEM PREY TABLE

Roll	Encounter	Roll	Encounter
0	Traveller	8	No encounter
1	No encounter	9	Poor freighter
2	Poor Freighter	10	Belter
3	Traveller	11	Small Freighter
4	Belter	12	Unusual ship
5	Poor freighter	13	Rich Freighter
6	No encounter	14	System Defence Boat
7	No encounter		

Use the descriptions for the ships from the Prey Encounter Table, with the following two encounters unique to the Outsystem Prey Table:

Poor Freighter: Roll 1d6 to determine the sort of freighter encountered. 1–3: Small Freighter, 4–5: Medium Freighter, 6: Heavy Freighter. This freighter is carrying an especially poor cargo; when rolling for a random cargo, roll twice times and take the least valuable result.

Belter: A Serpent–class or other mining ship.

Roll 1d6 or choose the prey's direction of travel. On a 1–3, it is heading towards the planet or HighPort to land; on a 4–5, it is heading to the jump diameter limit. On a 6, it is stationary or heading towards some other destination, such as a moon, another planet or another vessel.

The Jump Limit Transit Table on page 46 describes how long it takes a vessel to reach either the surface or hundred–diameter jump limit, depending on its thrust and the size of the planet. Note that it is much quicker to leave a planet and travel at full thrust to the jump limit than it is to fly to the surface, as the vessel must do a turnover at the half–way point (or use atmospheric braking; either way, it must reach zero velocity at the surface or there will be an unfortunate interaction with the ground, termed a 'crash').

JUMP LIMIT TRANSIT TABLE

Size	1g		2g		3g		4g		5g		6g	
	Up	Down	Up	Down	Up	Down	Up	Down	Up	Down	Up	Down
0 (80,000km)	1hr	1.5hrs	45mins	1.2hrs	40mins	1hr	33mins	45mins	30mins	42mins	27mins	38mins
1 (160,000km)	1.5hrs	2 hrs	1.2hrs	1.5hrs	1hr	1.2hrs	45mins	1.1hrs	42mins	1hr	38mins	0.9hrs
2 (320,000km)	2hrs	3 hrs	1.5hrs	2.25hrs	1.2hrs	2hrs	1.1hrs	1.5hrs	1hr	1.5hrs	0.9hrs	1.2hrs
3 (480,000km)	3hrs	4 hrs	2hrs	2.75hrs	1.5hrs	2.2hrs	1.3hrs	2hrs	1.2hrs	1.75hrs	1.1hrs	1.5hrs
4 (640,000 km)	3 hrs	4.3 hrs	2.25hrs	3hrs	1.9hrs	2.5hrs	1.5hrs	2.25hrs	1.5hrs	2hrs	1.2hrs	1.9hrs
5 (800,000km)	3.5hrs	5 hrs	2.5hrs	3.5hrs	2hrs	3hrs	1.75hrs	2.5hrs	1.6hrs	2.2hrs	1.5hrs	2hrs
6 (960,000km)	4hrs	5.5hrs	2.75hrs	4hrs	2.25hrs	3.2hrs	2hrs	2.75hrs	1.75hrs	2.5hrs	1.5hrs	2.25hrs
7 (1,120,000km)	4.2hrs	6hrs	3hrs	4.2hrs	2.4hrs	3.5hrs	2.1hrs	3hrs	1.9hrs	2.6hrs	1.75hrs	2.5hrs
8 (1,280,000km)	4.5hrs	6.3hrs	3.2hrs	4.5hrs	2.6hrs	3.7hrs	2.25hrs	3.1hrs	2hrs	2.9hrs	1.9hrs	2.4hrs
9 (1,440,000km)	4.75hrs	6.75hrs	3.3hrs	4.75hrs	2.75hrs	3.9hrs	2.3hrs	3.3hrs	2.1hrs	3hrs	2hrs	2.75hrs
A (1,600,000km)	5hrs	7hrs	3.5hrs	5hrs	3hrs	4.1hrs	2.5hrs	3.5hrs	2.25hrs	3.1hrs	2hrs	3hrs

PIRATE ATTACKS

Once the pirate has located a suitable target, the following steps must be taken:

- Intercept the target
- Attack the target
- Prevent the target's escape
- (Optionally) Board the target
- Loot the target
- Escape!

Intercept the target

The pirate faces a difficult task – they must not only get within range of the target but must also match velocity with it so boarding can be attempted. Use the Travel Times tables above and on page 145 of the *Traveller Core Rulebook* to determine intercept times. The target may attempt to avoid the pirate but any evasive manoeuvres will increase the amount of time it takes to reach the target's destination.

Opposed Piloting checks may be required when the range drops to Short or less, as the target jinks and dodges to avoid the approaching pirate vessel.

In general, if the pirate has a higher Thrust value than the target and is within 100,000 kilometres of the target, then escape is very difficult indeed.

As soon as the pirate opens fire, a clock starts ticking. The pirate has a limited amount of time to breach the target and loot before the authorities arrive (see *Pirate Hunters* on page 48). The Referee should track how long the attack takes, to determine how long the pirates have to loot their prize.

Skill Checks:

Locating a target: Sensors+Intelligence, 1–6 minutes, Average (+0)

Estimating the likely value of a prize: Broker+Intelligence, 1–6 seconds, Difficult (–2)

Plotting an intercept course: Pilot+Education, 10–60 seconds, Average (+0)

Attack the target

Pirates do not want to destroy their target, they want to cripple it. Missile and torpedo attacks may be used to 'soften up' a target but as soon as the target's Hull is breached, the pirate runs the risk of destroying the cargo he seeks. Most pirates will

challenge the target as soon as the first shot is fired, demanding that the prey surrender, heave to and prepare to be boarded.

The ideal results for a pirate are hits to the Manoeuvre Drive (reducing the target's Thrust and making interception much easier) or Fuel (dumping a portion of the target's fuel into space and possibly preventing it from jumping away).

Crybabies & Decoys

One tactic to delay the inevitable arrival of a pirate hunter is to use a decoy transmission. The simplest method is to use a crybaby, a small but powerful transmitter that is launched from the pirate long before the attack begins. The crybaby is sent off on a tangential course. When the pirate is ready to begin its attack, a signal is sent to the crybaby. The crybaby then transmits a Signal GK or mayday call, pretending to be a ship in peril. Ideally, the authorities go after the crybaby, leaving the pirate free to attack.

Of course, if the authorities bother to scan the crybaby, they will see that it does not have the energy emissions or mass of a genuine ship. Pirates can hide crybabies behind a convenient moonlet or in the wrecked hulk of a smaller ship but crybabies are of little use against competent pirate hunters.

Decoys are more expensive but also more effective. A decoy is another starship or spaceship that pretends to be in distress. While the authorities are occupied, the pirates act. Ideally, the decoy is a scoutship or other starship that can jump out when its task is complete. Of course, only the richest pirates have multiple starships.

If the decoy is not jump–capable, then it can be manned or unmanned. An unmanned decoy is controlled remotely from the pirate ship; communications are relayed from the pirate to the approaching SDB. This can result in suspicious communications delays. Unmanned decoys can be computer–controlled but these programs may not be able to answer all the questions asked by the authorities.

A manned, non–jumping decoy is a better decoy but it does have one big drawback – the crew will be picked up by the authorities and had better have a good story to tell when they ask '*isn't it a little suspicious that your engines shut down at just the right time to distract us from those pirates?*'

In general, a merchant captain will surrender as soon as escape becomes *unlikely*, not impossible. One hit to the merchant's fuel tank might not stop the merchant fleeing but it proves that the pirate can damage the merchant and will likely cripple it with another few hits. Merchants know that it is better to lose one's cargo to the pirate and claim the insurance (if any) than to lose one's ship and possibly one's life to an incoming pirate missile.

Skill Checks:
Demanding a Surrender: Comms+Social Standing, 10–60 seconds, Difficult (–2)
Attacking engines: Gunner+Dexterity, 1–6 minutes, Difficult (–2)
Docking with a crippled target: Pilot+Dexterity, 1–6 minutes, Difficult (–2)

Board the target

To board the target, the pirate vessel must either dock with it or send boarding troops across using thruster packs, grav belts, grapple lines, small craft, breaching tubes or other transport methods (psionic teleportation is ideal for piracy). Once the boarders have reached the target, they need to force open an airlock. Most pirates warn the target before breaching the hull, demanding that the victims open up or lose atmospheric containment. All but the bravest of targets will just let the pirates in at this point.

If the victim intends to fight back, then the situation becomes more complicated. If the defenders are not wearing vacc suits or armour offering protection against vacuum, then just breaching the airlock removes the problem but no–one is stupid enough to resist boarders without first putting on vacc suits (or hatches/

Called Shots (Optional Rule)

Ships at a range of Short or less may attempt to make called shots with direct–fire weapons. The attacker nominates the location he wishes to attack and then rolls with a –2DM to his attack. If the attack hits, the Referee rolls on the location table as normal but then moves one rows up or down on the table towards the desired location.

For example, a pirate corsair targets the fuel tanks on a fleeing merchant. He rolls and hits; the Referee rolls 2d6 on the location table and gets a 4, M–Drive. However, thanks to the called shot, he moves one row towards the Fuel location. The new result is a 5 and the corsair hits the fuel load, preventing the merchant from jumping to escape…

iris valves, ensuring that a breach at the main airlock or cargo hold will not vent the air from the bridge and crew quarters). Assuming both sides are ready for fighting in vacuum, then the pirates must battle their way onto the other ship and eliminate any resistance. The weapons of choice in a boarding action are cutlasses, gauss pistols and other zero–g weapons.

Ideally, the pirate vessel docks with the target, to allow cargo and other loot to be transferred quickly.

Skill Checks:
Setting a breaching charge: Explosives+Education, 1–6 minutes, Average (+0)
Moving in zero–g: Zero–G+Dexterity, 1–6 seconds, Average (+0)
Finding the cargo hold: Recon+Intelligence, 1–6 minutes, Average (+0)

Loot the target
If the pirate has secured its prize, the crew can begin looting. Successful pirates have this part of the operation down to a fine art, hunting down the most valuable items first and dispatching specialised teams to recover specific targets. Security systems must be bypassed or destroyed; the pick of the cargo must be transferred into the pirate vessel; subcraft and other vehicles are cut free and stolen. Looting is as dangerous as any part of the attack – if the pirate captain does not leave promptly, he will be caught by the authorities. Many pirates have been left behind on a crippled merchant ship when their captain abandons them rather than stand and fight. A well–trained pirate crew will leave behind what they cannot safely steal.

Skill Checks:
Opening a ship's locker: Security+Education, 10–60 minutes, Average (+0)
Finding the right cargo: Recon+Intelligence, 1–6 minutes, Average (+0)
Moving a cargo container manually: Zero–G+Strength, 1–6 minutes, Difficult (–2)

Escape!
The final challenge for the pirate is to escape without being captured. Once a pirate has taken its prize, it still needs to make it back to the hundred–diameter jump limit to escape. One common mistake made by inexperienced raiders is to chase a target too far into a planet's jump shadow, so they cannot then safely jump out. (Jumping within the hundred–diameter limit incurs a –8DM to the jump check).

Avoiding Pirates
Obviously, the easiest way to avoid pirates is to stick to 'safe' systems but this is not always possible. Any experienced merchant will take further precautions.

Safe Jumping
The more accurate the jump roll, the closer to the target world the ship arrives. A good astrogator is a valuable addition to any crew, as an accurate jump not only shaves time off travelling to the starport (and time is money) but also reduces the ship's exposure to piracy.

Defensive Weapons
Pirates are opportunists and will go after the least–difficult target. Given a choice between a free trader with a single laser turret and an unarmed free trader, any pirate will go for the soft target. Even an unmanned turret can dissuade attackers.

Scream Early, Scream Often
The *instant* a pirate locks on weapons, the merchant should be broadcasting a distress call to everyone in the system. If the pirates know that the authorities are en route, they may panic and break off their attack. A merchant might even privately contact the starport as soon as he arrives in–system, reporting on suspicious behaviour by other ships in–system. The rumour of piracy in a system is more economically damaging than the actual piracy itself, so starports tolerate moderately paranoid merchant captains if it makes the system seem safer.

Knowing When To Run
A wise captain knows his ship and crew. Inexperienced merchants panic and dodge when attacked by pirates but every evasive manoeuvre brings the ship off the optimum path to the jump limit. In many situations, the safest tactic is just to ignore the pirate attack and fly right into the teeth of the barrage, reaching the jump limit as quickly as possible and escaping into hyperspace. Another solid tactic is to head straight back down towards the planet and the safety of the starport or to go for the nearest SDB.

Sacrificial Cargoes
If there is no escape from the pirates, then a wise captain will minimise the damage they can inflict. One common tactic is to have a cargo container loaded with valuables ready to be launched at a moment's notice. Instead of letting the pirates board, the merchants throw the container out of the airlock. With luck, the pirate vessel will be satisfied with a small safe profit and depart. External cargo pods also allow the merchant to relinquish a portion of his cargo to preserve the rest. In case a sacrificial cargo is worthless pirates will usually keep their guns locked onto their victim until they can retrieve and examine the container.

PIRATE HUNTERS

Any system with sufficient resources and trade will maintain a fleet of system defence boats and customs vessels. Even on technologically primitive worlds, the government will either hire private contractors or request Imperial aid. These SDBs patrol the space around the mainworld, as well as other key locations in the system such as gas giants or asteroid belts. While the main purpose of an SDB fleet is to protect against invasion, they hone their skills hunting pirates.

Pirate hunting can also be an important duty for the Imperial navy and subsector navies. The Imperial navy only bothers with pirate hunting when training new crews or when a nest of pirates proves especially troublesome. Many years can go by before the navy bothers to act but when they do, they use overwhelming force. Imperial navy ships are deployed to besiege and destroy pirate bases.

Subsector navies are much more active when it comes to pirate hunting and it is one of their primary roles. Subsector navies use much smaller and more agile warships, making them ideal for patrols and anti–pirate operations. Pirates often operate across subsector borders to avoid subsector fleets – the dead hand of bureaucracy is a powerful weapon in the stratified Imperium and one duke may be unwilling to allow a neighbour's ships to enter his space.

Any of these pirate hunters may respond to a distress call from a merchant ship. Roll on the Response table when the pirate attack begins.

Roll 2d6	Result
5–	No response; roll again in one hour
6–7	A vessel launches from the starport to investigate
8–9	A vessel launches from the starport or from the hundred–diameter jump limit, whichever is closer
10	A vessel in orbit responds; response time is 1d6+1 hours
11	A vessel in orbit responds; response time is 1d6 hours
12	A vessel in orbit responds; response time is 10–60 minutes
13+	A vessel in orbit responds, response time is 5–30 minutes

DMs:

Backwater System: –1DM	**Dangerous World:** –1DM
High–Traffic System: +1DM	**Secure World:** +1 DM
Capital or other key System: +2DM	
Naval Base: +2 DM	

Customs Ships

Customs ships are small, fast–moving lightly armed vessels, designed to intercept smugglers and patrol the spaceways. A customs ship is not designed to get into a shooting match with another vessel, although most could inflict significant damage on a small pirate. Customs vessels are normally the first to respond to a pirate attack, although they will call in support from SDBs if necessary.

SDBs

System Defence Boats vary wildly in size. The largest SDBs are hollowed–out asteroids bigger than any capital ship; these supermonitors are designed to fight off invading fleets and could swat every pirate in the subsector with a single broadside. The SDBs normally encountered by pirates are much smaller escorts. SDBs are extremely dangerous, as they are usually faster and better–armed than any pirate ship. They are incapable of jump travel, though and their crew may not be as skilled as a hardened pirate band, so a clever pirate can avoid or escape from SDBs.

Q–Ships

Q–ships are merchant vessels with concealed weapons, used as lures for pirates and commerce raiders. Most subsector navies have a few old q–ships in storage that are hauled out when pirate activity becomes a problem. The q–ship then 'conveniently' jumps into dangerous systems and offers itself a tempting target for pirates. When the attack begins, the q–ship responds by revealing its weapons and launching fighters.

Pirate Bounties

Bounties like these can be found in any starport.

Name: 'Black' Ferghus.
Aliases: None known.
Description: Human male, genotype 4a, dark hair, synthetic eyes with jet–black sclera; left hand is cloned flesh following injury.
Vessel: Type S variant, known to be equipped with a triple beam turret.
Vessel Name: *Maria.*
Transponder Registry: #43688AAC8D3212.
Other Distinguishing Features: Infrequent failure of portside navigation light; scarring on dorsal panel aft of turret
Crimes: 'Jumpcusser' attacks on shipping in Regina subsector.
Notes: None.
Reward: 250,000 Credits if Black Ferghus is delivered alive to any Naval base or Imperial Consulate; 100,000 Credits for proof of his death.

Name: H'raua'sa.
Aliases: The Hungry One.
Description: Aslan male, genotype AS2c, silver–tipped teeth and claws.
Vessel: Aslan *Aoa'iw* class 300–ton light trader.
Vessel Name: Unknown.
Transponder Registry: NA but the false ID #5AA55399CC has been sighted.
Other Distinguishing Features: Unusual alien ship design, said to resemble a 'pouncing lion'. Equipped with three double turrets and a fighter bay.
Crimes: Attacks on shipping in Trojan Reach subsector.
Notes: Believed to be a renegade Aslan noble. The Hungry One operates mainly outside the borders of the Imperium. Hunters are advised not to engage him too close to the Aslan Hierate, as it is likely he has tacit support from within Aslan space.
Reward: Cr. 3,000,000 if H'raua'sa's ship is destroyed. Cr. 6,000,000 if he is captured within Imperial space and brought to the naval base at Pax Rulin.

Name: Rose Kershaw.
Aliases: Rosered .
Description: Human female, genotype 7b, red hair, augmented physique.
Vessel: Corsair–class pirate vessel.
Vessel Name: *The Thorn of Kintyre.*
Transponder Registry: NA; in the past, she has used #32212DDA4, #32212DD33 and #533312EEA.
Other Distinguishing Features: Corsair–class vessel, painted a bright red. A dorsal fin with the symbol of a rose on the port side and a skull–and–crossbones on the other can be extended from the vessel.
Crimes: Numerous attacks on shipping in Trin's Veil subsector.
Notes: Most of her attacks have targeted Baracci Technum vessels; she is believed to be deliberately attacking that corporation.
Reward: Cr. 4,500,000 if Rose's ship is destroyed. Cr. 3,000,000 if she is captured within Imperial space and brought to the naval base at Trin.

Name: Captain Blaise.
Aliases: None.
Description: Human male, genotype SW2, grey hair, bearded.
Vessel: Flamberge–class 1,200–ton destroyer.
Vessel Name: *Vengeance,* formerly *Merlin.*
Transponder Registry: #SW41347FFD4.
Other Distinguishing Features: Sword World–built destroyer, heavily armed and highly dangerous.
Crimes: Attacks on shipping in subsectors surrounding Sword World Confederation.
Notes: Formerly part of the Joyeuse planetary navy, Captain Blaise went rogue two years ago for reasons unknown (speculated to be related to internal politics within the Joyeuse government). His crew is believed to be utterly loyal to the renegade captain.
Reward: Negotiable. The Sword World Confederation consider the *Merlin* to be a valuable asset and will not countenance its destruction by anyone other than their own forces. However, the Imperium is not willing to permit a Sword World hunting party to pursue the *Merlin* without an Imperial navy escort. Negotiations are ongoing.

Some worlds use a variant on the q–ship concept, where they send freighters loaded with booby–trapped cargo into dangerous space. When the pirates steal the cargo, the booby–trap is activated. High–explosive charges are the most common form of booby–trap but other q–ships have concealed armoured marines, lethal toxins or even nuclear mines.

Naval Vessels

Small naval vessels like the Gazelle–class close escort are ideal pirate hunters. These vessels can outgun and outrun most pirate ships and unlike an SDB they have skilled crews and can track corsairs from one system to another. Naval vessels may also carry high–acceleration fighters, which can chase down pirate vessels in the same way pirates chase down prey.

Small naval vessels are the bane of piracy. The only chance for the pirate is to flee to a less well–patrolled subsector and start again. Actually *destroying* the naval vessel is the worst possible course of action, as it ensures that the pirate will be hunted down and exterminated by the navy. At least surrendering means the pirate may survive.

Capital Ships

Massive capital warships are much too large and expensive to be 'wasted' on pirate hunting. Nonetheless, pirates do sometimes encounter capital ships. There are two likely scenarios – either the navy have detected a pirate base and wish to pound it into free–floating dust or some influential noble or corporation has made a fuss and the navy wishes to show how seriously it takes the pirate situation. Both scenarios involve a great deal of overkill.

Bounty Hunters

If all of the previous pirate hunters are unable to deal with a particularly troublesome corsair, then the time–honoured system of bounties can produce results. Putting a price on a pirate's head (or hull) means that every adventurer and bounty hunter in the subsector will be looking for him. Often, this price ends up getting collected by another pirate.

PIRATE LOOT

Once a target has been boarded, the looting can begin. Each type of loot takes time to recover from the target ship, so pirates must choose what they take carefully. The times listed all assume a single pirate crewman is assigned to the task; assigning more crew will reduce the time required but cannot reduce the time below the minimum time listed.

Supplies

This covers spare parts, ship components, electronics, food, oxygen, fuel and other immediately useful items. Pirates have to go for months without docking at a fully equipped starport, so they cannot resupply and maintain their ships in the usual fashion. Cannibalising supplies allows a pirate to keep flying without resupply. Looting supplies in this fashion takes 10–60 minutes.

Cargo

The merchant's cargo can be the richest prize on board but handling a large number of cargo containers hastily can be difficult.

On average, a freighter will have 40+1d6x10% of its cargo bay filled. Half the cargo will be of a single type, chosen from either the cargos available at the world the freighter just left or from those that sell well at the destination world or by picking one of the six basic cargo types. The rest of the cargo should be rolled for randomly in smaller blocks.

The number of cargo containers that can be moved simultaneously depends on the size of the cargo bay doors, which varies from design to design. As a rule of thumb, assume that the hatch is one container wide for every 50 tons of cargo at minimum. Only one hatch can be used at a time, unless the pirate is using a cargo net or cargo scoop (see page 88) and pitching cargo straight out into space.

If the pirate has no cargo handling equipment, then each cargo container must be handled individually.

LOOTING TABLE		
Item	**Average Time Required**	**Skills Needed**
Supplies	10–60 minutes	None
Cargo		
By hand	1–6 minutes/ container	Zero–G
By waldo	1–6 minutes per container	None
By robot	3 minutes per container	None
By grappling arm	1 minute per container	Remote Operations
Treasure		
Ship's Safe	1–6 Hours	Security
Personal treasure	1–6 minutes per passenger	None
Equipment	1–6 minutes per crewman	None
Prisoners	1–6 minutes per passenger	Melee
Small Craft	10–60 minutes per small craft	Security, Pilot
Prize Ship	Varies	Varies

Cargo Handling

Cargo is transported in many different forms across the Imperium. The standard shipping container takes up approximately one dton, including enough room to access the container. There are also smaller shipping containers that take up half a dton or 1/8th dton, as well as all manner of smaller boxes, drums, tanks and other storage methods. Often, smaller containers will be loaded into one of the standard shipping containers for ease of handling.

Cargo may be transported internally in a cargo bay or externally in a frame. Both have their advantages. Large freighters which are not designed to land on a planet carry their cargo in an external frame, open to space. This simplifies loading and unloading and brings the cost of the vessel down considerably as the ship's hull does not need to cover the cargo space. As an added bonus, external cargo pods can be jettisoned in an emergency. Jettisoning a few cargo pods is greatly preferable to being boarded by a band of bloodthirsty pirates. However, external cargo containers are not designed to survive the stress of atmospheric entry, so most ships with external cargo rely on orbit–to–surface small craft.

Ships with internal cargo bays, such as most free traders, offer much more protection to their cargo. The armoured hull shields the cargo from heat, radiation, micrometeorite impacts or attack and the ship can enter the atmosphere and land at a DownPort, delivering its cargo much more quickly. However, the cargo bay doors are a literal bottleneck on the amount of cargo that can be transferred. If the airlock is only big enough to fit a single container at a time, then unloading all two hundred cargo containers will take a considerable length of time – hardly ideal when a pirate has you in his sights and is demanding you hand over all your valuables immediately.

Starports have various automated cargo handling methods. Some have cranes or conveyor belts that reach into the hold and pick up containers; others use more flexible cargo robots to unload a vessel. Cargo robots are slower than a loading crane but are much better able to adapt to unusual ship designs. Some freighters even carry their own cargo robots for use on worlds lacking such support.

In the absence of cargo handling machinery, it is possible to move cargo containers with brute force. This is easier in zero–gravity but trained zero–g stevedores are needed to move cargo safely. A multi–ton cargo container may weigh nothing but retains all its mass. It is hard to start the container moving and just as hard to stop.

Cargo handling presents a problem for pirates. A cargo ship carrying a thousand tons of radioactives is a rich prize for any corsair but it is worth nothing if you cannot get the cargo containers out of the freighter before the navy patrol arrives.

Moving a cargo container manually: Zero–G+Strength, 1–6 minutes, Difficult (–2)

Automated cargo handling tools work faster:
Cargo waldo: Automatic, 1d6 minutes per container.
Cargo robot: Automatic, two cargo containers per six minutes.
Grappling arm: Remote Operations+Dexterity, 1–6 minutes, moves a number of cargo containers equal to the Effect of the check.

Stolen cargo must be fenced.

Treasure

This covers cash, gemstones, precious metals, high–value trade goods, software, exotic or alien equipment, art and other small, valuable items. Many free traders carry treasure of some sort, due to the delays in electronic transfer credits. Such treasure will normally be held inside a hidden safe on board. Finding this cache requires a Difficult (–2) Intelligence + Recon roll taking 1–6 hours per hundred tons of ship. The value of the treasure is generally equal to 20,000cr per 100 tons of ship.

Passengers on board ship may also have treasure. Assume Cr. 10,000 for High passengers, Cr. 5,000 for mid passengers and Cr. 1,000 for low passengers. Treasure is in cash or easily sellable items and does not need to be fenced. Looting this treasure takes 1d6 minutes per passenger.

Equipment

Equipment includes items such as armour, weapons, computers and other personal gear that can be sold. Assume Cr. 1,000 per crew member. This equipment must be fenced, so the pirate may only get a fraction of the 'real' value.

Looting equipment takes 1d6 minutes per crew member.

Small Craft

Ship's small craft like boats, launches and shuttles are extremely valuable to pirates. A 20–ton launch is worth 14MCr, the equivalent of cargo worth 700,000 Cr. per ton! While these vehicles must be fenced, they are still choice loot if they can be stolen.

If the pirate's cargo bay is large enough to hold the stolen vehicle, then the pirates need only fly it across. If the pirates have no suitable place to stow a vehicle, they may try docking it to an external airlock, although this is risky or use docking clamps. Any large object attached to the hull can cause problems when jumping (assume a –2DM for every 10 tons of stolen vehicle).

Overriding security systems on a vehicle requires an Average (+0) Security+Intelligence check taking 10–60 minutes. Flying the ship across requires Pilot+Dexterity, Average (+0), 1d6 minutes.

Stolen vehicles must be fenced.

Prisoners

Some pirates take prisoners for later ransom. Ransoming is a difficult process and should be handled as an adventure. Prisoners are usually thrown into low berths for 'storage'. Forcing an unwilling prisoner onto a pirate vessel requires a Melee check and 1–6 minutes (or, better yet, a stunner).

What's Not Nailed Down

It is possible, albeit time–consuming, to strip every valuable item from a captured ship; everything from computer cabling and hydrogen fuel to jump drive components and floor tiles can be stolen. Fully stripping a ship of all easily transportable items takes 10–60 hours per 100 tons of ship. Every 100 tons of stripped ship produces 10 tons of spare parts worth Cr. 5,000 each (or 50,000 Cr./100 tons).

Prize Ships

See page 41 for details on stealing and selling starships.

Sample Prizes

The table below summarises the value of several common captured vessels. It assumes that a single pirate crewman is sent to collect all the loot – more crew would reduce the time taken. All cargoes are generated randomly using the rules on page 50.

Values are listed as either full (100% of market value) or fenced (assumes 25% of market value). Note that the chances of the pirate actually obtaining the values listed here are remote unless he is very lucky. The pressures of time mean only a handful of items can safely be secured.

Type S Scout (100 tons, 2 crew, 8 tons cargo)	
Item	Value
Supplies	—
Cargo	—
4 tons Advanced Manufactured Goods	100,000 Cr. (fenced)
2 tons Biochemicals	25,000 Cr. (fenced)
2 tons Basic Machine Parts	5,000 Cr. (fenced)
Treasure (ship's safe)	20,000 Cr.
Equipment	500 Cr (fenced)
Vehicles	—
Probe Drones	250,000 Cr. (fenced)
Air Raft	150,000 Cr. (fenced)
Strip the Ship	50,000 Cr.
Total	600,500 Cr.

Free Trader, Type A (200 tons, 4 crew, 6 mid passengers, 10 low passengers, 88 tons cargo)

Item	Value
Supplies	—
Cargo	—
44 tons radioactives	11,000,000 Cr. (fenced)
11 tons wood	2,750 Cr. (fenced)
11 tons luxury consumables	55,000 Cr. (fenced)
11 tons advanced machine parts	206,250 Cr. (fenced)
11 tons advanced weapons	412,500 Cr. (fenced)
Treasure	—
Ship's Safe	40,000 Cr.
Mid passengers	30,000 Cr.
Low passengers	10,000 Cr.
Equipment	1,000 Cr. (fenced)
Vehicles	—
None	—
Strip the Ship	100,000 Cr.
Total	11,857,500 Cr.

Fat Trader, Type R (400 tons, 8 crew, 5 mid passengers, 175 tons cargo)

Item	Value
Supplies	—
Cargo	—
100 tons spices	150,000 Cr. (fenced)
25 tons wood	6,250 Cr. (fenced)
25 tons biochemicals	375,000 Cr. (fenced)
25 tons illegal drugs	2,500,000 Cr. (not fenced, as already illegal)
Treasure	—
Ship's Safe	80,000 Cr.
Mid Passengers	25,000 Cr.
Equipment	2,000 Cr. (fenced)
Vehicles	—
Escape Pods	325,000 Cr. (fenced)
Launch	3,500,000 Cr. (fenced)
Strip the Ship	200,000 Cr.
Total	7,163,250 Cr.

Heavy Freighter (1,000 tons, 8 crew, 500 tons cargo)

Item	Value
Supplies	—
Cargo	—
250 tons Live Animals	625,000 Cr. (fenced)
100 tons Polymers	100,000 Cr. (fenced)
50 tons Uncommon Raw Materials	250,000 Cr. (fenced)
50 tons Crystals & Gems	25,000 Cr. (fenced)
	—
50 tons Radioactives	12,500,000 Cr. (fenced)
Treasure	—
Ship's Safe	200,000 Cr.
Equipment	2,000 Cr. (fenced)
Vehicles	—
Shuttle	8,250,000 Cr. (fenced, if you can manage it!)
Strip the Ship	500,000 Cr.
Total	22,452,000 Cr.

INTRUSION

From the petty thug who breaks a window to steal from a house, to the skilled team of thieves who rob a high–security bank, to the elite corporate ninja sneaking into an orbital station to disable the rogue AI – all of these acts fall under the umbrella of 'intrusion'.

As technology improves, physical intrusion becomes more difficult. High–end security systems are designed to be unbreakable and only the most skilled thieves can defeat them with weeks of planning and preparation. Of course, advancing technology also opens up more avenues of attack – a TL14 fortress is a lot more physically secure than a TL3 castle but you can not subvert the computer system of a castle and order it to open the drawbridge.

BEFORE THE INTRUSION

The first step in any intrusion is gathering information about the target. Going in without a plan and some foreknowledge is utter folly.

Casing the Target

The Recon skill allows a character to observe a target, noting visible obstacles such as fences, security cameras, locked doors, guard patrols and so forth. Depending on where the target is, casing the target can involve walking past it on the street, climbing trees and observing the target through binoculars, bluffing your way in to have a look at the place from the inside and so forth.

Stake–Out: The longer the characters observe a target, the better their chances of finding an exploitable pattern. A quick Recon shows that there are four guards and one robot sentry present in the yard of a military depot at all times. Observing for 48 hours lets the characters notice that the guards change every six hours and there are four 15 minute breaks half–way through each shift when each guard goes to the canteen, one at a time. Observing for a week gives the information that the Tuesday night guard is often careless and the robot guard keeps mistaking rats in the storage shed for intruders.

For a successful stake–out, the thieves will have to set up a base of some sort near the target. For an urban target, the characters could rent an apartment overlooking it, hide on the roof of a nearby building or just sit in an automobile for a week. In rural environments, they could build a hide or find some other shelter. Other possibilities for a stake–out could involve using satellites or drones to gain intelligence.
Casing a Target: Recon+Intelligence, 1–6 days, Average (+0)

Planting Bugs: Electronic surveillance can be even more effective than a physical stakeout. Audio bugs or communications taps can pick up illuminating conversations, video cameras can give vital clues about guard movements or security codes, while computer bugs can rely passwords and other useful data. The characters will need access to the target to plant such bugs and any competent security team will sweep for bugs regularly.
Installing a Bug: Stealth+Dexterity or Deception+Intelligence or Security+Education, 1–6 minutes, Difficult (–2)

Following Leads: Recon and preparation can turn up other avenues of investigation. For example, the characters could follow staff from the target – why try robbing a bank blind, when you can trace the bank manager to his home and interrogate him there? Supply routes are another likely approach for an intruder – the Imperial research base may be protected by a network of high–tech security measures but the laundry that washes their lab coats once a week and delivers them by van is a much softer target.
Following a Lead: Investigate+Intelligence, 1–6 hours, Average (+0)

Gathering Information

There are other sources of information about a target that the characters can obtain.
Plans: These plans may be available from government offices, construction contractors and so forth. A densitometer can be used to scan a structure and identify internal features. Other utilities, especially electricity, communications and air supply can be of great interest to an intruder. If a building has, say, air vents big enough to crawl through or a single connection to the power grid and no back–up generator, the heist just got a lot easier.
Collecting Plans: Investigate+Intelligence, 1–6 days, Average (+0)

Rumours & Inside Information: Any target worth breaking into must have been investigated by other thieves. Finding people who know useful information about the target could be an adventure in itself.
Gathering Rumours: Persuade+Intelligence, 1–6 days, Average (+0)

Social Engineering: There are several ways to discover what the four–digit keycode to an access door is. The characters could wait until a security guard enters, then rappel down the side of the building to take a thermal photograph of the keypad, using residual body heat to determine the buttons that were just pressed, then escaping before they are picked up by the roving security camera. Alternatively, they could just get the guard drunk and ask him or try some other method.

A good bluff and a charming demeanour, or even a terrible bluff and a very pretty girl, are better ways of penetrating security

than any technological wizardry. The characters may be able to get the make and model of the security program used in a corporate office by just calling a clerk in the office and asking him a few questions as part of a marketing survey.

Lying Through Your Teeth: Deception+Intelligence, 10–60 minutes, Difficult (–2)

Drinking Them Under The Table: Carouse+Endurance, 1–6 hours, Average (+0)

Set–Up

Preparation, preparation and preparation. The more prepared the characters are, the better their chances.

Acquiring Equipment: Many heists need specialised equipment, from plasma cutters for burning through safes to fake uniforms to clown suits. Much of this equipment can be obtained legally, depending on the planet's Law Level but other equipment such as explosives, weapons and cutting technology may be controlled. Planetary authorities may be watching trade in controlled items – if the same credit account is used to purchase an industrial–strength drill, four vacc suits, a map of the planet's communications grid, highly advanced computer parts and a charter spaceflight that goes very close to the central communications satellite, that would alert the police that someone is plotting to sabotage or tap the grid.

Buying Illegal Gear: Streetwise+Social Standing, 1–6 days, Average (+0)

Preliminary Heists: Getting through a locked door is a lot easier if you pickpocketed the guard's passkey that morning. The thieves may have to commit smaller preliminary heists before the main event, such as breaking into a nearby building so they can drill through the adjoining wall, stealing the vehicles they need for their heist and so forth.

Breaking & Entering: Stealth or Security+Dexterity, 1–6 hours, Average (+0)

Practise: Practise, as the saying goes, makes perfect. There are millions of security systems in the Imperium and no thief knows them all. A skilled locksmith might be able to intuit the structure of a particular lock from general principles and past experience but that will take time. Where time is critical, a better approach is to obtain another lock of the same type as the target lock and let the thief practise with that until he can open it in four seconds with his eyes closed hanging upside down.

Practising That Lock: Security+Dexterity, 10–60 hours, Average (+0)

Planning

The plan is where it all comes together. The players need to come up with a plan to get *into* the target, bypassing or disabling the security systems, do what they came for and get out again.

Concrete Planning: If the Referee is going to run through the whole heist in detail and has maps and NPCs prepared for the whole target, then the players should use concrete planning. Fully planning and running a heist in this fashion is a lot of work for both Referee and players and should only be used when the heist is a major event in the campaign.

Abstract Planning: Not all heists need to be done in detail. If the heist is only a side event or part of a much larger plot, the Referee may wish to use the Abstract Heist Rules.

Abstract Intrusion Rules
The Abstract Intrusion Rules are designed to simulate the planning and execution of a heist without going into detail.

1. Determine Heist Length:
Easy (6): An average domicile with a basic security system.
Routine (9): A small business or apartment in a larger structure.
Average (12): A small bank, secure factory or other location that expects criminals; a high–quality domicile.
Difficult (15): A bank, weapons depot, secure corporate facility or especially secure domicile.
Very Difficult (18): A secure bank, high–security prison, military facility, noble's palace.

2. Determine Preparation: The characters may make the skill checks described in the three sections on preparation (Casing the Target, Gathering Information, Set–Up). Each skill check may be made once. Take the skill check with the highest Effect from each section and subtract these three Effects from the Heist Length.

There is no penalty to failing these skill checks. The Heist is not dangerous at this point.

3. The Heist: If the Heist Length is 0 or less, the Heist is complete. Otherwise, the characters must make further skill checks. Any appropriate skill can be used, as long as the player can justify its use. The Difficulty for these checks matches the Difficulty of the Heist. No skill may be used more than twice. Subtract 2+the Effect of a successful check from the remaining Heist length.

Easy Heist: +4
Routine Heist: +2
Average Heist: +0
Difficult Heist: –2
Very Difficult Heist: –4

4. Success or Failure
The *first* time a skill check is failed, the Referee may inflict a consequence on the character making the skill. The character might be wounded or leave evidence behind or be forced to sacrifice some piece of equipment or an ally.

The *second* time a skill check is failed, the characters are unable to complete the Heist without some greater sacrifice.

They may need to leave a portion of what they came for behind or leave clear evidence of their presence or shoot their way out.

If a *third* skill check is failed, the Heist has failed and the characters must flee without getting what they came for.

Example: *A pair of thieves plan to break into a corporate research lab and steal the experimental medical drugs that are being developed there. The Referee decides to use the abstract rules and declares that this will be a Difficult heist with a Heist Length of 15.*

First, the thieves run through Casing the Target, Gathering Information and Set–Up.
Casing the Target: *One thief spies on the lab for a week, rolling Recon+Intelligence and succeeding with Effect 3.*
Gathering Information: *Neither of the thieves is able to succeed at a Gathering Information roll.*
Set–Up: *The thieves obtain specialised safecracking gear from a supplier, succeeding at a Streetwise roll with Effect 2.*

The two successes have a total Effect of 5; this is subtracted from the Heist Length, bringing it down to 10.

Next, the thieves actually break into the lab. They may use each skill a maximum of twice. 2+the Effect of each successful check is subtracted from the remaining Heist Length. The thieves' rolls are as follows:

Skill Used	Result	Effect	Remaining Heist Length
Stealth	Success	0 (+2)	8
Security	Failure	0	8
Security	Success	4 (+2)	2
Stealth	Failure	0	2
Gun Combat	Success	1 (+2)	0

The Referee now translates the rolls into a description of what happened. With two failures, the thieves have left considerable evidence behind and have failed to make a clean getaway. The first Security failure triggered a silent alarm and the characters were then spotted by the security robot. A quick and unsubtle burst of gunfire dealt with the robot but images of characters' faces were recorded and transmitted to the authorities…

SECURITY MEASURES

This section describes common security measures in use throughout space. Each security measure lists the skills needed to bypass it. Most security measures can be combined with each other.

No costs are listed for these measures, as prices vary widely depending on conditions, technology level and the size of the secure location. Instead, items are rated as Common (found everywhere), Uncommon (found only in secure locations), Rare (found only in very secure locations) and Exotic (found only in very secure and very high–tech locations).

External Barriers

Wall (TL1+, Common): The simplest method of keeping intruders out, walls are a trivial obstacle to most thieves. Walls can be climbed using the Athletics (dexterity) skill or smashed through with sufficient force or the Explosives skill.
Climbing a Wall: Athletics (co–ordination) + Dexterity, 10–60 Seconds, varies

WALL DIFFICULTY

Wall Height	Handholds	DM
<3 metres	Many	+2
3–5 metres	Few	+0
5–10 metres	None	–2
10 metres+	Utterly Sheer	–4

A character may attempt to climb a wall in stages, breaking the attempt into multiple climbing rolls.

Hardened Wall (TL3+, Uncommon): Hardened walls are made of especially strong stone or other materials and cannot be easily destroyed or penetrated.

Baffle Wall (TL13, Exotic): Baffle walls use exotic metamaterials that create a repulsive effect when charged. When a baffle wall is activated, any objects adhering to the wall are lightly repulsed. This is enough to shake any dirt, dust or other markings from the wall but also forces out climbing spikes or grappling hooks and makes climbing exoskeletons (see page 82) useless.

Fence (TL1+, Common): Fences are cheaper but even easier to climb than walls. Use the Wall Difficulty table for fences but reduce all penalties by 2. Fences are often equipped with Circuit Alarms (see page 60).

Barbed–Wire Fence (TL4+, Common): A barbed–wire fence inflicts 1d6+2 damage on a character who climbs it. This damage is applied to Dexterity first.

Electric Fence (TL5+, Uncommon): The damage inflicted by an electric fence varies depending on the amount of current passing through the fence. Even a low–level of current will increase the difficulty of climbing the fence by –2, unless the thief is wearing insulated gloves. A high level of current can incinerate those unwary enough to touch it.

Sonic Fence (TL8+, Uncommon): A sonic fence broadcasts short–range high–frequency sound waves that are intensely painful. Prolonged exposure can cause deafness or injury. Sonic fence transmitters are shallowly buried under the surface, so the fence is invisible to the naked eye. Most trespassers turn back as soon as they encounter the fringe of a sonic fence; only a thief with astonishing endurance or protection against sound waves can walk through an active fence.
Pushing Through A Sonic Fence: Athletics (Endurance)+Endurance, 10–60 seconds, Very Difficult (–4), inflicts 3d6 damage.

Earthworks (TL1, Uncommon): Earthworks such as berms or ditches provide only a minor obstacle to a thief on foot but can impede the movement of most civilian vehicles. If a Drive roll to navigate such a barrier fails, the vehicle takes 1–3 hits to its Drive and Hull.
Driving Over An Earthwork In A Ground Car: Drive (wheeled)+Dexterity, 1–6 minutes, Very Difficult (–4)
Driving Over An Earthwork In A Tank: Drive (tracked)+Dexterity, 10–60 seconds, Average (+0)

Antivehicle Barriers (TL5, Uncommon): These are portable blocks of concrete or metal that are designed to impede military vehicles such as tracked tanks, hovercraft or walkers.
Driving Over An Antivehicle Barrier In A Tank: Drive (tracked)+Dexterity, 10–60 minutes, Average (+0)

Surveillance

Motion Detectors (TL6, Uncommon): Electronic motion detectors use infrared beams to detect movement. They can be fooled by exceedingly slow and subtle movements or by minimising heat emissions.
Sneaking Past A Motion Detector: Security (electronics)+Dexterity or Intelligence, 10–60 seconds, Average

Security Camera (TL7, Common): Security cameras observe their surroundings. A security camera may be monitored by a Controller (see page 62) or simply store its recorded images for later retrieval. Security cameras have a limited arc of vision and so it is possible to avoid being observed.

More advanced (TL8) security cameras incorporate infrared imaging and armoured housing, protecting them from damage or interference.

Sneaking Past A Security Camera: Security (electronics)+Dexterity or Intelligence, 10–60 seconds, Difficult (–2) or Very Difficult (–4)

Roving Security Camera (TL9, Uncommon): Roving security cameras are mounted on small mobile drones which patrol along a set path or can be remotely guided by a Controller. Most roving cameras are built into small tracked robots the size of a dog but other models are hovering micro–copters or (at TL12) grav floaters. Other roving cameras move along tracks set into the external wall of a building.

Concealed Security Camera (TL9, Rare): Advances in miniaturisation and lenses allow the development of microscopic cameras. A concealed camera can only be detected using sensors such as an Electromagnetic Probe (see the *Traveller Core Rulebook*, page 96). Concealed cameras cannot be combined with other camera types. Concealed cameras are used only in rare cases; part of the virtue of a security camera is scaring away prospective intruders.

Intelligent Security Camera (TL11, Rare): Intelligent security cameras have built–in image filtering and interpretation software. They can, for example, compensate for weather such as rain or fog, spot inconsistencies such as a new face in a crowd or a vehicle that has been parked in the same spot for several days or even highlight subtle clues such as footprints in wet mud or movements that do not correspond to the wind.

Intelligent security cameras can be built into roving drones.

Sneaking Past An Intelligent Camera: Security (electronics)+Dexterity or Intelligence, 10–60 seconds, Formidable (–6)

Smart Building (TL12, Rare): Smart buildings are computer–controlled structures with advanced environmental systems; the building monitors air flows, internal temperatures, the movements of employees and so on. A smart building tracks when every door or window opens or closes; it monitors the oxygen levels in every room; it anticipates the needs of the building, moving elevators to the right floor when it sees an employee approaching the lobby or routing service robots to avoid busy areas.

All this is aimed at improving quality of life in the structure but it also makes a smart building a formidable security system. To avoid being spotted by a smart building, the thief must:

- Wear a self–contained air supply or breathe very shallowly
- Disable door sensors or sneak through only when someone else opens a door
- Avoid the building's surveillance cameras and biosensors

Watchbugs (TL13, Exotic): Watchbugs are cybernetic insects or tiny drones, designed to fly around a building or other secure area and watch for intruders. Watchbugs are deployed in swarms of hundreds of insects. In addition to built–in cameras, the bugs have chemical sensors enabling them to 'smell' and 'taste' intruders. A bug could land and bite a suspicious intruder, taking a blood sample for quick DNA matching. The sheer number of watchbugs makes a swarm hard to avoid. Watchbugs must be used with an AI Controller (see page 62).

Avoiding watchbugs using non–technological means is virtually impossible. Intruders use Bugzapper Gas (see page 85) or Chameleon Suits (see page 82) to avoid watchbugs.

EM Scanner (TL14, Rare): An EM scanner is a highly sensitive detector suite designed to watch for transmissions from *within* the secure area. It must be used with a Controller; all outgoing transmissions must be cleared with the controller or they will be flagged as a security breach. An EM Scanner can detect radio, laser and microwave communications, the control transmissions for robots or drones, outgoing computer connections and other potential methods of covert communication.

To avoid an EM scanner, the thief needs to either use the target's own communications, use non–interceptable means such as a shielded hardwire or a meson communicator or disguise his communications as natural background electromagnetic activity.

Disguising a Communication: Comms + Intelligence, 1–6 minutes, Difficult (–2)

NAS Sweep (TL15, Exotic): A Neural Activity Sensor sweeps a building or other zone for neural activity. The brainwave patterns of authorised staff and visitors are programmed into the NAS Sweep, so any thoughts detected that do not match these patterns are tagged as belonging to unwelcome intruders. NAS Sweeps can penetrate walls and other physical obstacles.

A NAS Sweep can be avoided by psionic conditioning, by a Neural Hood (see page 82) or Neural Sheathe or by staying close to powerful EM sources such as power cables that mask the thief's brainwaves.

External Security

Floodlights (TL4, Uncommon): High–intensity floodlights illuminate the exterior and grounds of the building. Floodlights give a –2DM to all Stealth checks.

Searchlights (TL4, Rare): Searchlights sweep the area, searching for the intruder. A character pinned by a searchlight has a –4DM to all Stealth checks; however, a successful Stealth or Athletics check will enable him to escape the light's damning glare and slip into the shadows.

Infrared Searchlight (TL6, Rare): Works just like a regular searchlight, except the beam is invisible to anyone not wearing IR goggles.

Sweep Drones (TL9, Exotic): Remote controlled flying searchlights. Constellations of sweep drones work together to keep their target pinned in the searchlight, making any attempts to escape their beams Formidable (–6).

Densitometer Imaging (TL14, Exotic): Densitometer imaging uses a large densitometric gravitational imager to create a near–real–time three–dimensional image of the building and its surroundings, including invisible or concealed objects or people. The image can then be examined to locate suspected intruders (few organisations have the capability or processing power for a constantly updated densitometer image of a large area, although some especially secure chambers might be constantly scanned).

A densitometer imager can be avoided using a Grav Fuzzer or Densitometer Cloak (see page 82)

Guards

Watch Animals (TL0, Uncommon): No matter how far technology advances, the Mark 1 Big Nasty Dog is hard to beat as a security measure. Guard animals such as dogs can be trained to sound an alert when they scent an unfamiliar person; they can also follow trails and attack intruders.

Dogs can be dealt with using drugged food, anti–scent sprays or training.
Saying 'Nice Doggy' Convincingly: Animals (training)+Intelligence, 10–60 seconds, Difficult (–2)

Sentries (TL1+, Common): Another old–fashioned security system is having wary and heavily armed men on watch. The average sentry has an Intelligence DM of +0 and two levels of the Recon skill; a good sentry has a +1 Intelligence DM and three or four levels of Recon.

Robot Sentry (TL12+, Rare): Robot sentries are autonomous security robots, heavily restricted on many worlds due to laws against combat robots. Most robot sentries are therefore equipped only with non–lethal weapons such as stunners.

Strength 6, Dexterity 12 (+2), Hull 3, Structure 2
Integral Computer running Intellect/1 and Recon/2, Integral IR/LI goggles and bioscanner, Integral Stunner, Integral Grav Floater

Alarms & Alert

For the purposes of these security system, an *alarm* is a sensor or mechanism used to trigger an *alert;* an alert is a siren or other means of attracting attention and informing the security staff that something is amiss. In common use, of course, alarm and alert are used interchangably.

TL	Weapons	Armour	Sensors & Comms
3 (Subtle)	Antique pistol	Jack	None
3 (Obvious)	Antique rifle	Chain or Plate	Binoculars
6 (Subtle)	Revolver	Mesh	Comm,
6 (Obvious)	Rifle	Flak Jacket	IR Goggles, Comm
9 (Subtle)	Snub Pistol or Stunner	Cloth	IR/LI Goggles, Comm
9 (Obvious)	Assault Rifle	Flak Jacket	IR/LI Goggles, Motion Sensor, Comm
12 (Subtle)	Snub Pistol or Stunner	Cloth	IR/LI Goggles, EM Probe, Commdot
12 (Obvious)	Laser Rifle	Combat Armour	IR/LI Goggles, EM Probe, Motion Sensor, Comm
15 (Subtle)	Gauss Pistol	Cloth	IR/LI Goggles, EM Probe, Neural Comm
15 (Obvious)	Gauss Rifle	Combat Armour	IR/LI Goggles, EM Probe, Motion Sensor, Neural Comm

Manual Alarm (TL3, Uncommon): A manual alarm is one that must be activated by a sentry or other individual who has spotted an intruder. A manual alarm might be anything from a concealed button beneath a cashier's desk to a slap–bar on every wall to a big red button in the security control centre.

Manual alarms can be defeated easily by not giving the security staff reason or opportunity to hit the button.

Siren Alert (TL3, Common): A very, very loud noise. Siren alerts may be accompanied by strobing lights and other signals.

TL7: The siren alert includes an intelligent briefing, informing security of the location of the breach immediately. ('*Intruder alert, Grid 7! Intruder Alert, Grid 7*'.)
Disabling a Siren: Security (electronics)+Education, 10–60 Seconds, Average (+0)

Triggered Alarm (TL5, Common): Triggered alarms are wired into the building's doors or windows. When a door is forced or a window is broken, the alarm goes off. These alarms may run a current through a wire (opening the portal breaks the circuit) or detect the sound of breaking glass.

Silent Alert (TL6, Uncommon): In locations where a silent alert is used, there is no loud siren or other visible sign that the alarm has been raised. Security staff are informed of the situation by buzzers, comm messaging or other direct communication. The thief has no idea he has tripped an alarm.

Remote Alert (TL6, Uncommon): A remote alert is a variation on the silent alert; instead of informing local security staff, it alerts some other group such as local law enforcement, a fast–deployment security team or a private security firm.

Lockdown Alert (TL7, Rare): When a lockdown alert is triggered, the building seals itself. All doors (and internal lockdown doors) automatically shut and no–one goes in or out.

Deadman Alarm (TL9, Rare): A deadman alarm is a simple implant that is injected into the skull or neck of all security personnel. The deadman alert monitors the wearer's life signs and brain activity. As soon as life signs are terminated or the brain waves indicate unconsciousness or other impairment or the signal from the alarm implant is lost, then the alert is raised.

The easiest way to deal with a Deadman Alarm is to not encounter the security teams. If that is impossible, then a thief can use a computer to mimic the signal from a deadman alarm.

Security Net (TL12, Rare): Security nets make silent alarms look like smoke signals. The security net works with a Computer or AI Controller to give all security personnel realtime updates on the situation. Guards are kept appraised of each other's movements and positions; data from integrated sensors is provided when needed into an Augmented Reality display. A guard with a security net would see the building he is guarding as it really is but he would also see the positions of other guards within the building, he would see the dimming red footprints of the intruder's heat traces and the forced door would show up as a brilliant green.

A Security Net gives its users a +2DM to Recon & Investigate checks made within the networked zone.

Entry Control
Entry control covers all means of filtering entry to the secure location through standard access points – or, in real life terms, ways to stop people just walking through the front door and stealing stuff. It falls into two categories: ways to ensure that only authorised people can gain access (from basic locks and keys to brain scans) and ways to scan unauthorised personnel to ensure they do not pose a threat (metal detectors and so forth).

Mechanical Lock (TL2, Common): A basic lock, opened with a matching key – or a lockpick.
Opening a Mechanical Lock: Security (mechanic)+Dexterity, 1–6 minutes, Easy (+4)

Advanced Mechanical Lock (TL4, Common): An advanced mechanical lock uses smaller tumblers and a more complex key. This is a basic Yale lock.
Opening an Advanced Mechanical Lock: Security (mechanic)+Dexterity, 1–6 minutes, Average (+0)

Fractal Lock (TL12, Exotic): Mechanical locks fall out of favour for several technology levels but see a brief return with the development of the 'unpickable' fractal lock, which uses nanomaterials and a unique fractal pattern for the key's teeth. Fractal locks cannot be picked but can be forced or otherwise removed.

Electronic Lock (TL6): An electronic lock is opened with a matching electronic swipe card or other token or signal. The easiest way to override an electronic lock is to actually have a swipe card (or a copy of the code). It is possible to connect a set of Thieves' Tools to a lock and use Security or Computers skill to break in.
Opening an Electronic Lock: Security (Electronics) or Computers+Intelligence, 1–6 minutes, Difficult (–2)

Keypad (TL6, Uncommon): To open a door controlled by a keypad, an authorised user enters a predetermined code. The keycode can be a password, a unique identifier for each user, determined by a formula based on the current date or a random string of digits. If the wrong code is entered, an alarm is triggered. It may be possible to steal the code by observing an unwary user operating the pad, by observing heat traces or skin–oil deposits

on the keys, by telepathy or by other means. A skilled intruder can also attempt to hack the keypad electronically by fooling it into thinking it has received a correct entry sequence.

Opening a Keypad: Security (Electronics) + Intelligence, 10–60 minutes, Difficult (–2)

Biometric – Skin (TL6, Uncommon): This security measure confirms the identity of an authorised user by scanning finger or palm prints. The scanner can be fooled using a plastic film copy of a fingerprint.

Biometric – Retina (TL7, Rare): Retina scanners look for the unique pattern of veins at the back of the human eyeball. They can be fooled using specially–made contact lenses.

Biometric – Voice (TL8, Uncommon): This method matches a user's voiceprint, either by having him recite a passphrase or just recognising specific cadences in speech. Most models can distinguish between recordings and live voice but can be fooled by advanced speech synthesisers that have been 'trained' with multiple lengthy samples of the user's voice.

Biometric – DNA (TL8, Exotic): DNA scanners take a blood or other tissue sample, such as saliva or sweat and quickly sequence the DNA to confirm the user's identity. It can be fooled by obtaining the DNA of an authorised user, although more advanced biometric scanners will check the condition of the sample – a blood sample, for example, would have to be at the correct temperature and contain the right mix of enzymes.

Biometric – Face (TL9, Rare): At this technology level, computer software is reliable enough to correctly identify a person by facial features. It can even discern and interpret changes in appearance, such as make–up or glasses, and distinguish them from disguises. Biometric face recognition can be fooled with a prosthetic mask but such prosthetics must be of exceedingly high quality.

Recognition (TL10, Rare): Recognition combines a computer controlled challenge/response system with other biometric scanners. The user might be asked to give a password or questioned on some other detail of his life. Recognition software is not limited to a few passwords; it can intelligently ask questions based on current events (*'Dave, what meeting did you attend on Tuesday morning?'*) and notice odd behaviour ('*Dave, you rarely come to the office after 10pm. This is outside your normal work routine. Is everything OK?'*)

NAS Lock (TL15, Exotic): A NAS lock reads the brain patterns of authorised users. Only those whose minds are clearly recognised are admitted. A NAS Lock can be fooled with a properly prepared Neural Hood.

Metal Detector (TL6, Uncommon): Metal Detectors are installed at the entrance of many secure locations. The detector spots weapons, tools, cyberwear or other concealed metallic objects. Metal detectors can be fooled by making items out of carbon composites instead of metal.

X–Ray Scanner (TL6, Uncommon): X–Ray security scanners are supposed to be used on baggage and non–living objects, not people. The x–ray allows the security staff to examine baggage from the inside; more advanced scanners use ultrasonics and/or image recognition software to improve detection rates.

Security Sniffer (TL10, Uncommon): This is a smaller, simplified version of the electromagnetic probe tool. It allows an untrained user to detect concealed electronics by just waving the wand over a subject. It also detects certain organic compounds, including explosives.

Densitometer Scanner (TL14, Rare): This scanner provides a whole–body, three–dimensional scan of a subject from the inside out. Any concealed weapons or other items are detected. The only way to fool a densitometer scan is to wear an obvious grav fuzzer or Densitometer Cloak (see page 82) or to use tools that can be folded into shapes not obvious to a densitometer scanner.

Internal Barriers

Tripwire (TL1+, Rare): This could be connected to an alarm system or simply impede movement.

Spotting a Tripwire: Recon + Dexterity, 1–6 Seconds, Average (+0)

Pressure Plate (TL3+, Uncommon): Pressure plates are harder to spot than tripwires. If an intruder steps on the plate, an alarm is triggered. More advanced pressure plates (TL8+) sense vibrations, so even a footstep within the detection zone triggers the alarm.

Spotting a Pressure Plate: Investigation or Security (mechanical)+Intelligence, 10–60 seconds, Difficult (–2)

Electronic Tripwire (TL6+, Common): This covers all manner of infrared, microwave, laser or other beams that are triggered when interrupted by an object – such as an intruder. Electronic tripwires can be spotted using IR goggles.

Lockdown Doors (TL6, Rare): Lockdown doors are heavy internal blast doors or other barricades that seal off sections of the building. Lockdown doors are commonly used to block exits, divide a large building to smaller, more manageable portions or prevent exits.
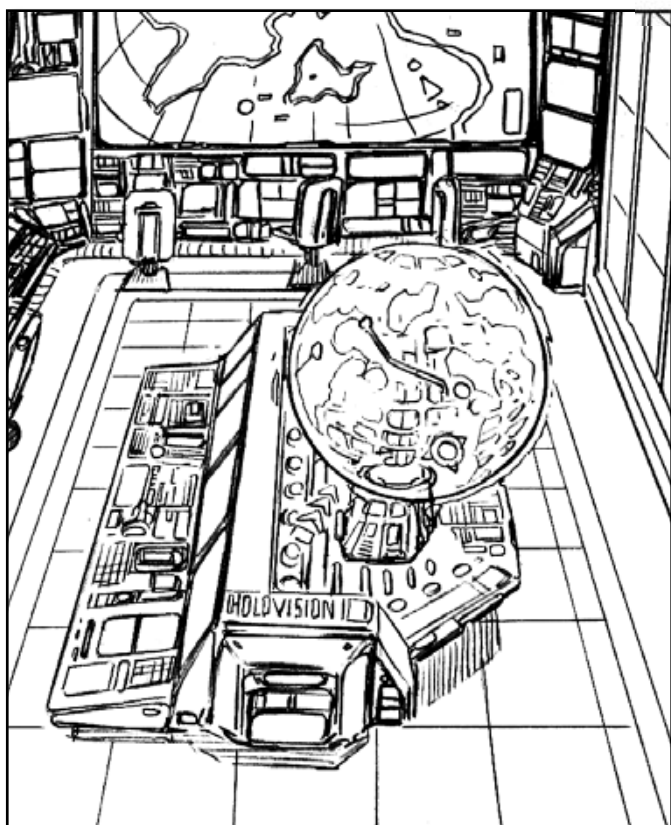
Laser Grid (TL7, Rare): This is the classic 'web of criss-crossing beams'; breaking any of the beams triggers an alarm. The beams are invisible to the naked eye. Specialist aerosols can reveal them as can infrared goggles.

TL9: A high–intensity laser pulse is triggered if a beam is broken, inflicting 1d6 laser attacks each inflicting 2d6 damage on the unfortunate thief.
Navigating A Laser Grid: Athletics (dexterity) + Dexterity, 1–6 minutes, Very Difficult (–4)

Gas (TL5, Exotic): This security measure floods the whole building or a subsection of the building with gas or smoke. The standard gas used is a knockout gas (Routine (+2) Endurance roll required each round or fall unconscious) but high–security installations may use lethal countermeasures. Gas masks block gas attacks.

Stunner Fields (TL12, Rare): By TL12, stunner technology develops a wide–beam field. Stunner field generators are built into the walls of a secure structure; when the alarm is triggered, the field blankets the whole room, knocking everyone in the room unconscious. Anti–stun armour protects against stunner attacks.

Security Controllers

Security controllers co–ordinate the information gathered by surveillance cameras and other security systems. Without a controller, the information is simply recorded for future reference. Taking out or otherwise disabling the security controller may be key to a successful intrusion.

Security Station (TL1, Uncommon): The simplest form of security system is one manned by humans. At low Technology Levels, this is just a guard post or barracks; at higher TLs, this is a secure room with banks of monitors and communications equipment.

The staff at a security station may spot intruders on the security cameras and co–ordinate the response of other guards. They can also manually enable or disable security countermeasures.

Computer Controller (TL9+, Uncommon): A computer control system provides a centralised archive of surveillance data. It can be accessed or commanded remotely by security staff. Computer or AI controllers are required for certain security systems.

Artificial Intelligence Controller (TL13+, Rare): AI controllers combine the benefits of computer controllers and human supervisors; the AI can correlate all the data from surveillance systems and take the necessary response to secure the building.

Other Security Systems

Short Range Ultra Radar (TL12, Rare): At higher technology levels, personal flying machines such as grav belts become common and easy to use. This makes certain forms of attack much easier – a thief can fly over fences and land on the lightly–defended roof instead of sneaking up to the guarded door. Short Range Ultra Radar installations sweep the skies directly over the secured installation and are capable of detecting any flying intruder larger than an insect.

Densitometer Baffler (TL13, Exotic): Densitometers use gravitic technology to gather information about objects. They are incredibly useful sensors but are also extremely effective when put to illegal use. A criminal with a densitometer and a lot of patience can build up a three–dimensional image of the internal structure of a building, spotting weak points and holes in the security.

A densitometer baffler uses extremely weak gravity plates to 'fuzz' the densitometer readings within a building, making it impossible to use densitometers within its area of effect.

RUNNING A HEIST

Heists are a cross between a nerve–wracking surgical operation and a dungeon crawl. They may require a lot more preparation by the Referee than most encounters but they also challenge the players to think creatively and use all the skills and resources at their disposal. A heist can appear challenging,

even impossible but if the characters are lucky and clever, they can accomplish the impossible.

The Referee should avoid making the challenge too easy for the players. Heists work best when the players know that the danger is real but walk into the jaws of death anyway. Neither players nor Referee should pull their punches in a heist game.

The Target

Unless the abstract heist rules are being used (see page 56), the Referee should prepare maps of the heist's target. He should also determine how many people are there at any time, what activities are performed there and the routine of daily life at the target. He should anticipate likely questions from the players. For example, if the characters are plotting to break into a prison, then the Referee should know what visitors are permitted to do, how hard it is to communicate with inmates, the terrain surrounding the prison and so on.

Consider the following:

- Where is the target? What surrounds it?
- How do people usually travel to the target?
- What entry points are there?
- How is the target powered? What communications links does it have?
- What are the emergency protocols in case of a fire or other dangerous event that might be used as a distraction?

Security Protocols

Once the Referee has an idea of the target, the next step is deciding how to protect it. How important is the target? What sort of security systems can they afford and what security systems can they justify? The desert compound of a crazy religious sect might not be able to afford cutting–edge technology but they can surround the place with barbed wire and landmines. By contrast, a prestigious bank vault can have the most advanced security system money can buy but cannot put a platoon of battle dress–armoured marines in the lobby.

When considering the security protocols, imagine how the target would defend itself from the following attacks:
- A direct frontal assault
- A thief trying to sneak in through a side door
- A thief trying to sneak in disguised as an employee or hiding in a delivery vehicle
- A thief landing on the roof or travelling through the sewers
- A hostage situation
- A traitorous employee trying to steal from the target

Casing & Planning

In the casing and planning phase of a heist, the players are the ones driving events as they gather information about the target and prepare for the intrusion. In general, players come up with three sorts of plans:

- Good plans the Referee has predicted. (*We're going to rob the orbital station by stowing away in a cargo shuttle*)
- Good plans that the Referee has not anticipated (*We're going to rob the orbital station by precisely calculating its orbital path and velocity, then dropping out of our ship in the same path but with a relative delta–V of –0.25 metres/second. Basically, we're going to float in stealthvacc suits until it comes to us. They'll be looking for approaching ships and won't spot us.)*
- Bad plans that the Referee has not anticipated (*We're going to rob the orbital station. The whole thing. We've got a really big tow–rope welded to the back of our type–S.*)

The Referee should subtly steer the players away from a bad plan and give them a hint towards a good plan if they are very stuck but for the most part, players should be allowed make their own preparations. The Referee should not let planning happen in a vacuum – strange inquiries and recon missions may result in the target's security personnel investigating the characters.

Intrusion

The intrusion phase of the heist is where the players' plans and the target's defences interact, possibly violently. The characters are now committed to the heist; it is too late to retreat now.

One useful trick is to track the alert status of the target's guards. Alert status can be mapped on a scale, as follows:

- **Unwary:** The security guards not only have no idea that an intrusion is underway, they are also sloppy and undisciplined. Doors may be left unlocked, identity cards left unchecked and basic security protocols ignored.
- **Average:** The standard level of alert. No–one is expecting trouble but security protocols are observed.
- **Wary:** The guards suspect trouble. Patrols are stepped up, security systems rechecked.
- **Alert:** The guards know there are intruders and are actively searching for them.
- **High Alert:** The guards know there are intruders and will do anything possible to stop them.

Events could be tied to different alert levels. For example, if the players are infiltrating the target using a false ID that that will be

HIJACKING

Stealing a ship is a common enough event in *Traveller* games to warrant a discussion of its own. A hijack is a special form of heist.

Getting On Board

If the ship is on the ground, then the hijacker can just walk up to it – assuming the hatches are not locked. Most spacecraft use electronic locks that are Difficult (–2) or Very Difficult (–4) to open and a failed attempt triggers an alarm. Another approach is to sneak aboard when cargo is being loaded or when a hatch is left open at a starport.

If the ship is in flight, then the only way on is to board it or somehow convince the crew to permit a docking.

Many would–be hijackers try taking passage on board ship, planning to seize control once it is in flight. The main problem with this approach is that any passengers will be kept under close watch by a half–way competent crew. Common security precautions include:

- Scanning or searching all passenger baggage; most passenger baggage is kept in a sealed hold, with only a small amount of hand luggage permitted in the cabin
- Passengers are permitted only in a small area of the ship, away from any sensitive areas like the bridge. Passengers must return to their cabins whenever an alarm sounds and stay there until the alarm stops or they are ordered to the escape pods.
- The door to the bridge is kept locked at all times; there is someone on duty there at all times. The bridge is never left unattended.

Security Systems

While most internal locks on a spacecraft will be comparatively simple ones, the locks to the bridge, armoury, engine room and external airlocks will all be high–quality. Biometric locks may be used or a security camera may be attached to each door; the door is operated from the bridge, after the bridge officer has confirmed the identity of the individual operating the door controls.

If there is any sign of a potential hijacking situation, the ship's crew will likely deploy crowd control weapons such as stunners, tranq gas or gravity manipulation. It is better to annoy a group of legitimate passengers and give them free passage plus a few thousand credits compensation than loose the whole ship to a hijacker who got past security.

Control & Tracking Systems

Assuming the hijacker manages to disable or avoid the crew, he still needs to override the ship's security controls. A ship in dock usually has its M–drive locked out, requiring a specific code or key to reactivate it. Breaking through this security measure requires a Formidable (–6) Security, Computers or Engineer (electronics) roll taking 10–60 seconds.

There are also numerous ways to trace a ship. In order of importance, these are:

- **Navigation Beacon:** All legal ships broadcast a navigational radio beacon, announcing their identity, position and course. Officially, this beacon should be active as long as the ship is in flight but it can be deactivated by pulling the power wire (most ships have long since fitted an on/off switch for the beacon).

- **Identity Transponder:** According to Imperial policy, all ships must have a transponder that broadcasts the ship's name and serial numbers. Transponder data is included in the navigational beacon transmission but even if the beacon is switched off, the transponder can be read with a sensor scan. It is possible to remove or change a transponder but it is very difficult to do so. The transponder is designed to last for the lifetime of the ship and to never be removed or tampered with. Often, the transponder is built *into* the jump drive.

- **Exterior Appearance:** Every ship is unique. Even two Type–S scouts from the same shipyard have slight differences, such as micrometeorite scars on the hull or a varying leakage rates from the reactor. It is possible to change a ship's appearance easily – a coat of paint and a few new hull plates will do it – but this takes time.

- **Ship's Papers:** Every legally owned ship has accompanying documentation. It is impossible to sell a ship for anything close to its market price without the papers.

- **Serial Numbers:** Finally, there are serial numbers all over every ship. Every major component has serial numbers embedded into it and these cannot be removed without replacing the component. These serial numbers may be physical digits embedded in the metal or a specific combination of radioactive isotopes doped into the component.

noticed a few minutes after being scanned into the computer, the alert status could rise to Wary 10 minutes after the characters pass through the main gate.

Timing

Keep precise track of the amount of time elapsed in a heist. The Player Characters should be up against a constant ticking clock – the longer they delay, the more chance they will be discovered. Try using graph paper – each box represents one minute and the Referee can tick off boxes as time elapses. Upcoming events such as the arrival of guards can be marked ahead.

Complications

No plan should go completely smoothly. While the Referee should avoid arbitrarily ruining the players' carefully laid plans, he should certainly perturb them. For example, if the plan is to hijack a cargo shuttle, then the Referee should not decide that on this particular day, the shuttle breaks down and cannot be used. However, he could stick an unexpected group of security guards onto the shuttle as passengers; the characters will need to modify their plans to deal with this new obstacle.

Security Response

The Referee should prepare likely security responses to threats. Decide in advance how many guards and other security personnel are stationed at the target and use appropriate force.

COMPUTER HACKING

Illicit manipulation of computer systems is a powerful criminal tool in technologically advanced societies. Assuming he can bypass the defensive programs, the hacker may be able to shut down a target's surveillance cameras and other security measures, steal data about a target's defences or even take what he wants remotely.

Hacking uses similar rules to a physical heist. The difficulty of the heist depends on how secure the target network is and what intrusion countermeasures it is running.

Casing The Target

Most hacking attempts begin by determining the method of attack. What sort of computer network does the target have? Is there a planetary internet or is the network purely a local one? Is there an external network at all or is the target entirely self–contained? If there is no external connection whatsoever, then the hacker will need to physically penetrate the target first before connecting to the computers.

Test Runs: Preliminary hacking attempts can probe the defences of the target, determining what sort of system the hacker is dealing with.
Test Run: Computers + Intelligence, 1–6 days, Varies

Background Information: Any secure site will conceal what defensive software it possesses but just knowing what operating systems and other applications it uses can give a hacker an edge. An advanced firewall is of little use if there is a known exploit in the corporation's email client. Background information about the target can be obtained by spying on suppliers, social engineering or even dumpster diving.
Gathering Background Information: Streetwise, Persuade or Computers + Intelligence, 1–6 days, Difficult (+2)

Specific Target: When trying to steal data or compromise a security system, defining your goal is very important. If the hacker has to sort through thousands of files to find the one he needs, that takes longer than having the exact filename (or, more likely, a prewritten routine that queries the compromised system and pulls down any files matching a set of conditions).
Specifying A Target: Computers + Education, 1–6 hours, Average (+0)

Conservative Computing

It is a sobering thought that in *Traveller* terms, all of modern computing from World War II codebreakers to the internet fits into a span of about two Technology Levels. Computers have doubled in power roughly every 18 months and the average cellphone now has more processing power than a top–end computer of a few years ago. While predicting the future of any technology is hit–and–miss, predicting changes in computing is even more so, especially as computers are integrated into more and more aspects of life.

The default assumption in *Traveller* is always that technology does not fundamentally alter society. Computers get faster but they are used for much the same purposes no matter what the technology level. They do not change how society functions; there is no post–scarcity era, money is still used as a medium of exchange and one can talk about aspects of computing such as firewalls and internet connections having a vaguely similar meaning at TL15 as they do today at TL7.

This may not be a realistic extrapolation of current trends but it is a necessary one. Just as *Traveller* assumes that future wars will still be fought by humans with personal weapons (battle dress and FGMPs, admittedly) instead of swarms of drones or berserker robot–ships, it also assumes that humans will still be operating and programming computers and using them for some but not all tasks. Some worlds may be an exception – one world might be a TL15 sphere of computronium filled with a trillion uploaded sentient minds but in the Imperium as a whole, computers are just tools like any other.

Gathering Information

Hacking a system is hard. Stealing passwords is easy. If the hacker can steal the access codes of an authorised user, it makes his job vastly easier. An intruder may not be able to get high level passwords in this fashion – users with high level access are a lot more paranoid about security.

Social Engineering: Also known as lying. This covers everything from walking into the office and spying over someone's shoulder as they type their password, to pretending to be service engineers and installing a data tap on the target's phone line, to learning the name of the senior marketing manager's pet cat (which also happens to be his password).
Social Engineering: Deception + Social Standing, 1–6 hours, Difficult (–2)

Malware: This covers installing programs such as keyloggers, Trojan horses, computer viruses and other programs that aid the hacker in penetrating a secure system. The hacker might break into a corporate executive's home and install a virus on his hand computer; when the executive goes to the secure site and connects his hand computer to his work terminal, the virus spreads to the secure system and opens a backdoor for the hacker. Finding out a way to successfully install malware can be a heist in itself.
Writing Specialised Malware: Computers + Education, 10–60 Hours, Average (+0)

Observing System Operations: What is the target computer system being used for? Spying on how a computer is used can give valuable clues on ways to compromise it. For example, the computer system at a starport might be put under extreme load when a megafreighter arrives, as it has to co–ordinate the flight plans of dozens of cargo shuttles. A hacker would therefore mount an attack at the moment of maximum confusion and load, to minimise his chances of detection.
Observing System Operations: Recon + Intelligence, 10–60 days, Routine (+2)

Set–up

If the target is connected to an accessible network, the hacker's task is easier. Few secure targets, though, are conveniently accessible, forcing the hacker to take extra steps before the heist.

Obtaining Intrusion Software: While there are 'toolkit' programs (see Intrusion Software, below), it is also possible to obtain or write programs designed to crack a particular system or to perform other tasks. For example, a thief who intends to subvert a security camera network might find it useful to get the software to manage the cameras first. It is embarrassing getting caught trying to download a camera management suite when you are hanging off the side of a building in the middle of the night, trying to avoid being spotted by the guards as you hack their security controller computer.
Obtaining Software: Streetwise + Intelligence, 10–60 days, Routine (+2)

Connecting To The Target: If the target is not directly accessible, the hacker needs to find a way in. This may be resolved as part of the main heist or as part of preparation. Remote connection to an isolated system involves finding backdoors or secondary communications channels; for example, if a target computer is networked only to the corporate mainframe via a satellite relay, the hacker might have to compromise the satellite first.
Connecting To The Target: Recon, Stealth, Security or Computers + Intelligence, 1–6 hours, Difficult (–2).

Avoiding Tracers: A good hacker assumes that something will go wrong and therefore takes steps to protect himself. Instead of hacking the target directly, he goes through a series of intermediary servers to hide his identity. He uses stolen identities instead of his own and he avoids leaving a trail of electronic credits or other personal data. Taking preparations like this takes time but also make a failed heist less likely to result in the hacker being discovered by countermeasures.

The hacker can take this step even when physically compromising a target. If you are hacking the computer in Room 7, then you can still buy yourself time by making the security program in Room 8 chase you around the planetary network a dozen times before finally identifying the source of the breach.
Avoiding Tracers: Computers + Education, 10–60 hours, Easy (+4)

Backdoors

There is a backdoor of some sort into most systems. A corporate network may be entirely self–contained and have no direct link to the outside world but if some drone in Sales leaves his TL12 smartphone connected to both the corporate intranet and the planetary datagrid, then an enterprising hacker can sneak in via the phone connection and compromise the corporate network. A roving security drone might have an automated maintenance routine that compels it to 'call home' to its manufacturer when it perceives fault; a hacker could subvert the manufacturer's system, trigger a fault (say, by sabotaging a shipment of spare parts) and then upload a new set of commands to the security drone ordering it to open a connection to the secure network of the site it is guarding.

Combined Heists

Computer hacking can be dull for the characters not involved; like any predominantly solo activity, the Referee should avoid letting a hacking attempt take too long. One option to involve the other players is a combined heist – the hacker needs his allies to either get him into the target site so he can access their closed network from the inside or needs them to open up a hole in the defences so he can remotely access the target.

Hackers can also be of use in physical heists; a hacker could switch off security measures at just the right time or feed false data to a security controller.

Security Software

Security software comes in three forms:

Anti–Intrusion: This is the basic security program, described on page 92 of the *Traveller Core Rulebook*. Anti–intrusion programs raise the difficulty of hacking into a system, as long as they are running. Most computers default to running the best possible anti–intrusion program with their available resources – for example, a Computer/3 would run Security/3 when idle, dropping to Security/1 when running an Expert/2.

The table below notes the required Computer /rating for each program. Anti–intrusion programs affect the difficulty of *all* hacking checks made within a system, unless the hacker has managed to masquerade as an authorised user.

ANTI–INTRUSION PROGRAMS

Technology Level	Average (+0)	Difficult (–2)	Very Difficult (–4)	Formidable (–6)	Impossible (–8)
TL7	**0**	10	25	—	—
TL9	0	**1**	10	25	—
TL11	0	1	**2**	10	—
TL12	0	1	2	**3**	25
TL14	0	0	1	2	10

Monitors: Monitor programs watch for potential intrusions or other suspicious behaviour and activate a more powerful anti–intrusion program if they spot trouble. Whenever a hacker does something not permitted by his Clearance level or fails a hacking check, roll 1d6 and compare it to the monitor threshold. All Monitors are Rating/0.

Common Monitor: 5+
Uncommon Monitor: 4+
RareMonitor: 3+
Exotic Monitor: 2+

Countermeasures: Countermeasure programs fight back against hacking attempts. They are triggered by a Monitor.

Common responses include:

- Tracing the source of a hacking attempt to identify the hacker. The hacker must make a Computers check at a penalty equal to the Rating of the Countermeasure program or be identified.
- Locking out accounts. All user accounts are temporarily suspended, meaning the hacker is pushed back down to Null clearance.
- Alerting the security controller. Rating/0
- Alerting network administrators. Rating/0
- Shutting down external network access. Rating/1
- Automatically backing up key files to a read–only memory. Rating/0
- Activating more powerful Anti–Intrusion programs. Rating is based on the program used.
- Running standard anti–intrusion protocols that counter the DM from Intrusion programs. Rating/3.

Clearance

During a hacking attempt, the hacker can have any one of five abstract clearance levels. The Referee determines what clearance level the hacker needs to accomplish any given task. Secret data might be available only at User clearance; turning off the security system might need Admin–level clearance; turning off the safety interlocks and blowing up the main reactor needs Complete Control.

Complete Control: The user has complete control of the computer. He may do anything within the system. It is assumed that he has deactivated any security systems that might detect or impede him. Effectively, he owns the computer.

Admin: The user has full privileges and can do almost anything he wants. The main difference between Admin and Complete Control is that an Admin is still a 'legal' user of the system and may still run afoul of Monitor programs if he does anything that a legal user of the system should never ever do under any circumstances.

User: The user has limited access to the system but may do certain actions without tripping a Monitor.

Null: The user does not have legitimate access to the system. Anything he does may trip a Monitor.

Detected: The user has been detected by the system. The best available Anti–Intrusion or Countermeasure programs are now activated.

Intrusion Actions

When hacking a system, there are several likely actions a hacker might take. The basic difficulty for any hacking attempts is Average, modified by any Anti–Intrusion programs running.

Upgrade Security Clearance: This allows a hacker to increase his security clearance. The easiest way to do this is to have the authorisation codes of an existing user but it can also be done by hacking the system.
Upgrade Security Clearance: Computers + Education, 1–6 minutes, Varies

Current Clearance	Desired Clearance	Difficulty
Null	User	Difficult (–2)
Null	Admin	Formidable (–6)
Null	Complete Control	Impossible (–8)
User	Admin	Difficult (–2)
User	Complete Control	Formidable (–6)
Admin	Complete Control	Difficult (–2)

Search the System: The hacker looks for a particular file in the system. The time taken depends on the size of the system. Knowing what you are looking for and/or having a prewritten search routine halves the time required.
Search: Computers+Intelligence, 1–6 minutes, Varies

Override a Critical Subsystem: This covers security systems like cameras or alarms, life support systems, internal communications, access control of external doors and so on.
Override a Critical Subsystem: Computers+Intelligence, 1–6 minutes, Varies –2

Override a Non–Critical Subsystem: This includes lights, basic environmental controls, internal doors, sanitation and maintenance and so forth.
Override a Non–Critical Subsystem: Computers+Intelligence, 10–60 seconds, Varies

Data Theft: Copying or deleting files. Computers+Education, 1–6 seconds (or more, depending on the size of file), Routine (+2)

Data Alteration: Altering data files. Computers+Intelligence, 10–60 minutes, Routine (+2)

Example of Hacking

Cyrus the hacker wishes to obtain key data from an Imperial Ministry of Justice citadel. He begins by casing the target and discovers that the citadel has its own computer system that is not networked. He will need to physically break into the citadel first, using a conventional heist.

Once Cyrus is inside the citadel, he sits down at one of the terminals and begins hacking. The citadel's computer is running an Anti–intrusion Program that increases the difficulty of all hacking attempts by –4 but Cyrus has a hand computer with Intrusion/3 on it, giving him a +3DM to hacking, so the total effective DM to his hacking is –1. Furthermore, the Referee rules that monitors are tripped on a 3+.

Cyrus begins the hacking attempt at Null clearance. He begins by poking around the system. The data he wants is not immediately apparent, so the Referee calls for a search. Cyrus rolls Computers + Intelligence with a total –1DM and fails the check. The Referee secretly rolls to see if Cyrus has tripped a monitor. Nothing happens, so Cyrus assumes he has not alerted the security system.

Realising that finding the data may take longer than expected, Cyrus decides to obtain a user account. He could use the Upgrade Clearance action but why bother with that when he has just spotted another terminal that is still logged onto the system. This user has the authority to search the system, so Cyrus runs another search with no modifiers and succeeds. He has found the location of the file he is looking for. Unfortunately, the user does not have the access rights to read that file.

Cyrus could spend several minutes hacking the system or he could just grab the file. He just grabs the file, succeeding in his Computers check. Unfortunately, the user account he is on does not have the access rights to do so, so the Referee rolls to see if a monitor has been tripped. The Referee rolls a 5 – and the alarms go off all around Cyrus.

The system's countermeasures are activated. Instantly, a more powerful Anti–Intrusion program is brought online, increasing the difficulty of any future hacking attempts. The guards are alerted. Worse, the building is automatically sealed off. Cyrus is trapped inside and has only a few minutes to escape before the guards arrive.

His only hope is to override the door controls. This is overriding a critical subsystem, which would normally be a Difficult (–2) check. The added Anti–Intrusion protocols increase this DM to

–4. It would take Cyrus 1–6 minutes to hack the doors normally but the guards are coming soon, so he elects to increase the DM again to reduce the time to 10–60 seconds. He makes his last Intrusion check at a –6DM, praying that he will succeed and force the doors open before he is caught…

Sample Target

Horizon Corporation Branch Office
Difficult Heist

Background: The Horizon Corporation specialises in interstellar trade and shipping, with a special emphasis on opening new markets by developing backward worlds. They have a reputation for shady dealings and oppressive economic colonisation; some worlds are locked into punishing contracts with the company, where Horizon gets a cut of every export and import.

Target: The physical safe where Horizon keeps several hundred thousand in credits, as well as sensitive documentation and contracts.

Description: The Horizon office is located on the north–east corner of the 20th floor of a skyscraper on a TL12 world. Directly above the Horizon office, on the top level of the building, is a five–star restaurant; directly below are offices belonging to an

HORIZON CORPORATION

Branch Office A-74.06.1

Graphic Scale — 5 meters
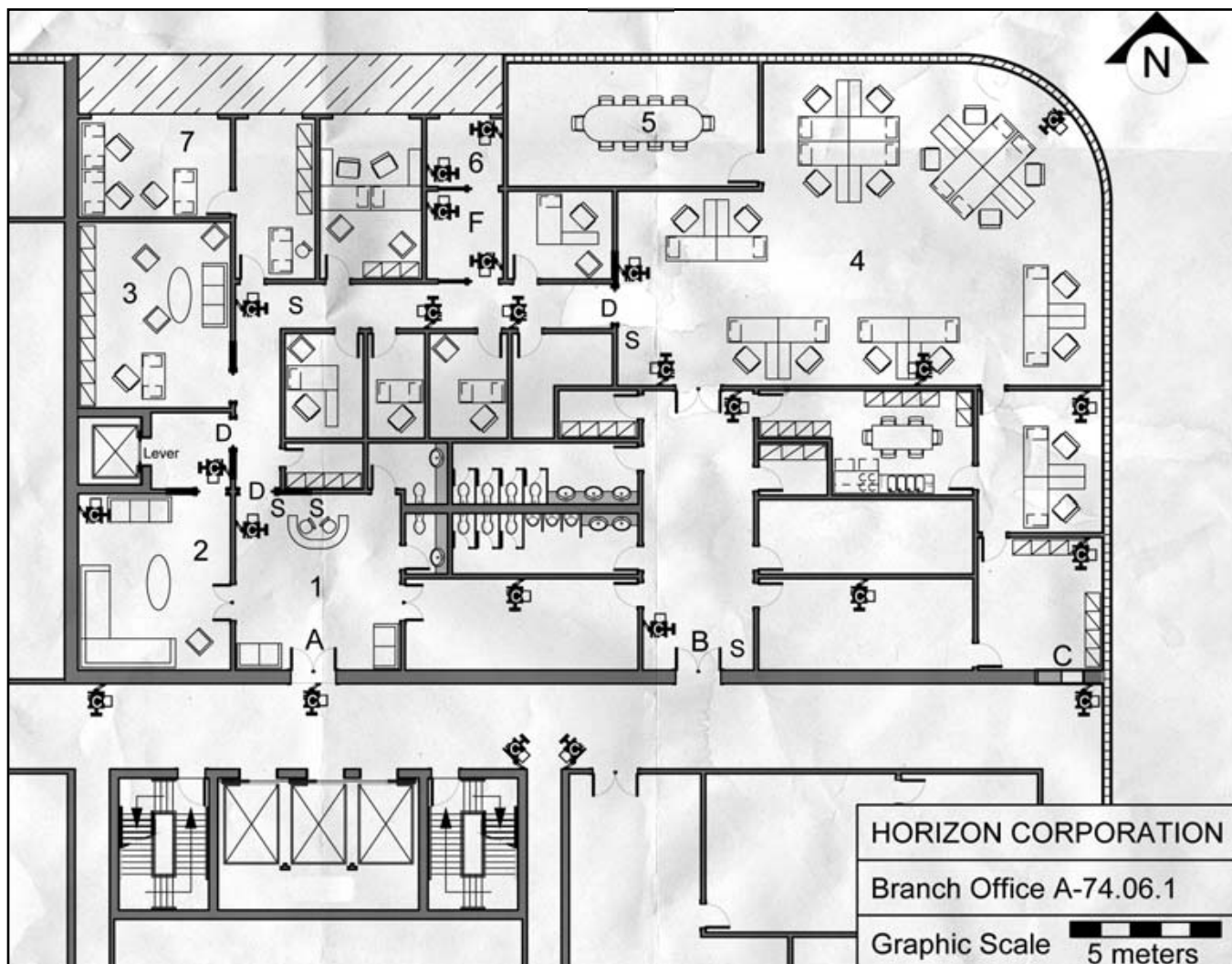
investment company, NESF holdings. The Horizon office has a staff of 200, mostly analysts and brokers.

Inside, the office is divided roughly into three sections. Public visitors and clients are shown the corporate face of Horizon; it is all gilt and synthetic marble, a carefully crafted corporate image showing Horizon's many contacts and clients across the galaxy. Most employees work in the main trading floor (4) and the smaller rooms around it which take up half the office's floor space. Finally, there is what the employees refer to as 'the hallows', where the senior executives work. The hallows has a higher security level than the rest of the office.

Security Measures: Access to the building itself is controlled; visitors must pass through a metal detector & security sniffer on the ground floor; weapons and other dangerous items are not permitted inside.

Two of the office walls as well as the floor and ceiling have been specially reinforced. The exterior walls are made of transparent panes of a synthetic crystal that is nearly as hard as diamond.

Public access to the office is via the three main lifts or stairs, all of which exit into the public corridor outside the office entrance. There is a private lift for executives, which is accessible only with a biometric scan and a card swipe.

The computer network is linked to the planetary grid. It has a Computer/20 running Anti–Intrusion/3 at all times.

There are numerous security cameras in the building (each one marked with a **c**). The security cameras in the corridor feed into both the building's security centre and Horizon's own security controller (3).

During the day, there are 10 security guards on duty; at night, there are four. One is stationed in the security control room at all times. Sentry positions are marked on the map with an **s.**

This is a Smart Building, although the guards rarely use this monitoring ability.

Notable Security Measures:

A: The main door for visitors. It is controlled from the reception desk in room 1. Visitors are seen by the security camera mounted above the door and may communicate with the reception staff by intercom. Visitors are not permitted access without a prior appointment.

B: Staff entrance. There is a biometric palm scanner and a card reader; both are required to open the door.

C: Service entrance. This door is concealed in the wall and is not visible to a casual glace. It is also operated by a palm scanner and card reader. It is normally used for deliveries to the cafeteria.

D: Doors into 'The Hallows'. These doors are controlled from the security control room (3), although the sentry at the door usually contacts the control room by radio and asks them to open the door. (In practise, during the day, the doors are left unlocked if executives are constantly going in and out). There is no sentry at the door from the executive lift.

E: This is two–metre thick pane of diamond–hard crystal, as tough as starship armour. It can be polarised to block out light. Cutting through it is virtually impossible. An explosives expert could plant charges at the corners, blowing up the braces that hold the pane in place. However, using explosives to drop a chunk of crystal weighing more than 100 tons down 20 stories onto a crowded street is not exactly a subtle heist.

F: Security Atrium. To get to the safe in room 6, one must first step into this room and close the door. The room is then scanned to confirm that there is only a single occupant and that his face matches the approved list of users. The occupant must then enter a code into a keypad. If the user fails any of these checks, the room automatically seals itself and will not open. There is a pressure plate in the floor that precisely measures the user's weight; taking any items from the safe will change the user's total weight, sounding an alarm unless the user is permitted to remove an item.

Notable Locations

1. Main Lobby. There is an imposing desk which doubles as a fortified defensive position dominating the room. At least one security guard is here at all times.

2. Conference Room. Visitors are escorted to this room and met by an executive from the Hallows; very few visitors are permitted beyond this point. The room is tastefully decorated with items from a hundred worlds, all of which are clients of Horizon. The couches are leather from one world, the granite table imported from another and so forth. The room is bugged and under constant observation via the concealed security camera.

3. Security Control Room. Horizon has a Security Control Computer with a human security guard present at all times.

4. Main Office Floor. A large room full of desks, computers and (during the day) overly aggressive young businessmen on a lot of caffeine.

5. Main Conference Room. This room is used regularly throughout the day but is not part of the guard's standard patrol at night, making it a good starting point for an incursion.

6. Vault. The safe is in this room. The combination for the safe consists of a six–digit code unique to each authorised user, coupled with an iris scan. If either of these is incorrect, a stunner field is activated and an alarm sounds.

7. Environmental Controls. The office has its own environmental support and is capable of recycling its own air and water for up to 72 hours. It has 128 hours of backup battery power.

Notable NPCs:
- **Erik Danan:** The head of the branch office and a rising star in Horizon. Physically, he appears to be in his mid–forties; he's actually twice that, thanks to the use of anagathics.
- **Rai Zaenar:** Another executive in the company; she has her eye on Danan's job and would consider aiding a heist that led to a scandal tarnishing her boss's reputation.
- **Yamaril Swina:** The head of security. She is an ex–marine who takes her job very seriously indeed. She was formerly Danan's personal bodyguard. Swina has many connections in the criminal underworld.
- **Haro Naom:** One of the two kitchen staff, Naom comes from a community that was economically ruined by Horizon. He hates working for the company but lacks the courage to do anything with his venom.

Security Responses:
- **Unauthorised Access of A, B or C Door:** Send a security team to investigate, lock down the Hallows
- **Unauthorised Access of D Doors:** Send a security team to investigate, sound an alarm
- **Intruders Sighted:** Alert security control to alert other security staff; lock down the Hallows
- **Gunfire:** Order all employees to hide under their desks; break out body armour and heavier weapons from the security control room.

SMUGGLING

Every world has some limits on what can be brought ashore. Even planets with law level 0 and barely any functional government at least attempt to restrict trade in nuclear weapons. More civilised planets try to prevent trafficking in illegal drugs, disruptive technologies or especially cheap goods. A smuggler can make a fortune sneaking past customs patrols and starport guards – as long as he avoids getting caught.

Hives of Scum and Villainy

Smugglers in the Imperium fall into three categories. **Bootleggers** are small–time smugglers, illegal speculative traders who buy and sell goods banned on a particular planet. The average bootlegger is nothing more than a nuisance with a free trader.

Smuggler rings are part of criminal syndicates and are involved in large–scale smuggling operations that transport thousands of tons of illegal cargo.

Finally, **blockade runners** are elite professional smugglers who specialise in smuggling cargoes past Imperial cordons. Blockade runners are hired by clients to transport difficult or dangerous cargoes.

Smuggler's Cargo

The most common items transported by smugglers are items with high import taxes and illegal items such as drugs or weapons. Most smugglers carry perfectly legitimate items in addition to illegal ones, using them as cover.

Smuggled goods fall into the categories below:
Biochemicals & Drugs: Chemicals, pharmaceuticals, controlled substances, dangerous substances including explosives.
Cybernetics & Electronics: Any advanced electronics, especially computers or cybernetics.
Weapons: Firearms, lasers, ammunition, missiles, including vehicles and vehicle parts
Living Beings: Slaves, rare animals, illegal immigrants
Other Goods: Anything else.

CUSTOMS CHECKS

The more closed and secure a planet is, the more invasive the security measures used. However, even on comparatively open planets, if a vessel acts suspiciously or draws attention to itself, the customs officials will take a greater interest in it. In game terms, the two key values are the planet's Law Level and the smuggler's Trust.

Law Level

Roll 2d6 and compare it to the planet's Law Level whenever checking to see if the smuggler encounters a possible customs check. If the dice roll is equal to or lower than the law level, then the customs official checks the smuggler in some fashion.

Circumstances may apply DMs to these Law Level checks. For example, if the planetary government is trying to suppress a rebellion, the customs officials will be on the look–out for weapons shipments and will check incoming ships more thoroughly.

Trust

Trust measures the customs officials' attitude to a merchant. Trust starts at +0 for most travellers. A corporate ship from a well–known corporation might have a Trust of +2; a ship that has visited the system several times before without problems might have a Trust of +1. By contrast, a ship acting suspiciously will have a lower Trust. Failing to comply with customs officials' request reduces Trust.

Trust is applied as a DM to Law Level checks. A high Trust makes it more likely that the traveller will be waved through a customs check.

Regular Visitors: A clever smuggler will regularly visit a world making legitimate cargo runs, building up Trust with the local customs patrols to make it easier to sneak illegal cargos through.

Bribery: An even better method to build up Trust is to bribe officials. A bribe to the right person can increase the smuggler's effective Trust or allow the smuggler to reroll a customs check.

Desired Result	Cost
+1DM to one customs check	Cr. 500 x Law Level
+1DM to all customs checks made on this planet	Cr. 5,000 x Law Level
Reroll a customs check	Cr. 1,000 x Law Level

A Difficult (–2) Streetwise roll may be made to determine if the target is willing to accept a bribe or not; some officials will be angered if a bribe is offered.

Customs Patrols

Customs vessels patrol the space around civilised worlds, keeping watch for pirates, smugglers and other unwanted visitors. Small free traders are likely to be challenged if they are not regular visitors to that planet.

Responding to a challenge requires a Routine (+2) Deception + Social Standing check. If the check is failed, reduce the smuggler's Trust by 1.

Make a Law Level check as the smuggler approaches the planet and compare the results to the Customs Scan table below.

Customs Scan

Law Level Check Result	Customs Response
0 or more	Electronic Documentation Check
–1	Long Range Scan
–2	Medium Range Scan
–3	Short Range Scan
–4	Close Range Scan
–5	Boarded; Basic Chemical Sniffer and Physical Documentation Check
–6	Boarded; Advanced Chemical Sniffer, Physical Inspection, Physical Documentation Check
–7 or more	Full Search At Starport

See *Security Measures* on page 70 for explanations of the various response types. If the smuggler ship fails to co–operate, reduce his Trust by 2 and roll again.

Starports

On the average planet in the Imperium, there is a single starport and all interplanetary and interstellar traffic must go through the port. There are several reasons for this beyond control over incoming traffic. A single starport minimises the need for spacecraft cargo handling facilities, border control, quarantine and security measures. The peculiar status of the starport as an extraterritorial Imperial holding also encourages planetary governments to have only one such 'port, to avoid handing over too much power and land to the Imperium. On large, highly–populated planets there tends to be a single HighPort and multiple smaller DownPorts but all traffic is supposed to pass through the HighPort first.

All this makes smuggling a dangerous proposition. The first question for any smuggler is to go via the starport or attempt to land elsewhere on the planet. Both have their advantages and disadvantages.

Landing At The Starport

Landing at the starport allows the smuggler to blend in with the legitimate traffic going to the planet. He just flies along being a nice innocent free trader but then has to deal with the security checks and customs scans at the starport. Depending on the planet's law level and technology level, these can be a mere formality or a rigorous inquisition – and if the smuggler is discovered, then he is trapped in the middle of the starport with no chance of escape.

At the starport, make a Law Level check and compare it to the table below.

Starport Security

Law Level Check Result	Customs Response
+6 or more	Electronic Documentation Check
+3 to +5	Physical Documentation Check
+1 to +2	Physical Documentation Check, Cursory Scan
0	Physical Documentation Check, Cursory Scan, Physical Inspection
–1	Physical Documentation Check, Full Scan, Physical Inspection, Basic Chemical Sniffer
–2	Physical Documentation Check, Full Scan, Physical Inspection, Advanced Chemical Sniffer
–3	Physical Documentation Check, Full Scan, Full Physical Inspection, Advanced Chemical Sniffer
–4	Impounded, Physical Documentation Check, Full Scan, Full Physical Inspection, Advanced Chemical Sniffer
–5 or more	Impounded, Full Search

DMs:
Starport Class A: –2
Starport Class B: –1
Starport Class C: +0
Starport Class D: +1
Starport Class E: +2
Starport Class X: No starport customs

See *Security Measures,* page 70 for details.

Avoiding Starport Customs: Some canny smugglers land at the starport, then dispose of their cargo before passing through customs. This requires the co–operation of other agents at the port. Cargo might be transferred to the hold of a ship that has already been expected or moved through hidden tunnels under the port.

Landing Elsewhere

Flying out to the middle of nowhere allows the character to avoid customs checks at the starport but immediately draws the attention of the authorities. If the ship's course change is detected (a virtual certainty on any world with a Technology Level of 5 or more and a Population of 5 or more), then reduce the ship's Trust by 4 and roll another Customs Patrol encounter.

SECURITY MEASURES

These are the hurdles and obstacles that a smuggler must navigate when customs patrols and starport security investigate. Each of the three types of security measure (Bureaucracy Checks, Sensor Scans, Physical Scans) pose a different set of problems.

Bureaucracy Checks

All goods and starships are supposed to have accompanying documentation. These documents exist in both physical and electronic form; electronic documentation is acceptable on worlds with TL7 or more or in starports built to that technology level. In practice, much of this documentation is ignored or forgotten, making it easy for a forger to produce the bare minimum of paperwork and get past a documents check.

Electronic Documentation Check: The customs vessel demands that the smuggler transmit a copy of all relevant documentation. The transferred files are automatically scanned and cross–checked by computer.

Physical Documentation Check: The smuggler presents a print–out, signed bill of lading, sealed letter or other physical document. This is then examined by the customs official.

In both cases, the important thing is the Effect of the Forgery check used to produce the fake documents. If the Effect of the Forgery check is equal to or greater than the Intelligence DM of the customs official, the bureaucracy check is passed. Electronic checks have the equivalent to a +1 to +5 Intelligence

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Smuggling Example

Diamond Joe intends to smuggle eight tons of illegal luxuries onto Regina. Regina has a Law Level of 9.

Joe's scoutship jumps into the system and sets course for Regina. The gas giant of Assiniboia looms large in his port viewscreen when he encounters the first customs patrol. 'This is Regina C21 to unidentified Scout, transmit your ident details now.'

Joe makes a successful Deception check, leaving his Trust unaffected at +0 and responds after giving the required details 'Heh, yeah, been out on the frontier a long time. Can't wait to get out of this tin can, the air smells like…well, heh, me.'

Next, the Referee rolls 2d6, adds Joe's trust DM of +0 and compares the result to the Customs Scan table. He rolls a 5, which is four less than the planet's Law Level of 9. This means a Close Range Scan. The customs ship orders Joe to change course to fly within 10 kilometres. He complies and the scout ship is scanned with visual, thermal, EM and active radar. He holds his breath… but the luxuries are safely stowed away and only the radar can penetrate his ship's hull. He's safe.

At Regina Starport, the Referee checks the law level again. This time, he rolls a 3, a whole six less than the planet's law level. He has run into a particularly officious clerk who wants to impound the vessel until it can be searched fully. Not wanting to have his cargo hold examined, Joe offers a bribe of 9,000 credits. The clerk considers the offer, the Referee rerolls…and gets a 10. Pocketing the bribe, the clerk stamped 'cleared' on Joe's falsified documentation. There is another cursory scan of the cargo but the luxuries are not detected.

Another successful run.

DM, depending upon the complexity of the programming, although most will tend to be at the lower end of the scale.

Avoiding Bureaucracy: The Forgery skill is used to produce false documentation. Alternatively, a Very Difficult (–4) Deception check may allow the smuggler to bluff his way past by claiming he has lost his papers.

Sensor Scans

Spacecraft have difficulty getting useful information from a sensor scan, although ships equipped with an advanced densitometer can determine the contents of a ship from outside. Sensor scans are more dangerous to the smuggler in the starport, as starport scanners are larger and more powerful than those on a ship.

Ship Sensor Scans: First, compare the sensor suite possessed by the customs vessel to the tables below to determine what sort of scans can be used.

System	TL	DM	Includes
Standard	8	–4	EM, Radar/Lidar
Basic Civilian	9	–2	EM, Radar/Lidar
Basic Military	10	+0	EM, Radar/Lidar, Jammers
Advanced	11	+1	EM, Radar/Lidar, Densitometer, Jammers
Very Advanced	12	+2	EM, Radar/Lidar, Densitometer, Jammers, Neural Activity Sensor

Next, for each available scan, roll 2d6 and compare to the target numbers below. Add the Sensors DM to the roll.

EM: EM sensors may be able to detect weapons, cybernetics & electronics.
Close: 6+   **Short:** 8+   **Medium:** 10+
Long: 12+

Radar/Lidar: Radar/Lidar may be able to determine the contents of external cargo pods.   Any illegal contraband inside external pods only will be detected if the sensor scan is successful.
Close: 6+   **Short:** 10+   **Medium:** N/A
Long: N/A

Densitometers: These can discern the shape and density of objects, even those inside a ship's hull. A densitometer can detect any illegal contraband.
Close: 8+   **Short:** 10+   **Medium:** 12+
Long: N/A

NAS: Neural activity scanners can only detect living beings but are extremely good at it.
Close: 4+   **Short:** 8+   **Medium:** N/A
Long: N/A

If the roll is equal to or greater than the target number, the sensor sweep has detected something unusual. The customs vessel may demand that the smuggler prepare to be boarded or simply reduce the smuggler's Trust by 4, ensuring a more thorough sweep at the starport.

Starport Sensor Scans: Starport sensor scans work in the same way as customs vessel scans. A *cursory scan* uses the same values as a short–range scan. A *full scan* uses the same values as a close–range scan.

Avoiding Scans: Some sensor suites (Military, Advanced, Very Advanced) include jammers, allowing the operator to jam other sensors by sending out false data or noise. When jamming sensors, use opposed Sensors rolls. Jamming is both obvious and suspicious in normal circumstances but it is sometimes possible to blame the jamming on solar flares, leakage from a perfectly legitimate cargo, a damaged communications system and so on.

Most smugglers store their cargo in internal cargo bays, avoiding radar sweeps. Various upgrades provide added protection against sensor scans (see page 82).

Physical Scans

When a customs official boards a smuggler's ship, the smuggler is in grave danger. A physical scan is much more likely than a long–range sensor scan to find illegal cargoes. A physical scan ranges from a cursory sweep with a hand–held sensor wand to tearing open every access panel and cargo container.

Basic Chemical Sniffer: Chemical sniffers detect biochemicals/drugs and living beings. A basic chemical sniffer locates such cargo on a roll of 6+.

Advanced Chemical Sniffer: An advanced chemical sniffer also detects biochemicals, drugs and living beings; it succeeds on a roll of 2+.

Physical Examination: A physical examination involves walking the decks of the smuggler ship, opening cargo containers at random and so forth. A physical examination locates any illegal cargo on a roll of 8+.

Impounded: An impounded vessel is held under guard by starport authorities. The crew may be confined to quarters,

asked to wait in a lounge or even held in a brig. Impounded crews cannot interfere with inspections of their vessel.

In–Depth Physical Examination: An in–depth physical examination involves a full examination of the cargo bay and all containers, a sweep of the crew quarters and other rooms and may even involve inspectors walking along the exterior hull. Any contraband is located on a roll of 4+.

Full Search: The ship is stripped down almost to its airframe. A full search may take several days. Any contraband is located on a roll of 2+.

Avoiding Physical Scans: Simple precautions include concealing the illegal contraband within legal cargo (for example, burying cases of cybernetics under tons of minerals). Smugglers may also install hidden cargo compartments to hide cargo.

Visitors to a ship can also be distracted or otherwise dealt with. If a customs official is about to uncover your cache of illegal drugs, then blasting him with a stunner is better than being arrested. True, you then have to deal with an unconscious customs official but at least the trouble has been deferred.

SMUGGLING ADVENTURES

Smuggling adventures work best when the characters are bootleggers or blockade runners – they need to be independent agents, planning their own runs and dealing with problems on their own. Smuggling should be more than a series of rolls to see if the characters are detected, it should be a nerve–wracking battle of wits between the Player Characters and the authorities. Each planet and starport should present its own challenges and unique experiences. Smuggling drugs onto a world–spanning megacity is a very different game to smuggling weapons to a peasant rebellion on a feudal technocracy.

One downside of smuggling games is that a 'successful run' is also a boring one. If the characters fly past the customs patrols and bypass station security without a hitch, it makes for a dull game. Throwing arbitrary barriers and problems is fun if done on a rare occasion but making something disrupt their carefully plotted smuggling operation every time will just frustrate the players ('*what do you mean, the nuclear bomb is leaking*'). Therefore, the Referee should assume most smuggling runs will go smoothly and make events *around* the smuggling operations fun and involving too. Drag the characters into business with criminal syndicates and shady brokers, send Imperial Ministry of Justice agents after them, let them plot the takeover of smuggling operations across a whole subsector. Han Solo was not an interesting smuggler because he had a really fast ship that could outrun pursuers, he was interesting because he owed a crime boss a debt and had a soft spot for lost causes.

Boss Pallas

A notorious crime boss hires the characters. Boss Pallas is feared in the criminal underworld; he is incredibly rich and powerful but also vengeful. Fail him and you end up with your throat cut. If the characters can keep Boss Pallas happy, they will make a fortune. What does Boss Pallas want?

False Positives

Any scan can result in false positives, where the scanner mistakes a perfectly legitimate and legal item for contraband. A cargo of genetically engineered wheat might have a similar biochemical signature to a particular type of drug; that container full of perfectly legal computer parts could be identified as a container of illegal cybernetics. For legitimate traders, false positives are an irritating and expensive mistake, as they force the trader to wait for hours or days while the problem is resolved.

For smugglers, false positives are a veritable godsend, as they can be used to explain away an incriminating scan. In game terms, if a scan succeeded by a margin of 0–2 and the smuggler has a similar legal cargo on board, he may attempt to blame the positive scan result on the legal cargo. With good roleplaying, the smuggler may be able to force a reroll of the scan.

1. He has got several thousand tons of drugs sitting in a warehouse. It needs to be moved to market *immediately.* A thousand dtons is well beyond the capacity of the average smuggler. The characters will either have to recruit more smugglers or somehow obtain a big freighter.

2. Boss Pallas's son is supposed to be his heir but young Jerek is absolutely useless. Pallas wants the characters to train the boy in the criminal arts by taking him on a few smuggling runs. Jerek will be a liability, always saying the wrong thing and drawing the attention of the authorities.

3. As above but one of Pallas's lieutenants wants the characters to arrange for Jerek's convenient death. With Pallas's blood heir out of the way, the old crime lord is much more likely to hand his organisation over to one of his subordinates.

4. Boss Pallas's gang is feuding with a pirate band. The smugglers will have to contend with pirate attacks as well as customs patrols.

5. Boss Pallas wants the characters to get caught, so they can feed false information to the authorities about his operation.

6. Boss Pallas wants to retire to his old family home but he is a wanted criminal on his homeworld. He wants the characters to smuggle him home. Every criminal in the subsector who has ever been hurt by Boss Pallas will be gunning for him…

Smuggling People

Trafficking in humans (and other sophonts) is the dark side of smuggling. It can be a source of absolute misery and degradation but can also be a genuinely good act. It all depends on the destination…

1. A powerful crime lord hires the characters to transport a cargo. It turns out to be a cargo of human slaves. If the characters refuse the job, they will insult a powerful ally.

2. As above but the cargo consists of a gang of hardened criminals and terrorists; highly dangerous thugs who are being smuggled onto the target world to establish a new criminal network there.

3. The cargo consists of telepaths, who are heading to a secret psionics institute for training. The cargo is kept in low berths for safety. During jump, one of the PCs starts to have strange dreams about people asking him for help…

4. As above but the telepaths are said to be dangerous psychotics who will be tamed by the teachers at the institute. Opening any of the low berths might release a psychic killing machine…

5. The cargo consists of refugees, fleeing the oppressive government of their homeworld. Unfortunately, the destination world is unwilling to accept them, so they must be smuggled in.
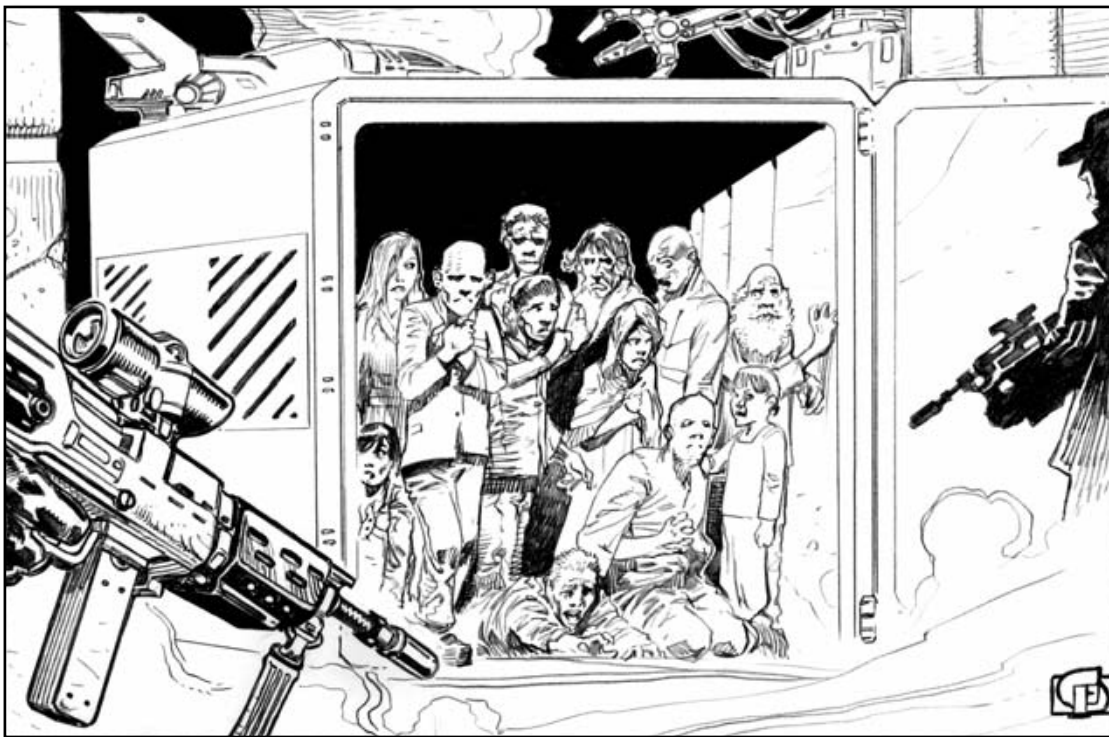
6. As above but the refugees are part of a bizarre religious sect that practises some belief that appears alarming or threatening to the Player Characters.

Forced Uplift

A primitive (TL1–3) world is under interdiction by the Imperium. It is a Red Zone, patrolled by naval cutters and defence drones. The characters are hired to smuggle cargo past the blockade. What is the cargo? Books, blueprints, tools and supplies, an industrial revolution in a box that could lift the planet four TLs in a generation! The characters' patron wants to transform this primitive world – why?

1. The patron believes that everyone should enjoy the benefits of advanced technology and the shock caused by the sudden disruption is worth it. He will pay the characters extra if they go undercover and help introduce the new scientific paradigm.

2. The patron wants access to the mineral wealth of the planet but the natives do not have the legal or financial wherewithal to deal with his needs. Therefore, step one is remake society, step two is buy stuff.

3. It is all a sociological experiment by the Imperium, to study the effects of 'enemy subversives' on primitive frontier worlds. If a band of smugglers can turn a TL2 world into a TL5 world quickly, then other polities could do the same, turning previously irrelevant border worlds into potential bases.

4. It is a sociological experiment by a mad scientist; she is remaking this world to prove a thesis. Unfortunately, her thesis states that rapid socio–technological change will result in anarchy and war.

5. The patrons are actually nobles from the primitive world, who intend to import technology despite the Imperial ban.

6. As above but the nobles plan to use this technology to conquer their homeworld.

Plague

A potentially lethal plague called Hiver Flu has broken out on a high–population world. The governments of neighbouring worlds panic and jump their planetary navies into the quarantined system to prevent anyone getting in or out. This is a golden opportunity for smugglers.

1. The characters are hired to extract a corporate executive and his family from the world. They claim to be free of the plague…

2. As above but the executive's daughter is in love with a native of the planet. On hearing of her father's plans to leave, she ran away and is now somewhere in the plague–ridden megacity. The characters need to find her before they can leave.

3. The characters are hired to deliver anti–viral drugs to uninfected sections of the planet. The neighbouring worlds are stockpiling their own supplies of these drugs and do not want to waste them on a 'doomed planet'.

4. As above but the patron is a shady criminal who stole the drugs and wants to deliver them only to the rich and powerful.

5. The virus is much more dangerous than expected. Everyone on the target world is dead by the time the smugglers arrive.

6. The characters are hired to smuggle the virus out. The neighbouring worlds will only work on a vaccine if the virus threatens them, so the government of the affected world wants to covertly spread the plague.

Smuggler's Prize

An infamous smuggler ship, the Clavid, was lost 100 years ago. She was carrying a fabulously valuable but highly illegal cargo when she misjumped. Now, the Clavid's been sighted by a scout ship and the chase is on. Can the characters recover the Clavid and her cargo before the navy impound her?

1. The Clavid's cargo consists of stolen art, including an alien relic. This relic caused the misjump.

2. The navy want to retrieve the Clavid, not destroy it. Even if the characters lose the race, they may be able to take the prize by force.

3. The Clavid is falling into the upper atmosphere of a gas giant. Recovering her will be extremely difficult – especially as there is something living there.

4. The Clavid was not lost – her smuggler crew retired to a pleasure planet and left her drifting in space. She is filled with booby traps, a final insult to the navy who hunted her for so long. The characters will need to board the Clavid, avoid the traps and read her navigational logs to find the treasure.

5. The Clavid was not lost, she was buried in deep space. Her crew knew they could not sell their cargo, the goods were too hot. Therefore, they deliberately jumped their unmanned ship into a distant system, to be picked up a few years later. The original smuggler crew are after the ship, too.

6. Hey, that low berth is still running…

FENCES AND ILLEGAL GOODS

Before a character can profit from his piracy, theft or smuggling, he must sell his illegal goods. This requires a fence, who can dispose of stolen goods and pay the character in clean credits.

Skip to the Loot

If your players are more interested in jumping to the next adventure than negotiating with fences and calculating profit margins, then assume they can get 10% of the value for hot goods and 25% of the value for other stolen goods. Ignore Purchasing Capability unless the characters are trying to sell exceptional amounts of stolen material.

Finding a Fence

The best fence is an existing Contact, Ally or, even better, an Organisation. If the characters have no such contacts, they must find one. This can be difficult depending on the law level of the planet.

Finding a black market supplier: (Illegal goods only) Streetwise, 1–6 days, Education or Social, Average (+0).

Law Level:
0–3: +0
4–5: –1
6–7: –2
8–9: –3
10: –4

Starport Size
Class A: +3
Class B: +2
Class C: +1

Desired Capability
Very Low: +2
Low: +1
Average: –0
High: –2
Very High: –4
Limitless: –6

Purchasing Capability

Just because you have found a fence does not mean that he can purchase all your stolen goods. A back–street electronics broker might be able to buy a hand computer that you looted from the corpse of a defeated guard but cannot buy the 50 tons of electronics you stole from the cargo hold of a trader. A fence's purchasing capability is the cap on how much the fence can afford to pay in any given month.

A powerful fence may be able to demand lower prices on goods from the character.

PURCHASING CAPABILITY

Type	Example	Purchase DM	Monthly Capability
Very Low	Backstreet trader	–0	500 Credits
Low	Ambitious young criminal	–0	5,000 Credits
Average	Criminal	–1	50,000 Credits
High	Specialised fence	–2	500,000 Credits
Very High	Very wealthy and successful fence	–3	5 MCr
Limitless	Criminal organisation	–4	50 MCr.

Hot Goods

Some items are easier to sell illegally than others. A tank of petrochemicals is identical to every other tank of petrochemicals (more or less – a chemist might be able to analyse the chemical content and trace minerals and so distinguish one tank from another). By contrast, every starship is unique, with numerous serial numbers, tracer beacons, signatures and ownership papers. It is a lot easier for the fence to dispose of untraceable goods than hot goods.

Common hot goods include:
- Starships
- Art and other unique items
- Recently stolen items

Characters may be able to take the heat off stolen goods by various means, such as erasing serial numbers, creating false ownership papers, waiting several years to sell or otherwise disguising the origin of the goods.

Selling Stolen Goods

Stolen goods use the same system as selling regular goods, as described on page 164 of the *Traveller Core Rulebook* but a different Modified Price Table is used. Apply the following DMs in addition to the standard DMs for trade.

- Hot Goods: –4 DM
- Damaged or Second–Hand Goods: –4DM

This means most goods sold through a fence will have a –4DM at least and most stolen items will have a –8DM. Characters are very unlikely to get anything close to the 'real' price for ill–gotten gains.

Determining Base Price

When selling stolen cargo, use the standard prices from the *Traveller Core Rulebook*. When selling equipment, use the standard prices but assume that all stolen equipment counts as 'damaged or second–hand' and so incurs a –4DM to the Sale price roll. Most stolen equipment counts as Advanced Manufactured Goods.

Next, roll 3d6, adding the following DMs:
- +The character's Broker skill
- +The character's Intelligence or Social Standing DM, whichever is higher
- +The largest DM from the Sale Price DM column
- –The largest DM from the Purchase Price column
- –any dice modifier from the fence. Richer, more powerful fences can drive the price down

FENCED GOODS PRICE TABLE

Result	Sale Price
–1 or less	1%
0	5%
1	5%
2	10%
3	10%
4	20%
5	20%
6	30%
7	30%
8	40%
9	40%
10	50%
11	50%
12	60%
13	60%
14	70%
15	70%
16	80%
17	80%
18	90%
19	90%
20	100%
21+	150%

Illegal Goods

The value of universally illegal goods (see page 164 of the *Traveller Core Rulebook*) already takes into account the difficulties of fencing such items. Use the regular Modified Price Table, not the Fenced Goods Price Table, when dealing with such items.

Example

Kern the Pirate has captured a free trader and stolen the following:
- 60 tons of advanced machine parts (75,000 each base price)
- 30 tons of robots (400,000 each base price)
- Six vacc suits (10,000 each base price)
- Four accelerator rifles (900 each base price).

All of these goods are stolen (–4) and the robots, vacc suits and rifles are hot (–4). The machine parts are fortunately more anonymous and are not hot.

A fine haul, the sort of prize that a pirate dreams of. He flees to the nearest safe planet, an Amber Industrial Desert planet called Baracha. Baracha has Law Level 3 and a Class B starport.

First, Kern needs to find a fence. He will need a very rich fence indeed to buy all those stolen goods, so he looks for a Very High purchasing capability broker. This calls for a Streetwise roll, modified as follows:
- Law Level 3: +0
- Class B Port: +2
- Very High: –4

Kern succeeds in this check and finds a fence called Harri the Snake.

Next, Kern determines how much Harri is willing to pay.

Item	Sale DM	Hot Goods DM	Damaged Goods DM	Final DM
Advanced Machine Parts	–1	–0	–0	–1
Robots	+0	–4	–0	–4
Vacc Suits	–1	–4	–4	–9
Accelerator Rifles	+2	–4	–4	–6

The Referee then rolls 3d6, adding Kern's Broker skill (+3), his Intelligence DC (+0) and the DMs on the table above. Harri is a Very High fence and applies a –3 DM.

For the Advanced Machine Parts, he rolls an 8–1=7, letting him sell the machine parts at 30% of the base price or 22,500 credits per ton. At 60 tons, this is 1,350,000Cr.

For the Robots, he rolls 9–4=5, for a price 20% of the base cost or 80,000 Credits per ton. This is worth another 2,400,000 credits.

For the Vacc Suits, he rolls a 6–9=–3. Harri offers him 1% of their value, or 100 credits each, for another 600 credits.

For the Accelerator Rifles, he rolls a 9–6=2, for 10% of the value of the weapons or 90 credits each, for a total of 360 credits.

The total value of the prize is: 3,750,960 credits.

RANDOM FENCES

d66	Fence	d66	Fence
11	Shifty guy in a starport bar; offers to sell the PCs (roll 1d6) 1 – a dog, 2 – drugs, 3 – guns, 4 – information, 5 – tickets to sporting events, 6 – his grandmother.	41	Extremely dangerous criminal, marked with prison tattoos and combat augmentations; will kill the Player Characters if they cross him.
12	Scrap dealer; eyes up the PCs' vessel as if appraising how much it's worth	42	The fence conducts all his business via comms and computer link; the characters never see his true face.
13	Crooked shopkeeper; his dealings with the PCs are nothing to do with his front business, so the characters will find themselves hauling crates through a restaurent kitchen or speciality food store.	43	Elderly fence; he has been doing this for years, knows all the tricks and worked with legendary thieves.
14	Street gang boss; has connections everywhere.	44	Megacorporation; the characters deal with a different corporate representative each time
15	Offworlder with a strange accent; may also be an alien. Prefers to deal only with people of the same ethic minority.	45	The fence is obviously building up a private armada or army; the fenced goods go to pay for weapons and mercs.
16	Beggar king; commands an army of beggars, pickpockets and charlatans.	46	Wealthy businessman, now a respected property developer or industrialist but who remembers his connections to his criminal youth.
21	Free trader based at the starport; he will leave after the deal and so cannot be reused on this world.	51	Manipulative and inscrutable alien or psion; fencing the goods is part of some strange plan.
22	Gang of petty thugs, always heavily armed.	52	Representative of a corporation, willing to make shady deals to get ahead.
23	Second–hand equipment store owner; lots of bargains.	53	Former pirate, now a shipping magnate with ties to criminal underworld.
24	Loud and overly friendly fence; invites the characters to dine with his family.	54	Organised crime syndicate; cross them at your peril.
25	Extremely paranoid; convinced the authorities are on his trail.	55	Ostentatious to the extreme; considers himself to be untouchable.
26	Once–feared criminal overlord, now scraping a living and dreaming of glories past.	56	Old or sick and requires constant life support. Despite this handicap, the fence is a feared member of the criminal underworld.
31	Antique collector, with an extensive collection of strange items.	61	Starport administrator on the take; the whole starport is a haven for criminals.
32	Surly broker at the starport, brusque and to the point.	62	Highly professional fence; has his own high–security warehouse and private security force.
33	Obviously wealthy noble, doing some illegal dealing on the side. Adds a touch of class to the whole affair.	63	Vastly wealthy crime lord; failing to show him the proper respect will result in the characters getting airlocked.
34	Exile from another world, collects relics of home.	64	The fence has an ulterior motive for purchasing the goods.
35	Fast–talking businessman and speculative trader.	65	Local noble, engaged in illegal trade to prop up his failing control of the planet.
36	Takes an interest in the characters' fortunes and suggests other heists for them.	66	Fence is actually a government agent.

Entries 11–26 are especially suitable for small–scale fences; entries 41–66 are for especially large and wealthy criminal brokers.

EQUIPMENT

Items marked with a (!) after the price are considered suspicious if purchased by a civilian, as their primary use is by criminals. They may still be purchased if the planet's Law Level permits it but unless characters use a black–market supplier or contact, they may be noticed by the authorities.

Armour & Clothing

Boarder's Vacc Suit (TL9): Half–way between the standard vacc suit and the HEV suit, the boarder's vacc suit incorporates high–burn, short–range thrusters, improved body armour, magnetic grapples and an arm–mounted blade and snub pistol.

Cargo Waldo (TL9): This is a exoskeletal framework that fits around the wearer's limbs and greatly increases his strength, allowing him to lift heavy loads. The basic cargo waldo is open and provides minimal protection but increases the wearer's Strength by +6. The waldo reduces the wearer's Dexterity by 4 and gives a –4 penalty to Initiative.

A character may wear a vacc suit or cloth armour while wearing a cargo waldo but the Dexterity penalty is increased to –6.

TL13: This more advanced waldo is quicker and easier to use. It increases the wearer's Strength by +6 but only reduces Dexterity and Initiative by –2. The TL13 waldo design also includes a vacc suit, making it better suited for use in vacuum.

Climbing Exoskeleton (TL10): This is a lightweight exoskeleton, small enough to be worn under most clothing and flexible enough to bend with the user's body. When activated, parts of the exoskeleton stiffen to bear weight, making climbing easier. The hands, feet and kneepads of the exoskeleton have synthetic setae (bristles) that allow the suit to 'stick' to a wall. A climbing exoskeleton gives a +4DM to any climbing attempts.

Chameleon Suit (TL9): The basic IR Chameleon Suit is a simplified version of the IR chameleon option (see the *Traveller Core Rulebook*, page 89); the suit hides the user's heat traces, making him invisible to infrared (Very Difficult (–4) to detect with sensors). The suit also muffles heartbeat, breathing and other noises that might be detected, giving a –2DM to attempts to locate the wearer with sensors.

TL12: The TL12 Vislight Chameleon Suit bends light around the wearer, making him invisible to the naked eye and giving a +4DM to Stealth checks. At TL13, vislight chameleon technology can be integrated into armour (see the *Traveller Core Rulebook*, page 89).

Densitometer Cloak (TL15): A densitometer cloak distorts the gravitic sensing used by a densitometer. An object wrapped in the cloak cannot be detected by densitometers – they show up as a vacuum. A human operator may notice a suspicious person–shaped vacuum but automated densitometer sensors will be baffled by the cloak.

Neural Hood (TL15): Neural hoods are an experimental variation on NAS Sensors but the design has leaked into the criminal underworld. A Neural Hood shields the wearer's brainwaves and prevents them from being detected by a NAS Scanner. It can also be programmed with a NAS scan of another individual; a NAS Scanner will perceive the hood's wearer to be that individual, fooling the scanner.

The Neural Hood also blocks telepathy, rendering the wearer immune to the *Telepathy* talent.

ARMOUR & CLOTHING

Armour Type	Protection	Required Skill	Cost (Cr.)	Mass (kg)
Boarder's Vacc Suit	8	Vacc Suit 1	10,000(!)	26
Cargo Waldo (TL9)	2	None	25,000	80 (10)*
Cargo Waldo (TL13)	7	Vacc Suit 0	40,000	80 (4)*
Climbing Exoskeleton (TL10)	1	None	5,000	8 (0)*
Chameleon Suit (TL9)	0	Stealth 0	5,500(!)	1
Vislight Chameleon Suit (TL12)	0	Stealth 0	60,000(!)	1
Densitometer Cloak (TL15)	0	None	20,000(!)	1
Neural Hood (TL15)	0	None	50,000(!)	0.5
Stealthsuit (TL15)	6	Stealth 0	90,000(!)	2

*: As powered armour, these suits largely support their own weight. The mass in brackets is the effective mass while the suit is powered up and turned on. The actual mass of the suits is the normal value.

Stealthsuit (TL15): The stealthsuit combines the sensor–baffling technologies of the chameleon suit, densitometer cloak and neural hood with form–fitting body armour. Stealthsuits are also equipped with Computer/2 weave and smart fabric.

Options

Densitometer Weave (TL15): This incorporates the benefits of a densitometer cloak into a suit of armour. It costs Cr. 25,000.

Augments

Concealed Blades (TL9): These are small, virtually undetectable blades that are concealed within the user's fingertips. The blades are razor–sharp and increase hand–to–hand damage by +1. Furthermore, they can be very useful for picking locks, cutting wires and so forth. Cr. 20,000.
TL13: Instead of metal, the blades are made out of a carbon composite that cannot be detected by metal detectors or x–rays, as the blades are concealed within the distal phalange bones. Cr. 30,000(!).

Intrusion Interface (TL13): This is a specialised form of skill augmentation, where the user's neurons are stripped to reduce his reaction time and optimise his brain for hacking. A character must have a wafer jack or TL12 Neural Comm to benefit from an intrusion interface. An intrusion interface gives a +2DM to all hacking attempts but if the user fails a Computers roll against a system with countermeasures, he suffers 2d6 damage. Cr. 200,000(!).
Neural Sheathe (TL15): The neural sheathe blocks telepathy and NAS detectors, like a neural hood. Costs Cr. 100,000(!).

Variable Tattoos (TL9): These tattoos are made with a pigment that can be made temporarily colourless by applying a tiny electric current through an implant. The wearer may cause his tattoos to vanish or appear by touching the subcutaneous implant. Costs Cr. 250+, depending on the size and complexity of the tattoos.
TL11: The implant can be wired to your nervous system allowing the wearer to turn the tattoos on and off with a thought. At this TL, the tattoos can also be made animated or bioluminescent.

Communications

Electronic Thumb (TL10): The 'electronic thumb' is a compact, powerful transceiver used by drifters and hitchhikers. The thumb has an extremely long range but cannot be used to send a message easily – it just sends out an easily detectable high–intensity radio pulse that basically says 'I AM HERE AND I WANT A LIFT!' An electronic thumb has a range of 45 million kilometres and has a mass of 8kg. Costs Cr. 5,000.

Narrowcast Comm (TL+2): This is a variation on the standard comm models (see the *Traveller Core Rulebook*, page 90) that restricts its transmissions to a narrow beam, making it much harder to detect or intercept. Narrowcast comms require a direct line of sight between the comm and the receiver (or a suitable relay such as a satellite or a narrowcast laser relay). Using a narrowcast comm gives a –4DM to any attempts to detect or intercept the communication. The cost is twice that of the basic model.

Narrowcast Relay (TL12): A pack of narrowbeam relays contains 20 'slap patches'. Each patch is the size of a fingertip and contains a tiny laser and a receiver. Narrowcast relays are used in places where a narrowcast comm would have trouble communicating with other comms. For example, if there is an intervening wall, there is no path for a laser narrowcast to reach the receiver. Placing a narrowcast relay atop the wall lets the beam 'hop' over the obstacle. Chains of narrowcast relays may be created. A pack of 20 costs Cr. 100.

Medical Supplies & Drugs

Computers

Intrusion Deck: An intrusion deck is a specialised hand computer designed for use with hacking. It is designed to be as portable as possible and has a connector for an Intrusion Interface, as well as built–in defences against security countermeasures. Some of the software on an Intrusion deck is on ROM chips and cannot be rewritten or changed but is cheaper. All Intrusion Decks are specialised for running the Intrusion program.

Intrusion Decks

TL	Computer	Mass (kg)	Hardwired Software	Cost
11	Computer/2	1kg	Intrusion/2 Security/1 Interface/0 Agent/0 Intelligent Interface/1	Cr. 6,500 (!)
12	Computer/3	1kg	Intrusion/2 Security/3 Interface/0 Intelligent Interface/1 Agent/1 Intellect/1	Cr. 17,500 (!)
13	Computer/4	1kg	Intrusion/3 Agent/2 Security/3 Intelligent Interface/1 Interface/0 Intellect/2	Cr. 100,000 (!)
14	Computer/5	1kg	Intrusion/3 Security/3 Agent/3 Intelligent Interface/1 Interface/0 Intellect/2	Cr. 250,000 (!)

Painkillers: Painkillers allow a character to ignore some of the effects of damage. Normally, when a character is wounded, the damage to his Characteristic causes his Characteristic DM to change. For example, a character with Dexterity 12 has a Dexterity DM of +2. If that character then takes 10 damage to his Dexterity, he is reduced to Dexterity 2 and a DM of –2.

Painkillers prevent the loss of characteristic DMs. Each painkiller has a rating; this measures the amount of damage that the character may ignore for the purposes of determining characteristic DM changes. For example, if a character is on a painkiller with a rating of 12, then the first 12 damage to any characteristic does not affect the character's DMs. However, if the character takes more than 12 damage, then the painkiller's effects are lost and all the effects of damage are felt normally. Note that this means that a character using painkillers may have a sudden catastrophic loss of characteristic DMs instead of a slow decline.

The onset time listed for each painkiller determines how long it takes the drug to take effect.

Painkillers

TL	Rating	Onset	Cost
5	12	1d6 minutes	Cr. 10
7	16	2d6 rounds	Cr. 25
9	20	1d6 rounds	Cr. 100
11	24	1 round	Cr. 250 (!)
13	28	Instant	Cr. 500 (!)
15	32	Instant	Cr. 1,000 (!)

Robots & Drones

Spydrone (TL9+): Spydrones are tiny drones equipped with a camera or other sensor suite and a transmitter. A spydrone is the size of a baseball or smaller.

SPYDRONES

TL	Characteristics	Construction	Sensors	Traits	Cost
9	Strength 0 (–3) Dexterity 7 (+0)	Hull 0 Structure 1	IR Camera	Integral Hover	Cr. 4,000
11	Strength 0 (–3) Dexterity 9 (+1)	Hull 0 Structure 1	IR Camera, EM Probe	Integral Grav Floater	Cr. 8,000
13	Strength 0 (–3) Dexterity 12 (+2)	Hull 0 Structure 1	IR Camera, EM Probe	Integral Grav Floater, Vislight Chameleon, Specialised Computer/1 running Intellect/1 & Recon/1	Cr. 20,000
15	Strength 0 (–3) Dexterity 15 (+3)	Hull 0 Structure 1	IR Camera, EM Probe, Motion Detector	Integral Grav Floater, Vislight Chameleon, Specialised Computer/2 running Intellect/2 & Recon/2	Cr. 60,000

Sensors & Sensor Bafflers

Bugzapper Gas (TL12): Bugzapper gas consists of a high–pressure canister containing a synthetic gas. The gas particles strip loose electrons away from the air molecules when sprayed, causing a burst of static electricity. This burst of static is strong enough to damage or disable sensitive components like most sensors or computers.

Roll 2d6 and compare the result to the target values below to determine the effects of a bugzapper spray.

Object	Examples	Success	Effects
Unshielded	Exposed microcircuit, bug	6+	Destroyed
Average	Computer terminal, sensor	8+	Destroyed
Shielded	Rugged computer, security camera	11+	Temporary shutdown
Hardened	Military computer, outdoor camera	12+	Temporary shutdown

A can of bugzapper gas costs Cr. 1,000(!) and has six sprays.

Grav Fuzzer (TL13): A poor man's Densitometer Cloak, a grav fuzzer is a small portable device that creates extremely weak gravitational distortions within a five–metre radius. These distortions are undetectable to humans (despite what some people claim) but do prevent densitometers and other gravitic sensors from determining what it within that area. The distortion field itself is obvious to a densitometer. Cr. 5,000, 2kg.

Tools

Smartrope (TL11): Smartrope is an improved form of normal rope. A smartrope contains a series of electrically activated myomer 'muscles' along its length, allowing it to be commanded using a simple control panel. The rope could be commanded to coil itself, to retract or extend by up to 50% of its normal length, to constrict or to loosen. It can also be used as a data cable. The standard method for controlling smartrope is with a controller module that plugs in anywhere along the rope but there are remote smartropes available.

Smartrope can be commanded to wriggle forward but it moves extremely slowly (about one metre every minute) and tends to get tangled up (roll 8+ on 2d6 every minute to avoid this). It has an effective Strength of 8 (+1). A 50–metre length of smartrope costs Cr.2,000.

Wrecker Bar (TL5+): The iconic tool of the scavenger, a wrecker bar is a 1.5 metre–long bar of metal with a hooked head at one end, used for tearing objects or vehicles apart. The other end can be fitted with a number of attachments.

Attachment	TL	Function	Cost (Cr.)
Cutting Torch	6	Cutting through metal; as weapon, increases damage by 1d6	300
Laser Cutter	10	Cutting through metal; counts as 5–shot laser carbine	3,000
Thruster Pack	8	Allows zero–g movement	2,000
Probe	10	Counts as an EM probe	1,200
Sonic Breaker	12	Demolishing structures	1,000
Flickblade	7	As weapon, increases damage to 4d6	800
Electromagnet	5	Picking up metal or holding on to the side of a ship in zero–g	100

A wrecker bar can be used as a weapon.

Weapon	TL	Range	Damage	Heft	Mass (kg)	Cost (Cr.)
Wrecker Bar	5	Melee (bludgeon)	2d6	2	3	60

Toolkits

Thieves' Tools: A set of thieves' tools includes all manner of lockpicks, wirecutters, probes and electronic sensors. It costs Cr. 2,000(!) and weighs 6kg.
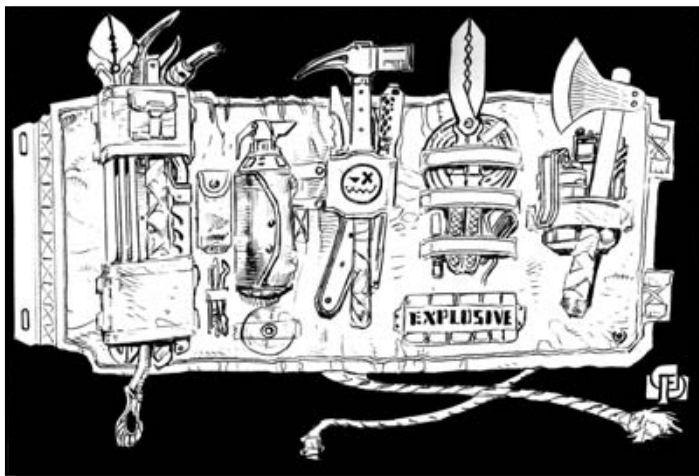
Climbing Kit: Includes a harness, pitons, grappling hook and lots of rope. A climbing kit is required to safely scale walls; without a suitable climbing kit, increase the difficulty by one step. Cr. 1,000, 12kg.

Disguise Kit: A disguise kit allows a character to use Deception to disguise himself as another person. It includes the equipment to produce false fingerprints, retina–scan contact lens and other biometric–spoofing devices. Cr 1,000(!), 12 kg.

Forgery Kit: Necessary for the use of the Forgery skill. Cr. 1,000(!), 12 kg.

Weapons

Boarding Cutter: The primary purpose of this cutting torch is to cut through an airlock door or part of a ship's hull but it can be used as a devastating close–range weapon.

Grappling Hook Gun: This gas–driven pistol fires a light–weight grappling hook up to 50 metres. It can also be used as a weapon in emergencies but is of limited effectiveness.
TL12: Upgrades to a gauss–driven launcher, increasing range to 200 metres.

Sawn–Off Shotgun: This shotgun has a different range profile and is easier to conceal.

Snub Shotgun: The snub shotgun is designed for use in zero–g.

Weapon	TL	Range	Damage	Auto	Recoil	Mass	Magazine	Cost (Cr.)	Ammo Cost (Cr.)
Boarding Cutter	10	Melee (bludgeon)	4d6	No	–	4	–	2,000	–
Grappling Hook Gun	7	Ranged (pistol)	2d6–2	No	2	4	1	500	50
Grappling Hook Gun	12	Ranged (assault weapon)	2d6–2	No	1	3	1	800	50
Sawn–Off Shotgun	4	Ranged (thrown)	4d6	No	2	2.5	6	200	10
Snub Shotgun	8	Ranged (thrown)	4d6–4	No	–	3	6	250	10

Composite Items

Metal items are extremely easy to detect using magnetic metal detectors, x–rays or densitometers. This makes smuggling guns and other tools difficult for a thief. Replacing ferrous metals with fibreglass or more exotic variations of carbon makes such weapons harder to detect with sensors (–2DM to Sensor checks). Composite items cost three times as much as the basic item and are two TLs higher (at a minimum of TL7).

Shielded Items

Active electronic items can also be detected easily by scanning for electromagnetic activity. Shielded electronic items are harder to detect (–2DM to Sensors checks) but cost 50% more. Shielded items are also more rugged and better able to resist radiation, environmental damage and other hazardous conditions.

SHIP COMPONENTS

Hull Modifications

External Cargo: Instead of carrying its cargo *inside* the hull, a ship may be designed to mount cargo in an external rack or framework. This allows a smaller hull to be used instead, making the ship considerably cheaper.

When designing a ship with external cargo, first determine the total displacement of the ship as normal. The total displacement will be used to determine the size of the Jump Drive, Manoeuvre Drive and Power Plant needed.

Next, determine how much of the ship will be allocated to external cargo and how much will be enclosed by the hull.

Hull components and pricing are determined as normal. Ships with external cargo may not be Streamlined or Distri buted. Remember, the drives must be capable of moving the ship's total displacement, not just the displacement of the smaller hull.

The cost of the cargo frame is 1,000 Cr./dTon.

For example, a 1,200 ton ship would normally have a hull costing 120MCr. By designating 800 tons of that as external cargo, the ship only needs a 400ton hull costing a mere 16MCr. (plus another Cr. 800,000 for the cargo frame). Into that 400 ton hull, the designers cram the drives, bridge, fuel and other components for the freighter.

External Cargo Handling: External cargo containers are attached to a framework and can only be accessed by travelling outside the ship in a vacc suit or in a transport vehicle such as a shuttle. Landing an external–cargo ship is extremely dangerous and difficult, so external cargo vessels can have difficulties trading at worlds without a shuttle fleet or highport.

External Cargo Jettisons: External cargo can be jettisoned remotely. The framework is built with explosive bolts, allowing specific cargo canisters to be released if necessary.

External Cargo & Combat

External cargo is very vulnerable in combat. Use the table below for attacks on the exterior of the ship.

EXTERNAL CARGO LOCATION TABLE

Roll 2d6	External Damage
2	Hull
3	Sensors
4	Manoeuvre Drive
5	Fuel
6	External Cargo
7	Armour
8	External Cargo
9	Turret
10	Manoeuvre Drive
11	Sensors
12	Hull

External: *First Hit:* Destroys 1d6x10% of external cargo. *Second Hit:* Destroys 1d6x10% of external cargo. *Subsequent Hits:* Count as Hull Hits but also destroy 20% of any remaining external cargo.

Internal Components

Concealed Compartment: Up to 5% of a ship's volume may be designated as a concealed compartment. A concealed compartment costs an extra Cr. 20,000 per ton. The concealed compartment is shielded from detection (–2DM to Sensors checks) and is hard to find by physical examination (–4DM to Investigation checks).

Fuel Tank Compartments: Fuel tank compartments are containers that float within the hydrogen fuel tanks of a starship. Such compartments can only be accessed when the tank is at least 75% empty. Fuel tank components are even harder than a concealed compartment to detect, as even a thorough examination of the ship will not detect the compartment unless the fuel tanks are opened and searched but they are less suitable as shelter. Fuel tank compartments cost Cr. 40,000/ton.

Grav Screen: A gravity screen blocks densitometers from scanning the inside of a ship. A grav screen weighs 5 tons per 1,000 tons of ship shielded and costs 5MCr.

High–Burn Thruster: This is a powerful chemical rocket that can give a temporary speed boost to a ship. To determine the effects of the thrusters, choose an M–Drive that produces the desired speed. (For example, to get 6–g acceleration on a 200–ton ship requires M–Drive F.) The high–burn thruster weighs 20% and costs 20% of that M–Drive (2.2 tons and 4.8MCr, in the case of a M–Drive F).

Thrusters require fuel depending on the thruster's drive number. Fuel equal to 25% of the mass of the drive gives enough for one full hour of operation (10 space combat turns). Fuel costs 10,000 Cr./ton. A high–burn thrusters may not operate for more than one hour before requiring a shut–down period equal to the duration of operation.

External Components
Breaching Tube:

TRAMPS AND THIEVES

The notion of a 'pirate ship' or 'drifter ship' is largely nonsensical. Pirates use common trader ships, refitted with added weapons and boarding gear. Drifters take passage on whatever ships will carry them. That said, there are a few designs uniquely associated with these groups; the pirate corsair and the Seeker–class miner are the most common but there are also pirate ships like the *Buccaneer*–class Interceptor or the Blockade Runner.
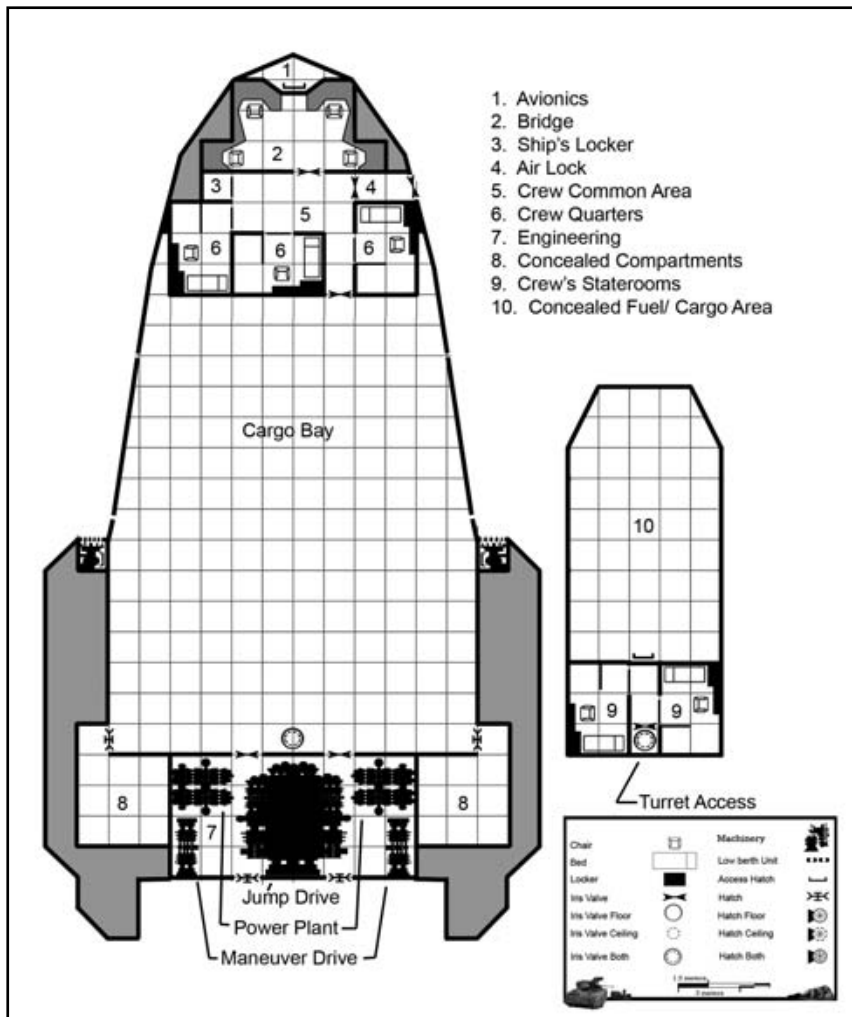
In addition to these ships, this chapter covers customs inspection vessels and q–ships.

Hey, What's With The Cheap Fighters?

Several designs in this book use 10–ton fighters, which cost 18MCr according to the *Traveller* main rulebook. The *High Guard* supplement contains revised design rules for small craft and recalculates the price for a 10–ton fighter to 9.837MCr. Similarly the lower costs for the ship's boat and launch are also used.

Smuggler

This is a refit of the venerable 200–ton Type A Free Trader. It strips the staterooms and low berths to cram in extra concealed cargo space. A casual inspection of the ship shows it to be no different than a standard Type A, as long as the inspector stays out of the crew quarters. For emergency defence, there is a double turret with twin beam lasers. If the fuel tank compartments are used solely to carry fuel they will allow the ship to make an additional Jump–1.

1. Avionics
2. Bridge
3. Ship's Locker
4. Air Lock
5. Crew Common Area
6. Crew Quarters
7. Engineering
8. Concealed Compartments
9. Crew's Staterooms
10. Concealed Fuel/ Cargo Area

Cargo Bay

10

Turret Access

Jump Drive
Power Plant
Maneuver Drive

Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

DETAILED DESCRIPTION

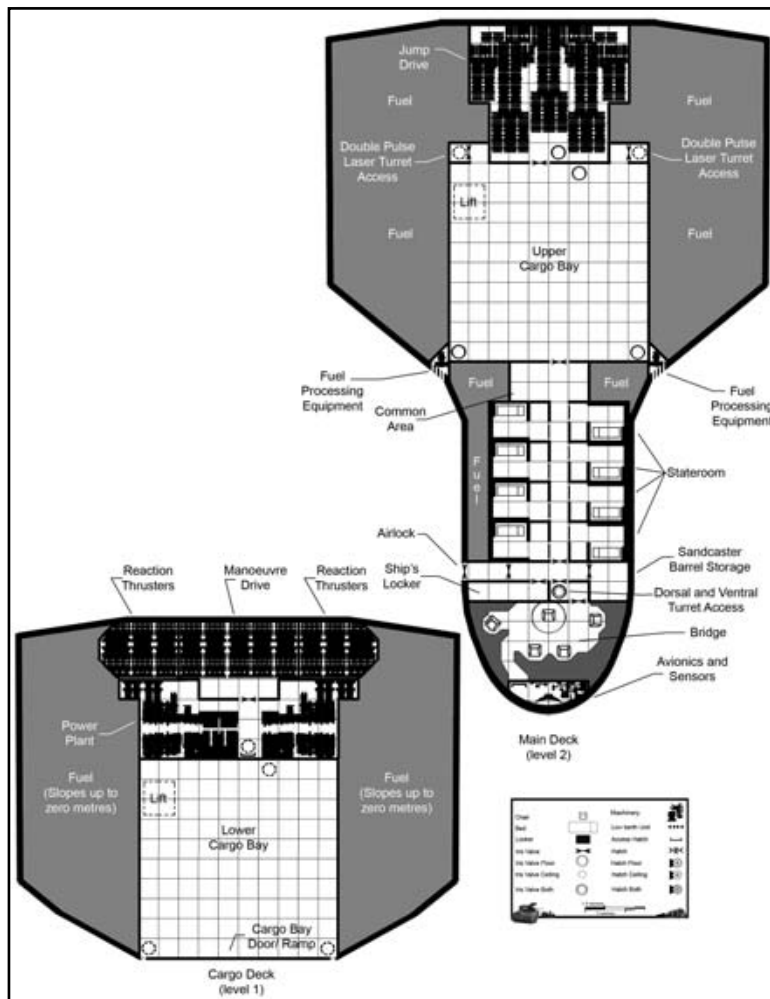| Smuggler			Tons	Cost
Hull	200 Tons	4 Hull	—	8,000,000
	Streamlined	4 Structure	—	800,000
Armour	Crystaliron	4 Points	10	1,600,000
Jump Drive	A	Jump 1	10	10,000,000
Manoeuvre Drive	A	Thrust 1	2	4,000,000
Power Plant	A		4	8,000,000
Bridge			10	1,000,000
Computer	Model/1	Rating 5	—	30,000
Electronics	Basic Civilian	–2DM	1	50,000
Weapons	Hardpoint #1	Double Turret	1	500,000
		Beam Laser	—	1,000,000
		Beam Laser	—	1,000,000
Fuel	22 Tons	One jump–1 and 2 weeks of operation	22	—
Internal Cargo	88 Tons		88	—
Concealed Compartment	10 Tons		10	200,000
Fuel Tank Compartments	20 tons	One Jump–1	20	800,000
5 Staterooms			20	2,500,000
0 Low Berths			—	—
Extras	Fuel Scoop		—	—
	Fuel Processor	20 tons per day	1	50,000
Software	Manoeuvre/0	Rating 0	–	—
	Library/0	Rating 0	—	—
	Jump/1	Rating 5	—	100,000
Maintenance Cost (monthly)			—	2,972
Life Support Cost (monthly)			—	10,000
Total Tonnage & Cost			199	35,667,000*

*: Including 10% discount

Blockade Runner, Buccaneer–class

This 400–ton vessel is designed to break through blockades and deliver small, high–value cargoes such as illegal weapons or drugs. It is capable of Jump–2 and 3–g acceleration and has a high–burn thruster for emergencies, with enough fuel to provide combined thrust of 6G for two hours (enough to get from orbit to jump distance from a size 8 world). The Blockade Runner can carry only 101 tons of cargo and a common refit adds a 20–ton launch for deliveries, reducing the cargo space even more. Blockade Runners are profitably only when dealing in the most expensive and illegal of goods.

Normal crew consists of a captain, pilot, navigator, medic, 4 gunners and 2 engineers.

DETAILED DESCRIPTION

Blockade Runner			Tons	Cost
Hull	400 tons	8 Hull	—	16,000,000
	Streamlined	8 Structure	—	1,600,000
Armour	Crystaliron	4 Points	20	3,200,000
Jump Drive	D	Jump 2	25	40,000,000
Manoeuvre Drive	F	Thrust 3	11	24,000,000
	F Reaction	Thrust +3 = Total Thrust 6	11	12,000,000
Power Plant	F		19	48,000,000
Bridge			20	2,000,000
Computer	Model 2	Rating 10	—	160,000
Electronics	Basic Military	+0 DM	2	1,000,000
Weapons	Hardpoint #1	Double Turret	1	500,000
		Pulse Laser	—	500,000
		Pulse Laser	—	500,000
	Hardpoint #2	Double Turret	1	500,000
		Pulse Laser	—	500,000
		Pulse Laser	—	500,000
	Hardpoint #3	Double Turret	1	500,000
		Sandcaster	—	250,000
		Pulse Laser	—	500,000
	Hardpoint #4	Double Turret	1	500,000
		Sandcaster	—	250,000
		Pulse Laser	—	500,000
Ammunition		40 sandcaster barrels	2	—
Fuel	92 Tons	One jump–2 and 2 weeks of operation	92	—
Thruster Fuel	60 tons	3 hours fuel	60	—
Internal Cargo	101 Tons		101	—
8 Staterooms			32	4,000,000
0 Low Berths			—	—
Extras	Fuel Scoop		—	—
	Fuel Processor	20 tons per day	1	50,000
Software	Manoeuvre/0	Rating 0	—	—
	Library/0	Rating 0	—	—
	Evade/1	Rating 10	—	1,000,000
	Fire Control/2	Rating 10	—	4,000,000
	Jump/2	Rating 10	—	200,000
Maintenance Cost (monthly)			—	13,559
Life Support Cost (monthly)			—	18,000
Total Tonnage & Cost			400	162,710,000

Jump Drive

Fuel

Fuel

Double Pulse Laser Turret Access

Double Pulse Laser Turret Access

Fuel

Fuel

Lift

Upper Cargo Bay

Fuel Processing Equipment

Fuel

Fuel

Fuel Processing Equipment

Common Area

Fuel

Stateroom

Airlock

Sandcaster Barrel Storage

Ship's Locker

Dorsal and Ventral Turret Access

Bridge

Avionics and Sensors

Main Deck (level 2)

Reaction Thrusters

Manoeuvre Drive

Reaction Thrusters

Power Plant

Fuel (Slopes up to zero metres)

Lift

Fuel (Slopes up to zero metres)

Lower Cargo Bay

Cargo Bay Door/ Ramp

Cargo Deck (level 1)

External Cargo Trader

This ungainly vessel has been described as a 'spider sitting on a brick' but even that is much too poetic for such an ugly ship. The engines, jump drive, fuel tanks and, almost as an afterthought, the crew section are all crammed into the 300–ton hull, while the 500–ton cargo module (comprising 50 tons of fuel and 450 tons of cargo) is held in a framework of struts and spines. A 40–ton slow pinnace nestles in the midst of the cargo. This small craft is used for carrying cargo to worlds without a High Port or shuttle fleet. The crew usually consists of a captain, pilot navigator and 2 engineers.

At 160MCr, the ExCT is more than 50MCr cheaper than the Heavy Freighter while carrying almost as much cargo. The downside is that the ExCT is extremely vulnerable to attack. Any pirate or scoundrel can easily blast holes in the cargo section, so ExCTs must either be given armed escorts or permitted to jettison their cargo at the first sign of a threat.

DETAILED DESCRIPTION

External Cargo Trader			Tons	Cost
Hull	300 tons	6 Hull	—	12,000,000
	External Cargo	6 Structure	—	500,000
Armour	None		—	—
Jump Drive	G	Jump 2 (with or without external cargo – limited by software and computer)	40	70,000,000
Manoeuvre Drive	D	Thrust 2 (Thrust 1 with external cargo)	7	16,000,000
Power Plant	G		22	56,000,000
Bridge			20	1,500,000
Computer	Model 1/bis	Rating 5 (10 for jump control)	—	45,000
Electronics	Standard	–4 DM	—	—
Weapons	None		—	—
Fuel	177 tons	One jump–2 and 2 weeks of operation, pinnace fuel	147 (plus 30 tons in external section)	—
5 Staterooms			20	2,500,000
0 Low Berths			—	—
Cargo	453 tons		3 tons internal 470 tons external	—
Extras	Fuel Processor	20 tons per day	1	50,000
	Fuel Scoop		—	1,000,000
Vehicles	Slow Pinnace		40	15,045,000
Software	Manoeuvre/0	Rating 0	—	—
	Library/0	Rating 0	—	—
	Jump/2	Rating 10	—	200,000
Maintenance Cost (monthly)			—	13,113
Life Support Cost (monthly)			—	10,000
Total Tonnage & Cost			800	157,356,000*

*: Including 10% discount

Jump Drive

Fuel

Fuel

Power Plant

Fuel

Fuel

Stateroom

Ship's Locker

Avionics

Bridge

Airlock

Cargo Locker

Main Deck
(level 2)

Jump Drive

Fuel

Slow Pinnace

This Deck is 1.5 metres in height.

Fuel Purification Equipment

Fuel

Fuel Deck
(level 1)

Manoeuvre Drive

Power Plant

Drive Deck 2
(level 3)
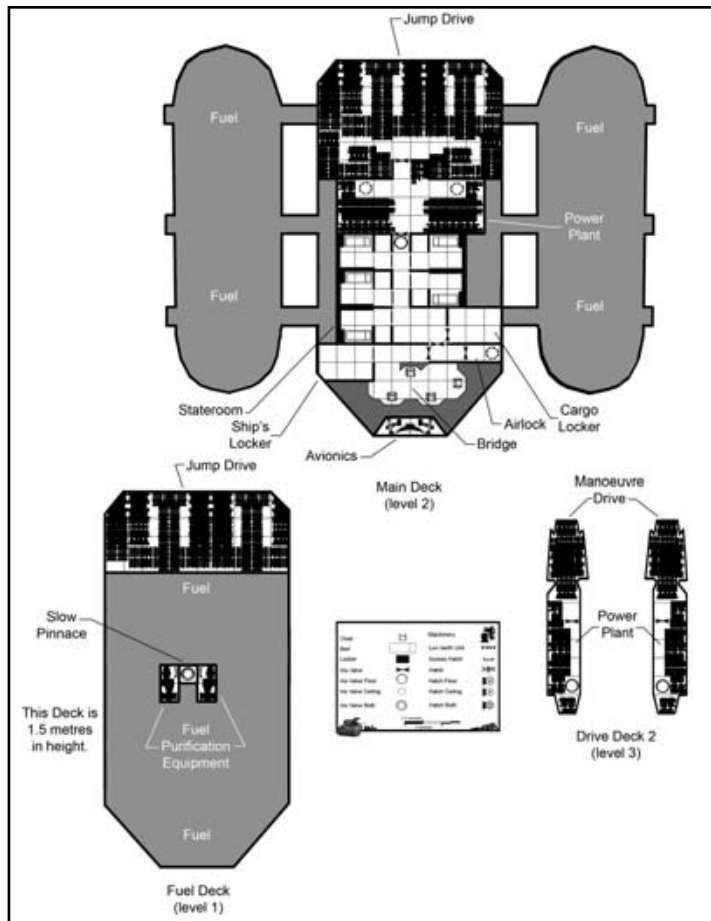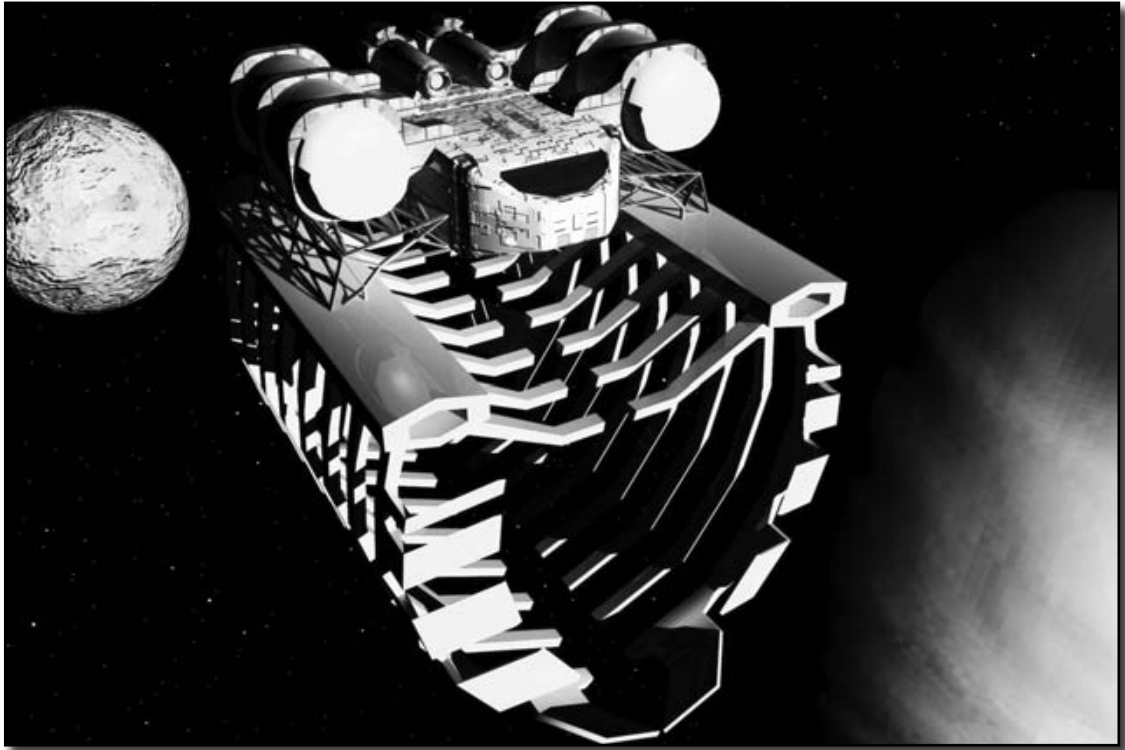
Jumpcusser (Type S)

This jumpcusser is a refit of the nigh–ubiquitous Type S scout. Two of the staterooms and the air raft are removed to increase the fuel tank space and the cargo hold. The jumpcusser can jump in, attack a ship and jump out again without stopping to refuel (note that the fuel processor has also been removed, so the jumpcusser has to use unrefined fuel or purchase refined fuel from elsewhere). A concealed triple turret mounts a pair of pulse lasers and a grapple line. The standard jumpcusser carries four crew in shared staterooms; two of the crew are armoured boarders, who climb down the grapple line to attack freighters. The other crew are the pilot/navigator and an engineer.

A cargo scoop at the prow allows the jumpcusser to pick up jettisoned cargo and salvage or to recover the armoured boarders if they are forced to make a quick escape into space.

DETAILED DESCRIPTION

Jumpcusser			Tons	Cost
Hull	100 tons	2 Hull	—	2,000,000
	Streamlined	2 Structure	—	200,000
Armour	Crystaliron	4 points	5	400,000
Jump Drive	A	Jump 2	10	10,000,000
Manoeuvre Drive	A	Thrust 2	2	4,000,000
Power Plant	A		4	8,000,000
Bridge			10	500,000
Computer	Model 1/bis	Rating 5 (10 for jump control)	—	45,000
Electronics	Advanced	+1 DM	3	2,000,000
Weapons	Hardpoint #1	Pop–up Triple Turret	2	2,000,000
		Beam Laser	—	1,000,000
		Beam Laser	—	1,000,000
		Grapple Line	—	250,000
Fuel	44 tons	Two jump–2 and 4 weeks of operation	44	—
Cargo	10 tons		10	0
2 Staterooms			8	1,000,000
0 Low Berths			—	—
Extras			—	—
	Cargo Scoop		2	500,000
Software	Manoeuvre/0	Rating 0	—	—
	Library/0	Rating 0	—	—
	Jump/2	Rating 10	—	200,000
Maintenance Cost (monthly)			—	2,482
Life Support Cost (monthly)			—	6,000
Total Tonnage & Cost			100	29,785,500

*: Including 10% discount

1. Avionics and Sensor Array
2. Bridge
3. Sensor Room
4. Staterooms
5. Common Area
6. Engineering
7. Ship's Locker
8. Turret's Manual Controls
9. Cargo Bay and Cargo Scoop
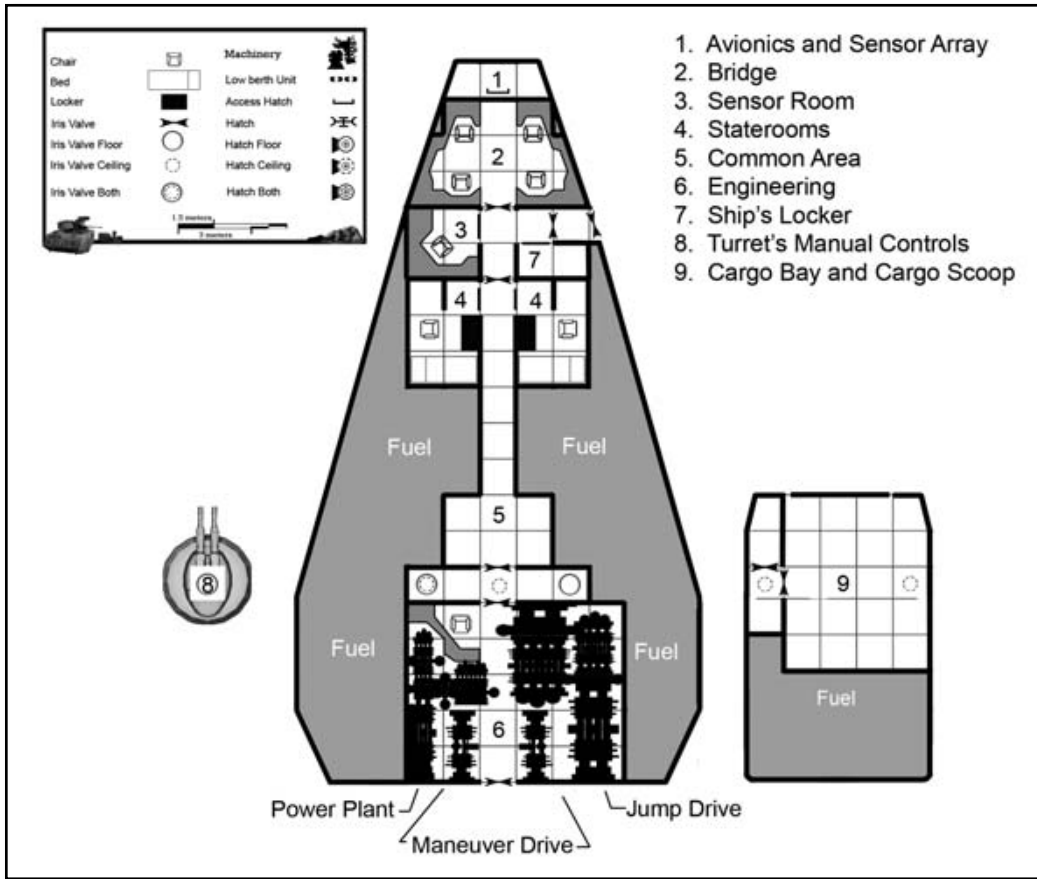
Pirate Interceptor

A small, combat–ready ship, the 200–ton interceptor has an excellent array of features for any pirate, from its grappling arm to retrieve cargo to its excellent double–jump range. It is well armed, with three beam lasers, a grappling line and a light fighter and has six staterooms allowing it to carry a full crew of six (Pilot, navigator, engineer, fighter pilot and 2 gunners) and six "marines", while the low berths can be used to hold prisoners or to survive in an emergency.

However, with only 3Gs of thrust, the interceptor has problems actually *intercepting* anything. It can chase down a sluggish trader given enough of a chase but capturing anything faster is tricky. Worse, the interceptor has less acceleration than the average patrol vessel. Using an interceptor in a high–security system is suicidal – but with a jump range of only one parsec, the interceptor lacks the range to travel to isolated systems, unless its captain risks jumping into empty space.

DETAILED DESCRIPTION

| Pirate Interceptor			Tons	Cost
Hull	200 tons	4 Hull	—	8,000,000
	Streamlined	4 Structure	—	800,000
Armour	Crystaliron	4 points	10	1,600,000
Jump Drive	A	Jump 1	10	10,000,000
Manoeuvre Drive	C	Thrust 3	5	12,000,000
Power Plant	C		10	24,000,000
Bridge			10	1,000,000
Computer	Model 3	Rating 15	—	2,000,000
Electronics	Advanced	+1 DM	3	2,000,000
Weapons	Hardpoint #1	Double Turret	1	500,000
		Beam Laser	—	1,000,000
		Grapple Line	—	250,000
	Hardpoint #2	Double Turret	1	500,000
		Beam Laser	—	1,000,000
		Beam Laser	—	1,000,000
Fuel	56 tons	Two jump–1 and 4 weeks of operation, 4 tons fighter fuel	56	—
Cargo	54 tons		54	—
6 Staterooms			24	3,000,000
6 Low Berths			3	300,000
Extras	Fuel Scoop		—	—
	Fuel Processor	20 tons per day	1	50,000
	Grappling Arm		2	1,000,000
Vehicles	Light Fighter		10	9,837,000
Software	Manoeuvre/0	Rating 0	—	—
	Library/0	Rating 0	—	—
	Jump/1	Rating 5	—	100,000
	Evade/1	Rating 10	—	1,000,000
	Fire Control/1	Rating 5	—	2,000,000
Maintenance Cost (monthly)			—	6,911
Life Support Cost (monthly)			—	18,600
Total Tonnage & Cost			200	82,937,000
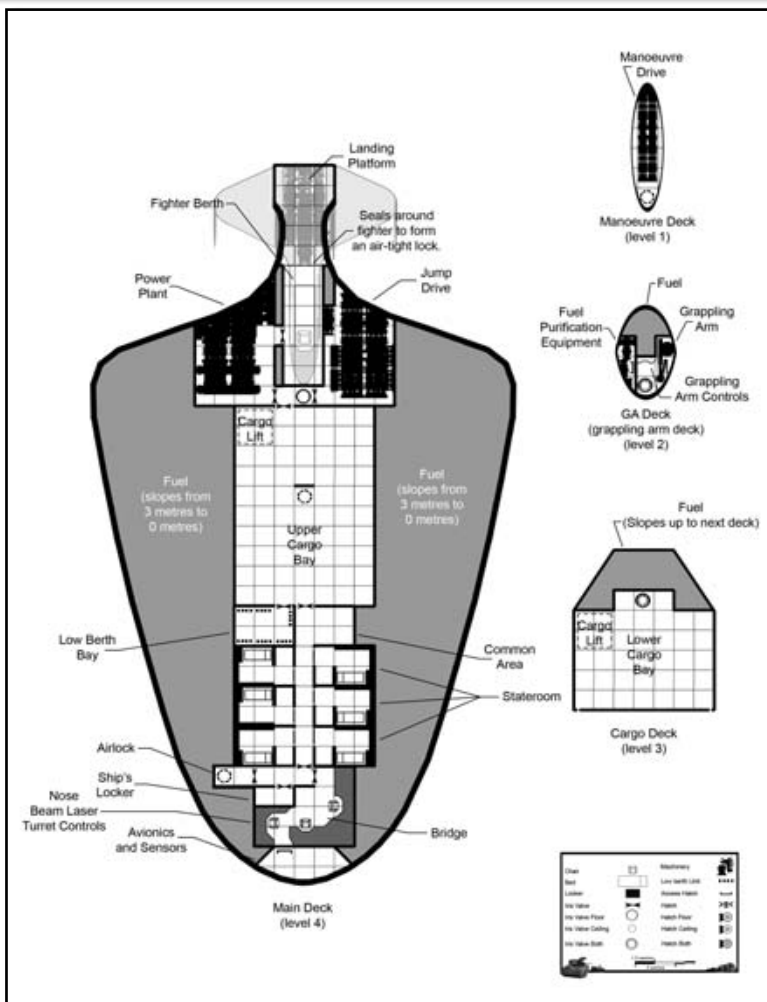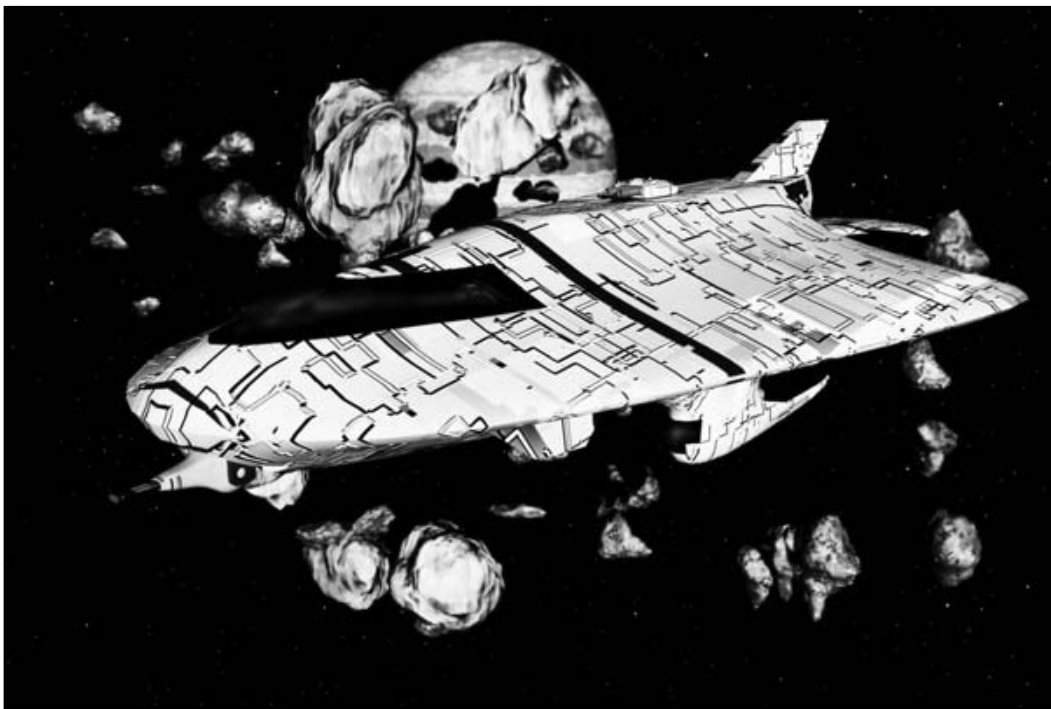
Pirate Carrier, Indigo class

The 300–ton ship is a tiny light carrier. It carries ten 10–ton fighters in docking clamps along its outer hull. These fighters, each armed with a single pulse laser, fly out and attack the target while the carrier flies along behind. The fighters blast the target to pieces and the debris is scooped up by the carrier's cargo net.

As the carrier is quite slow, it can expect to be intercepted by customs vessels. The six fighters and the carrier's own turrets can see off most customs vessels long enough for the carrier to jump. Common refits replace some of the fighters and cargo with an expanded drive section, giving the carrier a much more respectable acceleration. Drives and fuel assume that the fighters are carried in their clamps, giving a total size of 400 tons. Normal crew consists of a captain, 2 pilots, a navigator, 2 engineers, 3 gunners and 10 fighter pilots.

DETAILED DESCRIPTION

Pirate Carrier			Tons	Cost
Hull	300 tons	6 Hull	—	10,800,000
	Distri buted	6 Structure	—	—
Armour	None		—	—
Jump Drive	D	Jump 2	25	40,000,000
Manoeuvre Drive	B	Thrust 1	3	8,000,000
Power Plant	D		13	32,000,000
Bridge			20	1,500,000
Computer	Model 2	Rating 10	—	160,000
Electronics	Advanced	+1 DM	3	2,000,000
Weapons	Hardpoint #1	Triple Turret	1	1,000,000
		Pulse Laser	—	500,000
		Pulse Laser	—	500,000
		Missile Rack	—	750,000
	Hardpoint #2	Triple Turret	1	1,000,000
		Pulse Laser	—	500,000
		Pulse Laser	—	500,000
		Missile Rack	—	750,000
	Hardpoint #3	Triple Turret	1	1,000,000
		Pulse Laser	—	500,000
		Pulse Laser	—	500,000
		Missile Rack	—	750,000
Ammunition		36 missiles	3	—
Fuel	111 tons	One jump–2 and 4 weeks of operation, 15 tons fighter fuel	111	—
Cargo	51 tons		51	—
12 Staterooms			48	6,000,000
8 Low Berths			4	400,000
Extras	Fuel Processor	20 tons per day	1	50,000
	Docking Clamp x10		10	5,000,000
	Cargo Net		5	1,000,000
Vehicles	Light Fighter x10		(100 tons on docking clamps)	98,370,000
Software	Manoeuvre/0	Rating 0	—	—
	Library/0	Rating 0	—	—
	Jump/2	Rating 10	—	200,000
	Fire Control/2	Rating 10	—	4,000,000
Maintenance Cost (monthly)			—	18,144
Life Support Cost (monthly)			—	31,800
Total Tonnage & Cost			300	217,730,000

Fighters and Turret Access
(level 0)

Drive and Flight Deck
(level 1)
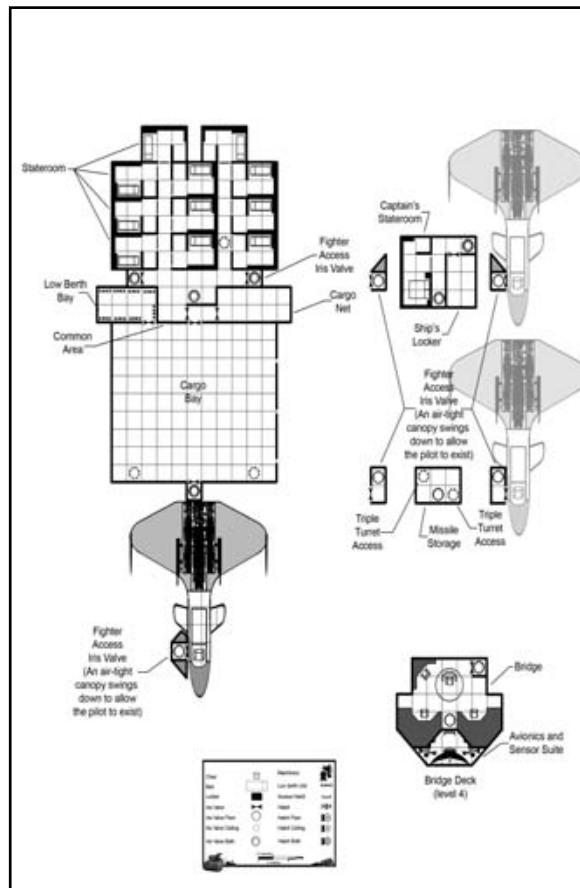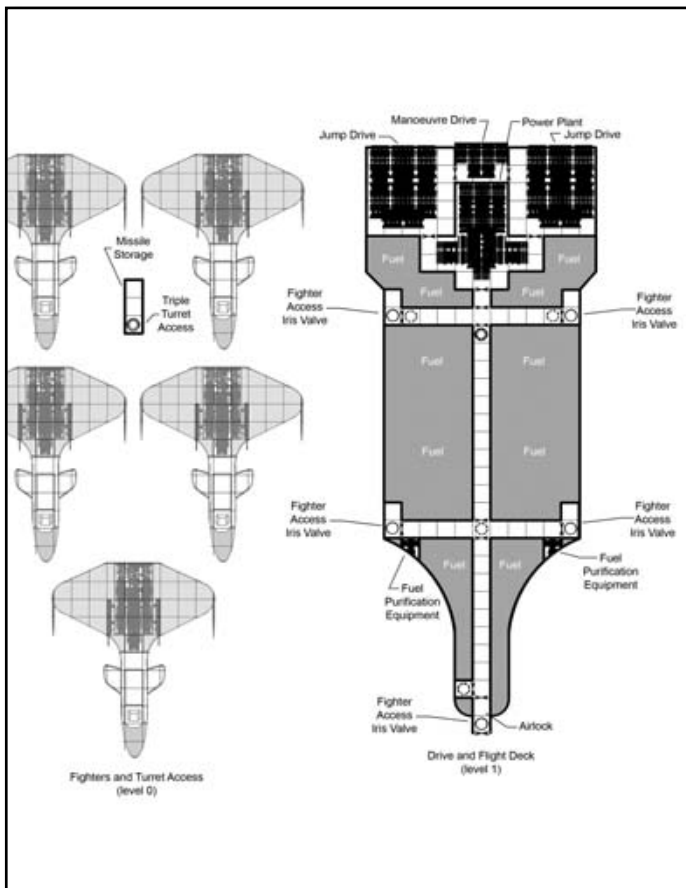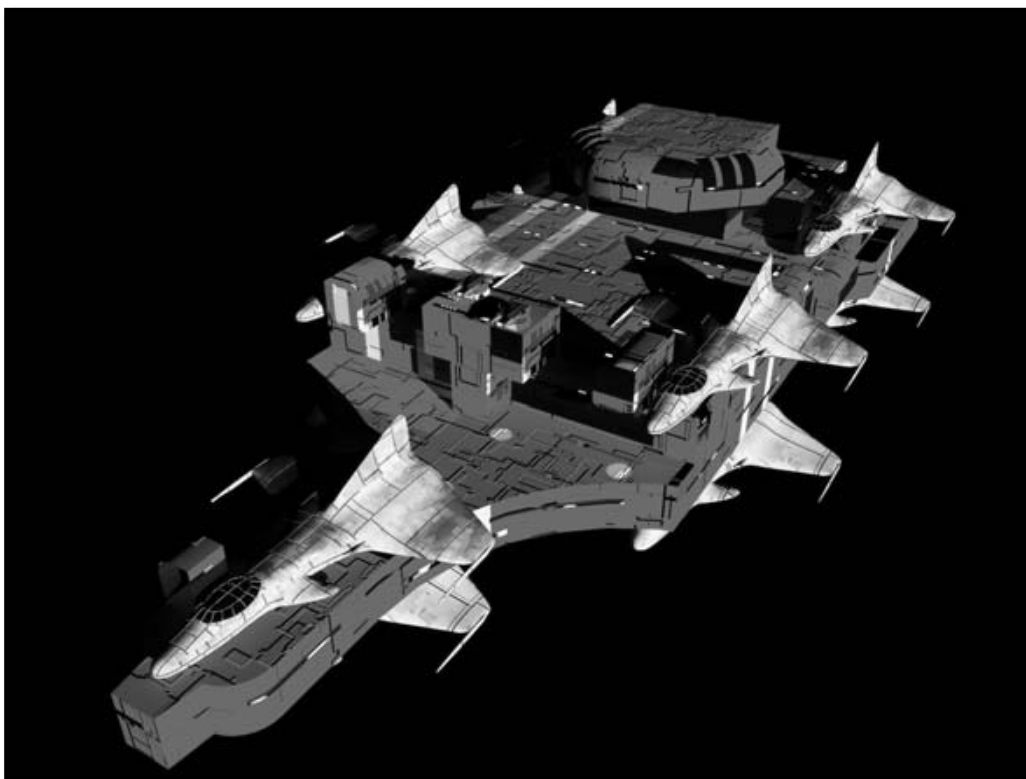
Heavy Belter, Finder class

Nicknamed the 'worm', this cylindrical ship is a flying factory. It has jump–2 range, allowing it to travel off the jump mains in search of undeveloped asteroid belts. It carries 30 tons of mining drones to chop up and process ore. The 20–ton launch is sometimes used to haul ore to a trading station but more often the miners just take it on joy rides to stave off boredom. For defence, the ship has a lone turret with twin pulse lasers; these lasers are also adapted for mining. Normal crew consists of a captain, navigator, pilot, engineer and gunner, although it is not unusual for such a ship to run with just a pilot and an engineer.

Detailed Description

Heavy Belter			Tons	Cost
Hull	300 tons	6 Hull	—	10,800,000
	Distri buted	6 Structure	—	—
Armour	None		—	—
Jump Drive	C	Jump 2	20	30,000,000
Manoeuvre Drive	B	Thrust 1	3	8,000,000
Power Plant	C		10	24,000,000
Bridge			20	1,500,000
Computer	Model 1/bis	Rating 5 (10 for jump control)	—	45,000
Electronics	Basic Civilian	–2 DM	1	50,000
Weapons	Hardpoint #1	Double Turret	1	500,000
		Pulse Laser	—	500,000
		Pulse Laser	—	500,000
Fuel	78 tons	One jump–2 and 6 weeks of operation	78	—
Cargo	94 tons		94	—
5 Staterooms			20	2,500,000
6 Low Berths			3	300,000
Extras	Mining Drones x3		30	3,000,000
Vehicles	Launch		20	13,569,000
Software	Manoeuvre/0	Rating 0	—	—
	Library/0	Rating 0	—	—
	Jump/2	Rating 10	—	200,000
Maintenance Cost (monthly)			—	7,160
Life Support Cost (monthly)			—	12,600
Total Tonnage & Cost			300	85,917,600

*: Including 10% discount
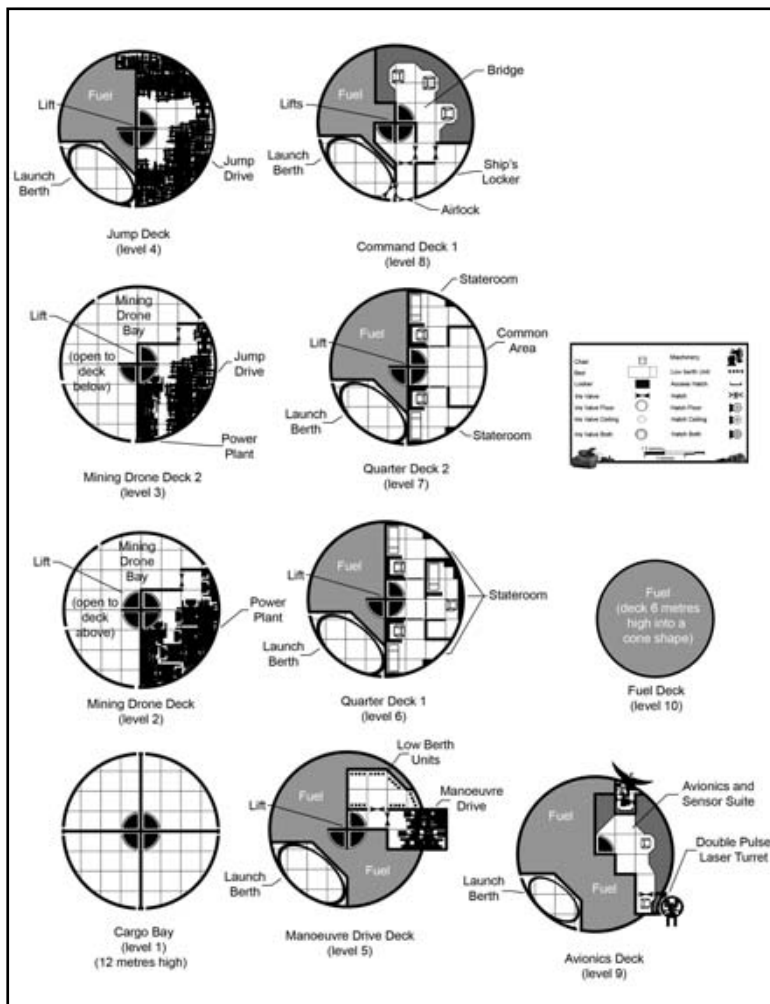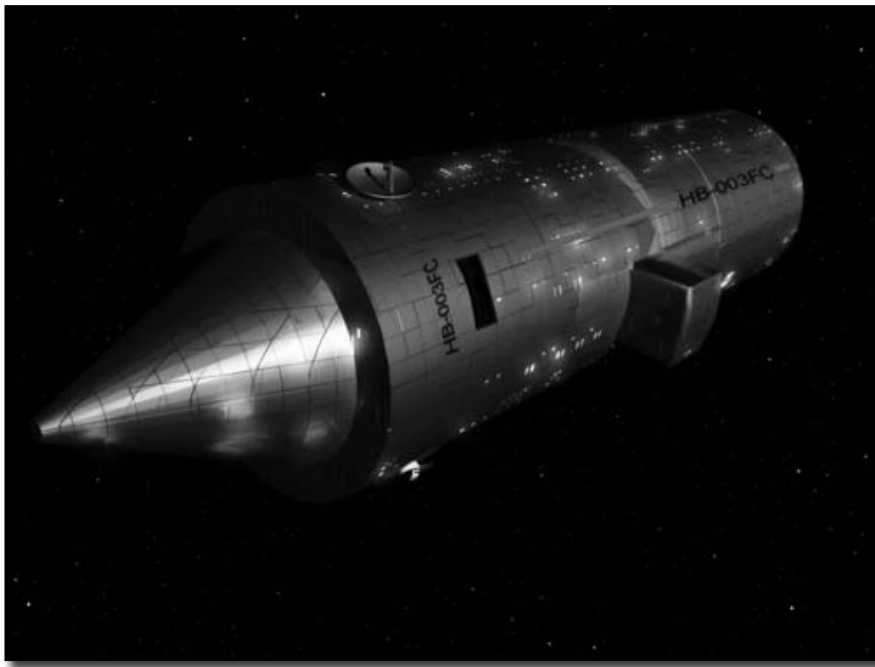
Salvage Hauler, Bug class

One of the most distinctive designs in known space, the *Bug* is easily recognised by the two grappling arms at the front of the ship. The *Bug* can rip pieces of salvage off a wrecked hulk and feed them into its 'mouth', a cargo opening at the prow. The bulbous cockpit and stinger–like turret reinforce this insectoid impression. The hauler has an excellent cargo capacity and a 2–parsec jump range, allowing it to double as a trader. In addition to the 20–ton launch, the hauler has a set of probe drones for investigating wrecked ships. Normal crew consists of a captain, pilot, navigator, engineer and gunner.

A variant of the hauler, the *Mantis*, reduces the cargo space to add armour and a larger M–Drive, making the ship more useful to adventurers.

DETAILED DESCRIPTION

| Salvage Hauler			Tons	Cost
Hull	300 tons	6 Hull	—	12,000,000
	Streamlined	6 Structure	—	1,200,000
Armour	None		—	—+
Jump Drive	C	Jump 2	20	30,000,000
Manoeuvre Drive	B	Thrust 1	3	8,000,000
Power Plant	C		10	24,000,000
Bridge			20	1,500,000
Computer	Model 1/bis	Rating 5 (10 for jump control)	—	45,000
Electronics	Basic Civilian	–2 DM	1	50,000
Weapons	Hardpoint #1	Double Turret	1	500,000
		Pulse Laser	—	500,000
		Pulse Laser	—	500,000
	Hardpoint #2	Empty	—	—
Fuel	78 tons	One jump–2 and 6 weeks of operation	78	—
Cargo	125 tons		125	—
4 Staterooms			16	2,000,000
0 Low Berths			—	—
Extras	Fuel Scoops		—	—
	Fuel Processor	20 tons per day	1	50,000
	5 Probe Drones		1	500,000
	Grappling Arm x 2		4	2,000,000
Vehicles	Launch		20	13,569,000
Software	Manoeuvre/0	Rating 0	—	—
	Library/0	Rating 0	—	—
	Jump/2	Rating 10	—	200,000
Maintenance Cost (monthly)			—	7,246
Life Support Cost (monthly)			—	8,000
Total Tonnage & Cost			300	86,952,600*

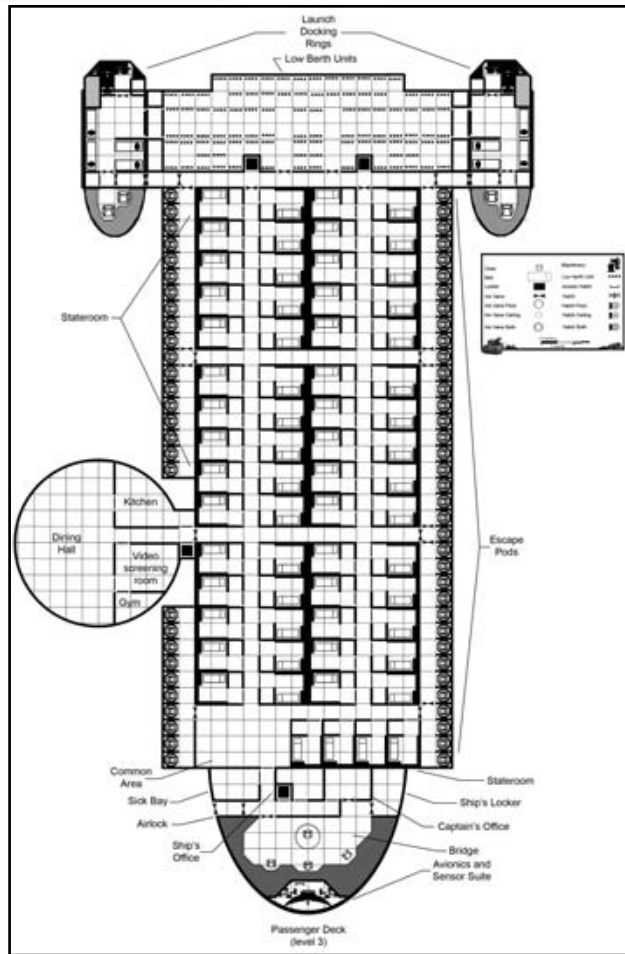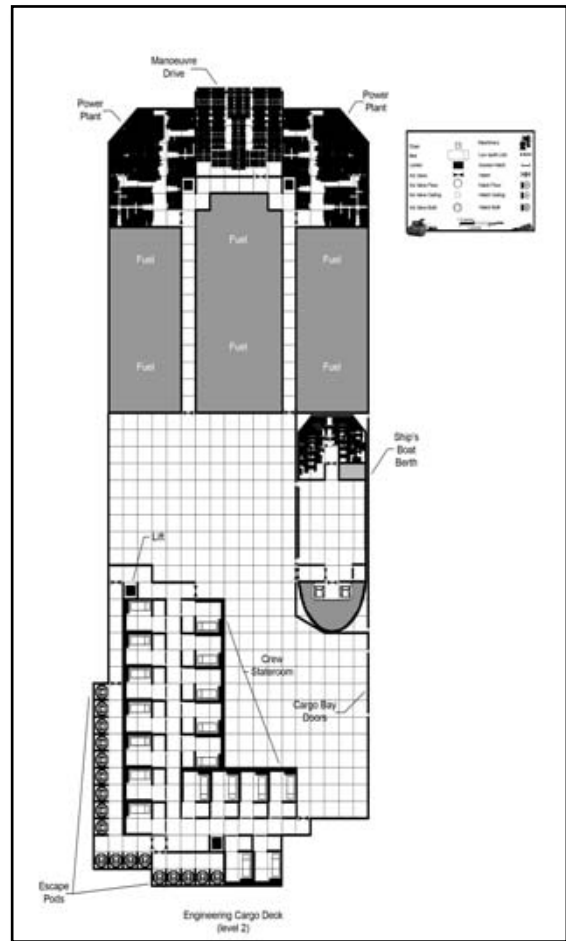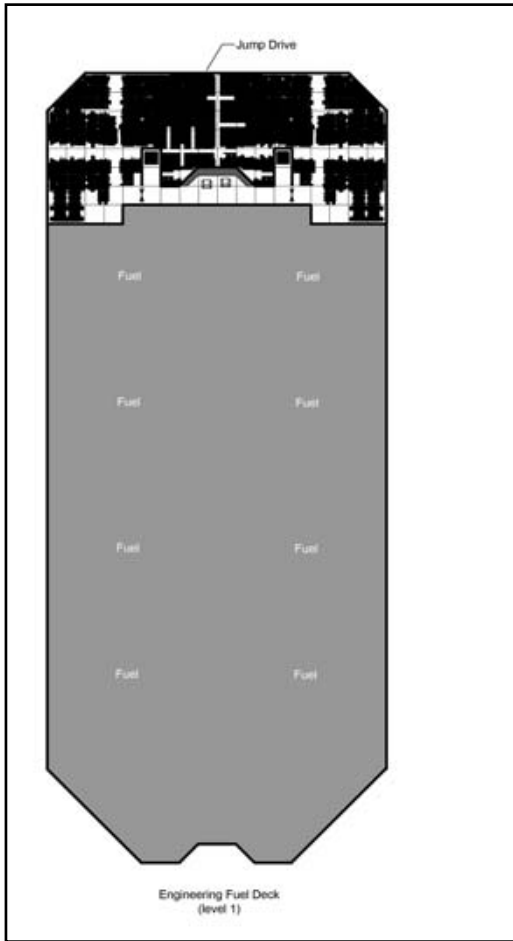*: Including 10% discount
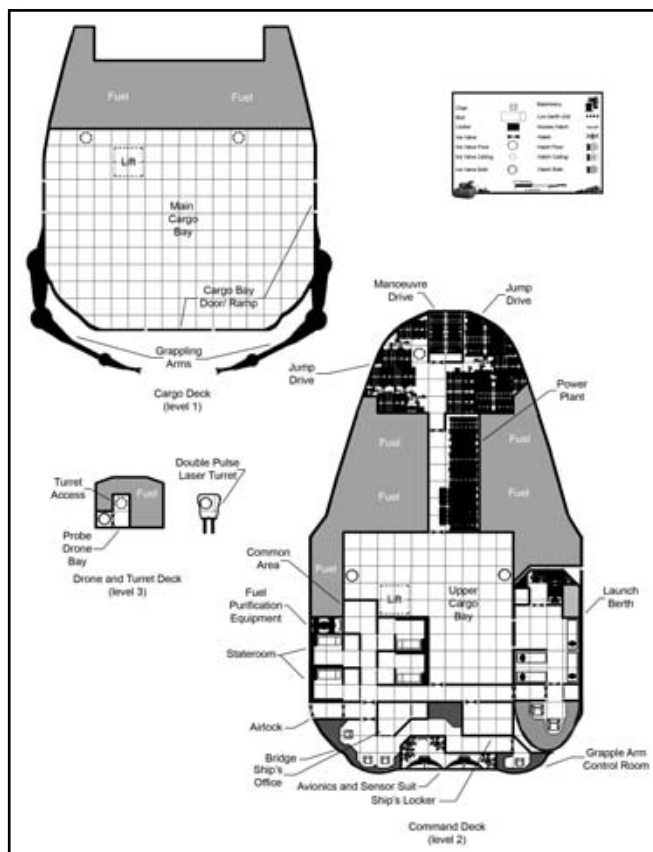
Passenger Cruiser, Genevieve class

'Cruiser' is perhaps a misnomer – this mid–sized vessel is more like a commercial airliner making short hops between worlds. It has a respectable jump–3 range, while the 2G thrust capacity reduces the travel time between arrival in the target system and debarkation (express passengers may use the ship's boat to cut the travel time down even more). A ship of this size normally has a crew of 25 (captain, 3 pilots, navigator, 3 engineers, 2 medics, 3 small craft crew and 12 stewards) and carries 64 'live' passengers. There are also 100 low berths, although these can be removed to make room for more cargo space.
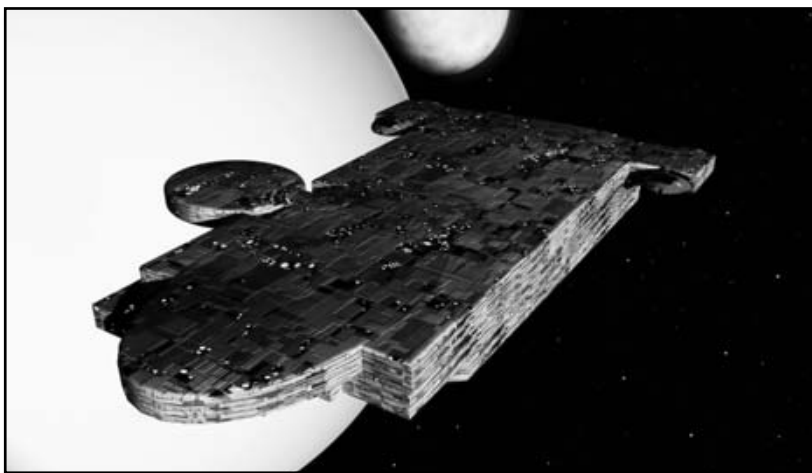
DETAILED DESCRIPTION

Passenger Cruiser			Tons	Cost
Hull	1200 tons	24 Hull	—	108,000,000
	Distri buted	24 Structure	—	—
Armour	None		—	—
Jump Drive	M	Jump 3	65	120,000,000
Manoeuvre Drive	H	Thrust 2	15	32,000,000
Power Plant	M		37	96,000,000
Bridge			40	6,000,000
Computer	Model/3	Rating 15	—	2,000,000
Electronics	Basic Civilian	–2 DM	1	50,000
Weapons	None		—	—
Fuel	408 tons	One jump–3 and 4 weeks of operation	408	—
Cargo	125 tons		125	—
82 Staterooms			328	41,000,000
100 Low Berths			50	500,000
Extras	Luxuries		20	2,000,000
	Escape Pods x 82		41	8,200,000
Vehicles	Launch x 2		40	27,138,000
	Ship's Boat		30	17,829,000
Software	Manoeuvre/0	Rating 0	—	—
	Library/0	Rating 0	—	—
	Jump/3	Rating 15	—	300,000
	Intellect	Rating 10	—	1,000,000
Maintenance Cost (monthly)			—	34,651
Life Support Cost (monthly)			—	174,000
Total Tonnage & Cost			1,200	415,813,300*

*: Including 10% discount

Engineering Fuel Deck
(level 1)

Engineering Cargo Deck
(level 2)

Passenger Deck
(level 3)

## Customs Patrol Boat, Grassnake class

The *Grassnake* is an unfortunate example of redesign–by–committee. The original concept for this 50–ton space craft was a high–speed inspector. Such a ship would have two to three crew and be equipped with missile launchers for self–defence. It would wait in high orbit until a suspicious ship was detected; it would then intercept this vessel and scan it.

However, planetary governments wanted the *Grassnake* to be capable of carrying out physical inspections. A two–man crew is too small for this task, so the cabins were converted to double occupancy. Furthermore, to save costs, the missile launchers were replaced with pulse lasers. The *Grassnake* was converted to use a smaller drive instead of that originally intended. The result is a high–speed interceptor that lacks the performance to chase down a determined target, with weapons which encourage it to stay in combat when it patently lacks the staying power to do so and a four–man crew crammed into a space designed for half as many. Some *Grassnakes* add extra fuel tanks, replacing the low berths and some of the cargo space to give it more range.

DETAILED DESCRIPTION

Customs Patrol Boat			Tons	Cost
Hull	50 tons	1 Hull	—	1,500,000
	Streamlined	1 Structure	—	150,000
Armour	Crystaliron	4 Points	2.5	300,000
Jump Drive	None		—	—
Manoeuvre Drive	sN	Thrust 5	8	16,000,000
Power Plant	sN		5.7	10,000,000
Bridge	Double cabin		6	250,000
Computer	Model/1	Rating 5	—	30,000
Electronics	Advanced	+1 DM	3	2,000,000
Weapons	Hardpoint #1	Double Turret	1	500,000
		Pulse Laser	—	500,000
		Pulse Laser	—	500,000
Fuel	5 tons	Four weeks operation	5	—
Cargo	5.8 tons		5.8	0
2 Staterooms			8	1,000,000
4 Low Berths			2	200,000
Extras	Grappling Arm		2	1,000,000
	Airlock		1	200,000
Software	Manoeuvre/0	Rating 0	—	—
	Library/0	Rating 0	—	—
Maintenance Cost (monthly)			—	2,560
Life Support Cost (monthly)			—	6,400
Total Tonnage & Cost			50	30,717,000*

*: Including 10% discount

Crew and Drive Deck
(level 1)

Command Deck
(level 2)
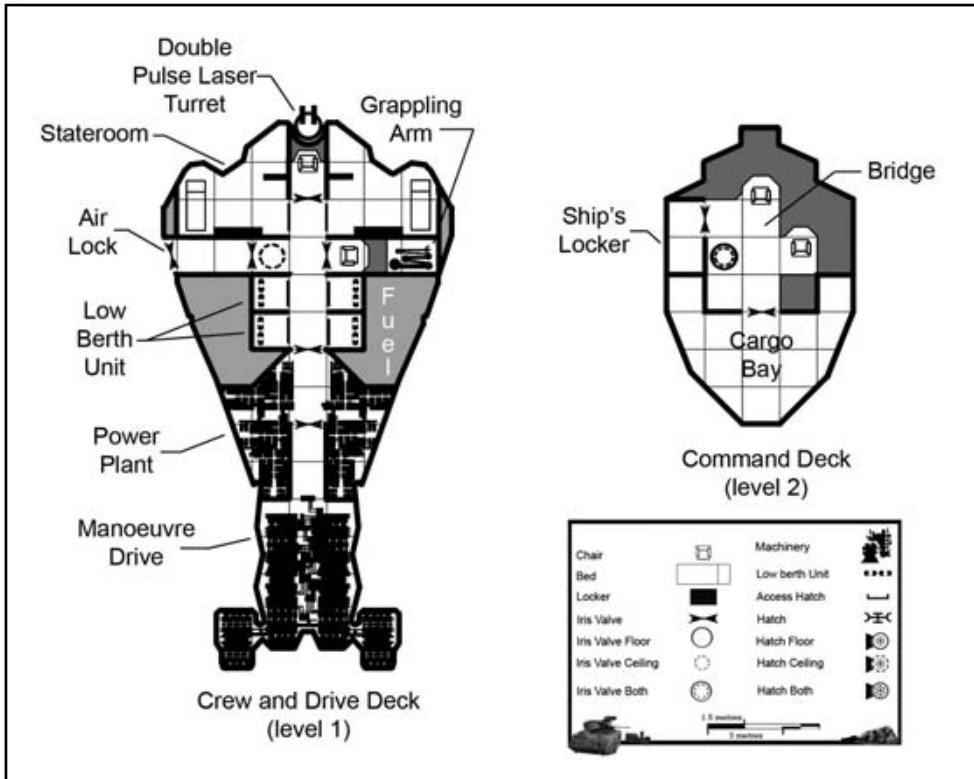
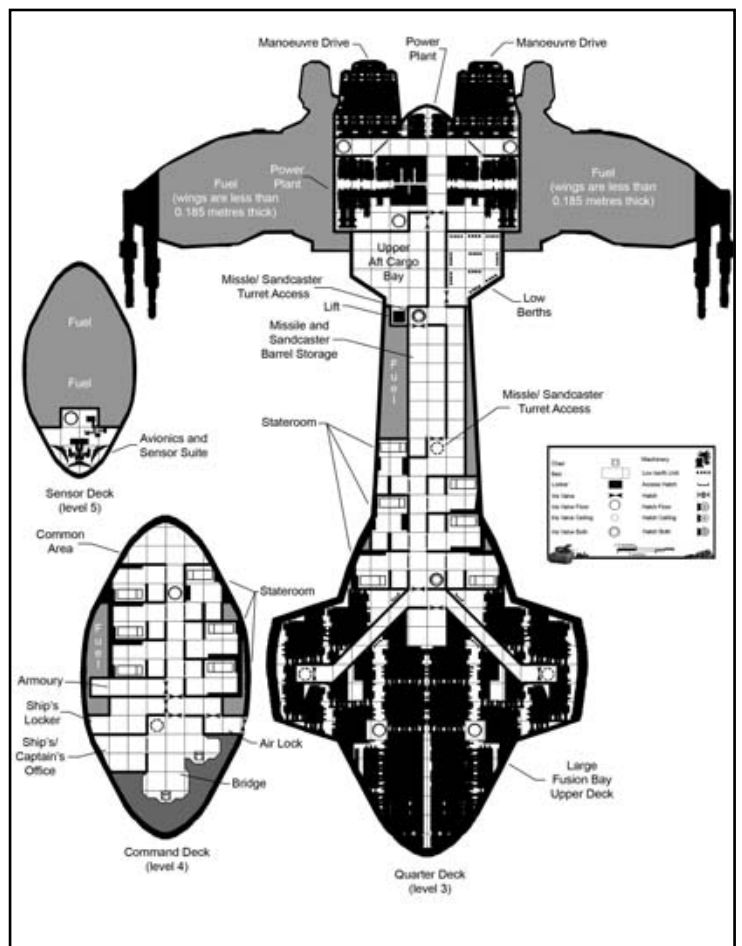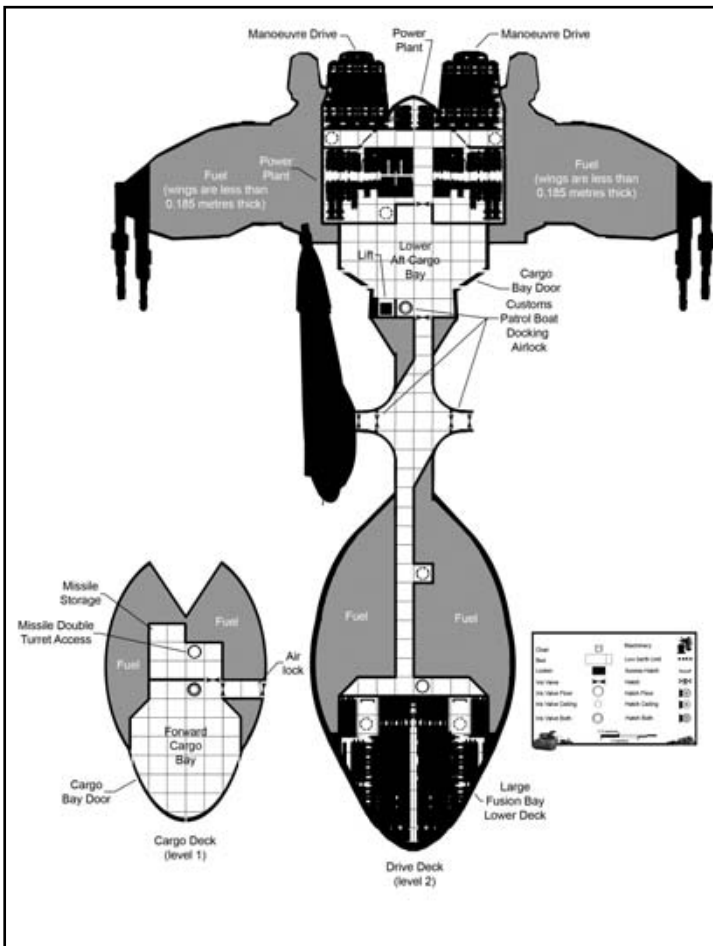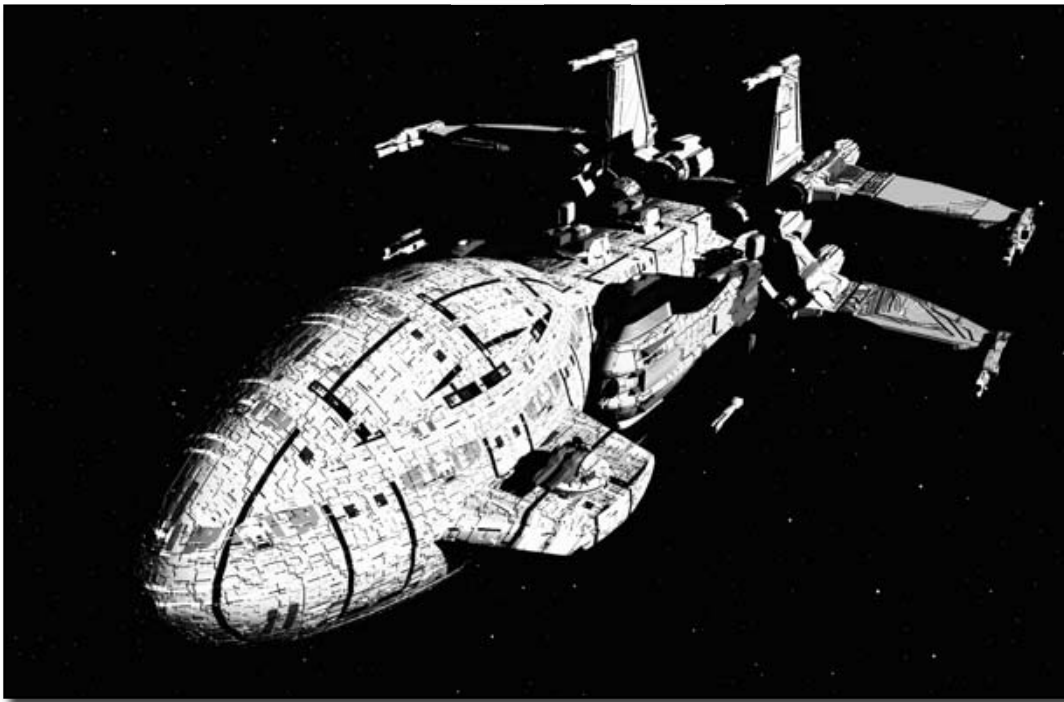## Customs Patrol Cutter, Rattler class

The *Rattler* class is a pirate's nightmare. At 600 tons, it is bigger than any pirate corsair but is faster and much more heavily armoured. The *Rattler* has the most advanced electronics money can buy, as well as plenty of cargo and stateroom space for combat marines. The *Rattler* serves as the mothership for three *Grassnake* patrol boats but has plenty of firepower of its own. Five turrets would be impressive enough but it is the massive fusion gun along the ship's spine that lifts the *Rattler* from *threatening* to *devastating*. *Rattlers* are normally seen only in rich, high–technology systems; occasionally, they are shipped to other systems to deal with a particularly dangerous piracy problem. The normal crew consists of a captain, 3 pilots, 2 engineers, 6 gunners and 10 marines.

DETAILED DESCRIPTION

Customs Patrol Cutter			Tons	Cost
Hull	600 tons	12 Hull	—	48,000,000
		12 Structure	—	—
Armour	Crystaliron	8 Points	60	19,200,000
No Jump Drive			—	—
Manoeuvre Drive	Q	Thrust 5	29	60,000,000
Power Plant	Q		46	120,000,000
Bridge			20	3,000,000
Computer	Model/3	Rating 15	—	2,000,000
Electronics	Very Advanced	+2DM	5	4,000,000
Weapons	Hardpoint #1	Large Fusion Bay	100	16,000,000
	Hardpoint #2	Double Turret	1	500,000
		Beam Laser	—	1,000,000
		Beam Laser	—	1,000,000
	Hardpoint #3	Double Turret	1	500,000
		Beam Laser	—	1,000,000
		Beam Laser	—	1,000,000
	Hardpoint #4	Double Turret	1	500,000
		Sandcaster	—	250,000
		Missile Rack	—	750,000
	Hardpoint #5	Double Turret	1	500,000
		Sandcaster	—	250,000
		Missile Rack	—	750,000
	Hardpoint #6	Double Turret	1	500,000
		Missile Rack	—	750,000
		Missile Rack	—	750,000
Ammunition		120 Missiles	10	—
		60 Sandcaster Barrels	3	—
Fuel	75 tons	4 weeks operation plus patrol boat fuel	75	—
Cargo	42 tons		42	—
12 Staterooms			48	6,000,000
10 Low Berths			5	500,000
Extras	Armoury		2	500,000
Vehicles	Customs Patrol Boat x3		150	92,151,000
Software	Manoeuvre/0	Rating 0	—	—
	Library/0	Rating 0	—	—
	Fire Control/3	Rating 15	—	6,000,000
	Evade/1	Rating 10	—	1,000,000
Maintenance Cost (monthly)			—	29,126
Life Support Cost (monthly)			—	34,000
Total Tonnage & Cost			600	349,515,900*

*: Including 10% discount

Cargo Deck (level 1)

Drive Deck (level 2)

Sensor Deck (level 5)

Command Deck (level 4)

Quarter Deck (level 3)

Q–Ship

A Q–ship is a merchant vessel refitted with weapons to entrap pirates and this particular model is a very nasty surprise for any corsair. It is based on the Type R 'fat trader' hull, a particular tempting target for pirates. The basic Type R is slow, unarmoured, lightly armed and full of rich cargo and from the outside, the Type RQ looks identical to its parent.

In combat, the differences become immediately apparent. The 'cargo hold' actually contains four 10–ton fighters, concealed by thin metal panels that are jettisoned. The ship is protected by 40 tons of crystaliron armour. Advanced sensors and computers let the crew track and eliminate pirate threats, while four concealed triple turrets give the Q–ship a devastating punch and with a large complement of marines it can quickly overwhelm any pirate vessel it can attach its breaching tube to. Normal crew consists of a captain, 3 pilots, navigator, 2 engineers, 4 gunners, 4 small craft crew and 16 marines.
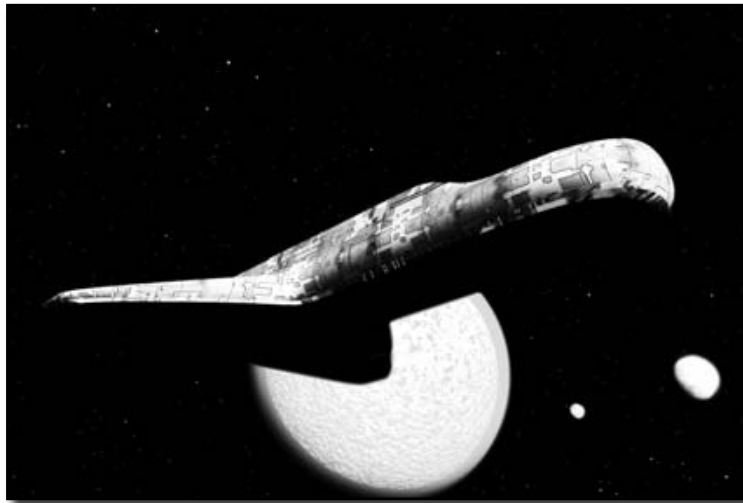
DETAILED DESCRIPTION

Q–Ship			Tons	Cost
Hull	400 tons	8 Hull	—	16,000,000
	Streamlined	8 Structure	—	1,600,000
Armour	Crystaliron	8 Points	40	6,400,000
Jump Drive	B	Jump 1	15	20,000,000
Manoeuvre Drive	H	Thrust 4	15	32,000,000
Power Plant	H		25	64,000,000
Bridge			20	2,000,000
Computer	Model/4	Rating 20	—	5,000,000
Electronics	Very Advanced		5	4,000,000
Weapons	Hardpoint #1	Pop–Up Triple Turret	2	2,000,000
		Pulse Laser	—	500,000
		Pulse Laser	—	500,000
		Pulse Laser	—	500,000
	Hardpoint #2	Pop–Up Triple Turret	2	2,000,000
		Pulse Laser	—	500,000
		Pulse Laser	—	500,000
		Grapple Line	—	250,000
	Hardpoint #3	Pop–Up Triple Turret	2	2,000,000
		Pulse Laser	—	500,000
		Pulse Laser	—	500,000
		Grapple Line	—	250,000
	Hardpoint #4	Pop–Up Triple Turret	2	2,000,000
		Pulse Laser	—	500,000
		Pulse Laser	—	500,000
		Grapple Line	—	250,000
Fuel	75 tons	One Jump–1, 4 weeks operation plus fighter fuel	75	—
Cargo	75 tons		75	—
16 Staterooms			64	8,000,000
20 Low Berths			10	1,000,000
Extras	Armoury x 2		4	1,000,000
	Breaching Tube		3	3,000,000
	Fuel Scoop		—	—

	Fuel Processor	20 tons per day	1	50,000
Vehicles	Fighter x4		40	39,348,000
Software	Library/0	Rating 0	–	–
	Jump/1	Rating 5	–	100,000
	Fire Control/4	Rating 20	–	8,000,000
	Evade/2	Rating 15	–	2,000,000
Maintenance Cost (monthly)			–	17,006
Life Support Cost (monthly)			–	49,000
Total Tonnage & Cost			400	204,073,200*

*: Including 10% discount

10 dton light fighter (first fighter exits through the bottom second fighter in cradle above first and exits forward)

Fighter's wings on fold after launch

Fuel Purification Unit

Jump Drive

Power Plant

Cargo Bay

Lift

Lift

Manoeuvre Drive

Drive and Flight Deck
(level 1)

10 dton light fighter (First fighter exits forward. Second fighter in cradle above first and exits out the top.)

Fighter's wings on fold after launch

Storage Locker

Extendable Breaching Tube Area

Cargo Bay

Armoury

Pop-up Triple Turret (double Pulse Laser and one Grappling Line)

Pop-up Triple Turret (double Pulse Laser and one Grappling Line)

Armoury/ Weapons Locker

Lift

Common Area

Stateroom

Crew and Flight Deck
(level 2)

Avionics and Sensor Suite

Bridge

Pop-up Triple Pulse Laser Turret

Pop-up Triple Pulse Laser Turret

Airlock

Ship's Locker

Stateroom

Lift

Low Berth Units

Command Deck
(level 3)

Belt Mining

A full discussion of belt mining, including a full adventure and the Belter career, may be found in *Adventure 1: Beltstrike!* For those without access to that book, this chapter provides a brief overview of asteroid mining.

The types of asteroids commonly found in a typical belt vary considerably but tend to fall into four classes: Silicates (S class), Metals (M class), Carbonaceous (C class) and Iceballs (I class). S–class asteroids contain no useful materials but the other three may be worth exploiting.

Asteroid Zones

There are several locations in a typical solar system where asteroids are clustered.

N Zone: The inner belt. This band contains predominately M class planetoids and debris, usually with a high concentration of nickel–iron, hence the N designation. The N zone occurs roughly 1.25 times the star's optimum zone for supporting life – so, in the case of our own solar system, the N zone of Sol's asteroid belt occurs 187 million kilometres from the sun.

M Zone: The mid belt. A zone of transition between the N and C zones, here the asteroids and planetoids are a mixture of M class and C class. The M zone is located between 1.25 and 1.5 times the distance of the optimum zone for supporting life.

C Zone: The outer belt. C class asteroids and planetoids predominate; figure on 90% of the material being carbonaceous. The C zone is greater than 1.5 times the distance of the optimum zone for supporting life.

Trojan Clusters: These are asteroid clusters found in the Trojan points of gas giants, if present in a star system. Trojan points are empty points of space that exert their own gravitational influence due to the gravitational forces of two larger celestial bodies – such as a gas giant and its parent star. An object in a Trojan point remains in place as long as no other force is brought to bear. Trojan points are remarkably stable points in a solar system and tend to collect C class asteroids and planetoids. These are found in the same orbit as the gas giant but 60–degrees ahead of and behind the planet.

Planetary Rings: The rings of gas giants or other large bodies.

Searching for Asteroids

Searching for suitable asteroids is a long and laborious process. The belt miner cruises on a long orbit that intersects with one of the belt zones, scanning for asteroids that are worth mining.

A belter with a good Sensors skill or advanced sensors may be slightly quicker at finding a potential mine site but this phase often comes down to luck and patience, not skill.

Determine Asteroid Type

Once a potentially exploitable asteroid has been discovered, the Referee should roll secretly on the Composition and Resource Presence tables to determine what exactly is in the asteroid. Firstly, cross–reference the location with the Composition roll to determine the type of asteroid; next, consult the Resource Presence table to determine the target values for each resource.

Roll 2d6	N–Zone	M–Zone	C–Zone or Trojan Point	Planetary Rings
2	C	C	M	C
3	C	M	I	C
4	M	I	C	C
5	M	C	C	I
6	M	C	C	I
7	M	C	C	I
8	M	C	C	I
9	M	C	C	I
10	M	M	C	I
11	M	M	I	M
12	I	M	M	M

C: Carbonaceous
I: Ice
M: Metals

RESOURCE PRESENCE TABLE

	Carbonaceous	Metal	Ice
Crystalline	8+	10+	9+
Dense Materials	12+	9+	–
Radioactives	12+	11+	–
Exotics	10+	10+	11+

C = Crystalline materials (including ice).
D = Dense materials (including metals). Apply +1 DM to the Resource Yield Roll.
R = Radioactives (Plutonium, uranium, iridium and so on).
E = Exotics; this can be anything from rare minerals or crystals to organic material to a wrecked spacecraft – or an ambush by pirates. On average, Exotics have a +2 DM when rolling for the Resource Yield.

Asteroid Size and Yield

Roll 2D twice: once for the object's size and again for the object's Resource Yield. The Resource Yield indicates the percentage of the object's mass that has been determined in the Resource Presence Table. Remember to apply any DMs for Dense materials or Exotics.

Roll 2d6	Size/Extent (tons)	Survey Time (6–hour watches)	Object Radius	Resource Yield
2	1	0	–	1D%
3	10	1	–	2D%
4	100	1	–	3D%
5	1,000	2	–	4D%
6	10,000	3	–	4D%
7	1,000,000	3	–	4D%
8	Small Planetoid	4	2D x100 metres	4D%
9	Small Planetoid	5	2D+1 x100 metres	10+6D%
10	Small Planetoid	5	2D+2 x100 metres	20+6D%
11	Large Planetoid	10	2D–1 kilometres	30+6D%
12	Large Planetoid	10	2D kilometres	60+6D%

Mining Asteroids

Belters use a variety of tools, from manual mining using hand–held lasers to remotely operated mining drones to huge mining platform ships that swallow whole asteroids and tear them apart. The amount of ore produced in a six–hour watch varies depending on the tools used.

Method	Ore Per 6–hour work shift
Manual	2–3 tons
Mining Drone, TL11	1d6+3 tons
Mining Drone, TL13	1d6+6 tons
Mining Drone, TL15	1d6+9 tons
Mining Platform	200+ tons

Once the ore has been extracted from an asteroid, it can be sold using the normal trade rules.

COMMODITY PRICES TABLE

Type	Base Value (Cr/ton	Sale DMs
Crystals	20,000	Industrial +3 Rich +2
Dense Metals	50,000	Industrial +2 Rich +3 High Tech +1
Radioactives	1,000,000	Industrial +3 High Tech +1 Non–Industrial –2 Agricultural –3

BELTER LIFE

A high–technology, high–population world has a voracious appetite for raw materials, especially rare metals. Belt mining is a vital part of the economy of many worlds and so is controlled by corporations and syndicates. Independent belters exist on the fringes of this industry; they work the regions that are too isolated or too poor for a corporation to make a profit on or they work as prospectors, selling the location of valuable rocks to the corporate machines instead of trying to develop the claim themselves.

The belt region is too big to be effectively patrolled by the authorities, so even in highly populated and civilised systems, the average belter has to be ready to take the law into his own hands (or, more likely, lasers). Pirates, claim jumpers and long–running blood feuds are common and corporate mining concerns regularly employ private security forces.

Of course, a belter has a much bigger chance of dying because of a mining accident or blown airlock seal than because of violence. Belters spend hundreds of hours in tiny metal bubbles, tens of millions of kilometres from the nearest world, separated from the endless vacuum by only a few centimetres of metal. Between these long lonely sojourns in the belt, the miners congregate in settlements cut out of larger planetoids. If the belt is the Wild West, then these planetoids are one–horse towns with saloons, whorehouses and blacksmiths. They are also railroad towns; rather than flying to the starport with a load of ore, the independent belter sells his ore to a trader with a large cargo ship, who then heads planetwards with a full cargo load. A belter might set foot on an actual planet only once or twice every five years.

Belter Clans

By nature, belters are a hardy, independent breed who are willing to endure long periods of isolation and commonly associate only with other belters. In many systems, belt mining quickly becomes a culture; belters form into clans and mining ships are handed down from parent to child. (The fact that the average belter spends vastly more time in zero–gravity and is exposed to much more radiation than a planet–dweller and the commensurate effects on physical development and reproduction hasten this cultural bifurcation.) These belter clans can be major players in the economy of a system, thanks to their influence over belt mining. A clan may only have a fraction of the production capacity of a mining corporation but the lifelong belters know the asteroid fields better and can attack shipping with relative impunity, unless the planetary government is willing to search every asteroid in the system for hidden bases.

Mining Outsystem

With the development of jump travel, new asteroid belts open up for development. Many belters use jump–capable mining ships; they stay a few jumps ahead of the mining corporations, staking claims on valuable sites and selling the locations. Some miner clans are nomadic, crossing the galaxy in search of virgin systems. Others have become corporations themselves, with their own mining barges and cargo ships. Still, the universal concept of the belter is that of a slightly crazed lone miner, who knows the rocks and the control panel of his Seeker better than he knows the back of his own hand.

Belters in Play

The life of a belter is rarely suitable for *Traveller* campaigns, although a group of wandering ex–belters with a few mining drones could make some extra cash on the side through asteroid mining. However, an ex–belter is still a part of the belter community and so can visit the belt settlements. These isolated planetoids often have excellent ship repair facilities and skilled mechanics, as well as weapons dealers, criminal contacts or places to hide.

ODD JOBS

There are some jobs that every traveller does at one time or another. Transporting freight from one world to another, mercenaries for hire, bodyguards or tour guides for a bored noble, searching for a lost ship; hang around any starport bar long enough and some shadowy patron will offer you one of the usual *Traveller* jobs.

Then there are the odd jobs. The jobs you do when you are desperate for enough credits to get offworld, the jobs you do when you can not find anything else. The jobs you never talk of again. This chapter is all about *those* jobs.

Each odd job is described according to the following template.
Job Number and Title: Jobs are numbered from 11 to 66, so the Referee can roll d66 to find a random odd job. Jobs 11–26 are associated with starports or space travel; jobs 31–46 are industrial or rural and jobs 51–66 are just *strange.*
Skills Required: What skills are required to complete the job with the least difficulty. The characters do not necessarily have to have these skills but they will be useful.
Patron: Who the patron is.
Description: What the job entails.
Reward: The credit reward for the job, per Player Character.
Complications: A list of six optional complications to turn an odd job into an adventure.

11. Salvage Team

Skills Required: Zero–G, Mechanic, Vacc Suit
Patron: Grendel Thorn, Scrapper
Description: The wreck of an old 800–ton freighter, the *Mirabel*, is in orbit. The jump drives and other key components have already been stripped but there are still thousands of kilometres of fibre–optic cabling, superconductive power cables, jump gridding, computer terminals and other salvageable parts. The ship lacks life support, gravity and power; here is a vacc suit and a crowbar, salvage what you can. Oh, the ship will hit the atmosphere and start burning up in a few weeks.
Reward: Cr. 500/week.
Complications: The *Mirabel* has a secret…
1. The *Mirabel* was a former smuggler ship and there is still valuable cargo hidden in a concealed compartment. A band of smugglers knows this and intends to retrieve the cargo.
2. The *Mirabel*'s jump drives were not removed and a random fluke in the ship's decaying power plant causes it to misjump with the salvage team on board.
3. One of the *Mirabel's* crew is still stowing away on board the wrecked ship. He is looking for some hidden treasure on board,

such as a jump map to a rich asteroid belt or treasure cache. He is the ghost on board the ship.
4. There is a literal ghost on board – the psychic echo of a former crewman who was killed by pirates. Psionic characters may be influenced by this echo.
5. The *Mirabel* is not quite as badly wrecked as it first appears and has not been as thoroughly stripped as Thorn believes; patch the holes in the hull, fix the fried computer and fill up the hydrogen tanks and you might be able to fly her again. Do the characters want to try stealing the wreck?
6. Grendel Thorn made a slight miscalculation when he plotted the *Mirabel's* orbit. The ship hits the atmosphere and begins re–entry with the characters on board…

12. Concession Stand

Skills Required: Broker, Persuade, Streetwise
Patron: Alecca Broom, Trader
Description: Alecca has a 50–year lease on a booth in the starport's main concourse, which she sublets to other traders. Unfortunately, the last trader she rented the booth to was arrested for fraud and one of the obscure clauses in her lease states that the booth has to be occupied for at least 95% of the year. She needs a business – *any* business – to occupy the booth for a few weeks while she finds a real tenant.
Reward: Whatever profit the character's make, plus Cr. 100/ week.
Complications:
1. One of the other traders in the starport covets Broom's lease and will sabotage whatever business the characters come up with.
2. There is a remarkably annoying and officious health inspector at the starport named Steanus Chwat, who will poke his nose into whatever the characters are doing.
3. Broom is actually running a front for an organised crime syndicate; whatever the characters' business is, it will be visited by shady characters and smuggled goods.
4. It is a front for an organised crime syndicate all right but Broom had no idea what was going on. The previous tenant had the connections to organised crime. The syndicate contacts the characters – their contacts from offworld know to come to this booth at the starport, so they need the characters to play along.
5. The starport is attacked by terrorists, protesting against some Imperial or government policy.
6. The business is too successful and promises to make the characters a lot of money but Broom has already found another tenant to take over the booth. What do the characters do?

13. Starport Security

Skills Required: Melee, Investigate, Recon
Patron: Varo Moll, Starport Security Chief
Description: The characters will patrol the starport, looking for trouble. Their duties include dealing with rowdy drunks in the starport bar, watching for pickpockets and petty thieves, patrolling the edge of the port district and hangars and generally keeping order.
Reward: Cr. 750/week.
Complications:
1. A gang of thieves intends to steal a ship from the starport hangars. The thieves' plan is to cut through the starport fence, start a fire near the hydrogen storage tanks and then break into the hangar while the guards are distracted by the blaze.
2. Weapons are banned in the starport bar for everyone – including security guards but there is a brawl involving a Vargr. Everyone else in the brawl is using fists and chairs; the Vargr's got lethal teeth and claws.
3. A local religious or political group starts protesting just outside the starport, complaining about the influence of offworlders. The planetary government supports their right to protest but the starport wants them gone. How do the characters deal with this?
4. A starship carrying refugees from a war–torn world arrives. The starport authorities need the characters to keep order until they can process their applications for sanctuary. How do the characters deal with hundreds of terrified, sick and starving people?
5. A scoutship arrives in orbit and is brought to the starport. The lone scout on board is in a coma; something poisoned him and he obviously barely escaped with his life. What if that same danger is now loose on the starport?
6. A smuggler band is using the starport to fence goods. They offer to cut the characters in on the action if they 'overlook' a few shipments.

14. Vermin Control

Skills Required: Animals, Sensors, Melee
Patron: Captain Rorik, Freighter Captain
Description: Some species of vermin thrive on spacecraft. Even a 100–ton scout has hundreds of miles of corridors, access tubes, pipes, cargo spaces and other places for vermin to hide. Rats and other vermin pose a problem to a ship – they can damage cargo and supplies but worse, they *breathe*, putting extra stress on the life support systems. The vermin must be removed. Chemical sprays are not always effective – a tramp trader from a distant system might carry a weird alien vermin that is immune to conventional poisons. Sometimes, the only way to get rid of the bugs is to hunt them down.
Reward: Cr. 250/day.
Complications:
1. The vermin are hunting spiders the size of a man's hand. They are also poisonous, with fangs that can punch through a vacc suit.

2. The vermin are a colony of insects that breed at prodigious rates. There is a nest containing hundreds of thousands of bugs somewhere on the ship…
3. The vermin are carrying a dangerous disease. If the characters are infected, they will have to be quarantined.
4. The vermin are actually the ship's cargo – they were intended as pets but they have escaped. The characters need to hunt down the cute fuzzy–wuzzy things without killing them.
5. The vermin are actually sentient; they have a hive mind. The vermin wandered onto the ship without understanding what they were doing and are terrified.
6. There are no vermin on the ship – there is actually a stowaway on board.

15. Alien Hosts

Skills Required: Diplomat, Steward, Social Science
Patron: Starport Administrator Olin Ward
Description: A trade route opened up recently between the Imperium and an alien polity. The starport is expecting a flood of alien visitors, many of whom will not be familiar with human customs and beliefs. The characters look trustworthy – can they keep the alien visitors out of trouble?
Reward: Cr. 400/week.
Complications:
1. The alien visitors are honour–bound warriors who take offence easily. Unless the characters intercede, the starport will be littered with corpses hacked apart in honour duels.
2. The alien visitors have trouble distinguishing between one human and another. *You all look the same to us.*
3. The visitors are actually scouting the starport's defences for an invasion.
4. The aliens are all telepathic and find human emotions painful and wildly uncontrolled.
5. One of the aliens wishes to defect and needs help escaping from his companions and minders.
6. The aliens are being stalked by an assassin, an agent of a faction opposed to further contact with humans.

16. Customs Inspectors

Skills Required: Investigate, Sensors, Recon
Patron: Customs Officer Cabreac
Description: The starport is seeing a marked increase in traffic and the existing customs officials cannot cope with the number of ships coming through. The characters will be employed to search ships for concealed cargo spaces and contraband goods. Officially, they are supposed to call in the actual bonded customs agents whenever a problem arises.
Reward: Cr. 700/week.
Complications:
1. A smuggler tries to bribe the characters, offering them Cr. 5,000 if they report that his ship is clean.
2. As above but it is actually a test by Cabreac, to see if the characters are honest.

3. While the characters are on board a ship, they discover that the captain has left the security system offline. The characters could steal the ship with ease…

4. An organised crime syndicate targets one of the characters' Contacts, Allies or family members, planning to kidnap the target and use him as leverage to force the characters to let contraband through.

5. A freighter captain panics and jettisons his cargo in orbit while the characters are on board. Hundreds of tons of freight are now plummeting into the atmosphere. What do the characters do?

6. In the course of an inspection, the characters find something unusual on board – not illegal but very unusual or suspicious.

21. Low Berth Medtechs

Skills Required: Medic, Persuade, Engineering (life support)
Patron: Starport Administrator Theyd Alin
Description: When a big transport ship comes through, it brings hundreds of deep–frozen passengers in low berths. A medic is needed to revive these passengers safely but the starport's medical staff are severely overworked. In addition to medics, technicians are needed to fix failing low berths and counsellors to calm disturbed or terrified people who have just been thawed out while their legs are still frozen.
Reward: Cr. 250/week.
Complications:

1. One of the passengers being transported is an extremely dangerous criminal, a serial killer with psionic powers. He is supposed to be defrosted only in a maximum security prison. Unfortunately, the ship's passenger manifest was damaged and no–one is quite sure which berth he is in…

2. The characters come across a passenger who died in the low berth. Strangely, his identity papers show him to be a minor noble with a significant line of credit. One of the characters could masquerade as this noble…

3. According to the manifest, this low berth was not defrosted on schedule. In fact, it should have been opened… 70 years ago. It has been overlooked all this time. Who is inside?

4. The passenger in the low berth is actually a drug smuggler; his body is pumped full of drugs that will be extracted after his death. He is not supposed to survive.

5. This low berth has been deliberately sabotaged. The dead occupant was the agent of a trading corporation. Who killed her and why?

6. One of the character's Enemies is in the low berth! All it would take to remove this long–running foe is the flick of a switch…

22. TAS Stringers

Skills Required: Investigate, Comms, Art (writing)
Patron: The Traveller's Aid Society
Description: The Journal of the Traveller's Aid Society is one of the most respected and widely–read publications in the Imperium. Assembled from the reports of TAS members and journalists, JTAS prides itself on being an indispensable guide to known space. Lately, though, the editors have seen few reports from this subsector, so they intend to hire a few amateur stringers to file reports from the worlds they visit.
Reward: Cr. 5,000/article.
Complications:

1. JTAS has seen few reports from this subsector because of an official news blackout. The Imperial navy has discovered something unusual and the x–boat network has been ordered not to carry information out of the subsector.

2. A corporation approaches the characters, offering them a bribe if they will report favourably on the corporation's increasingly disastrous effort to terraform a border world. The corporation is trying to attract settlers to the planet.

3. JTAS sends the characters a packet of tickets for bizarre tourist attractions across the subsector; they need to review attractions like the Sector's Largest Ball of Monofilament Wire or the birthplace of some long–forgotten grand duke, where the duke's brain is kept in storage and rubbed for good luck.

4. A pirate band targets the characters, planning to force them to write articles that will attract vulnerable passenger traffic to an out–of–the–way system.

5. The government of a world in this subsector took offence at a JTAS article and has dispatched agents to assassinate any JTAS journalists they find.

6. A recent JTAS article filed by another stringer contained military secrets. The characters are suspected of having access to secret information and shadowy figures start spying on them to learn how they breached security. The only way they can clear their name is by finding that other journalist.

23. Liner Crew

Skills Required: Steward, Mechanic, Diplomat
Patron: Cunard Starlines, LLC
Description: A massive starliner, the *Grand Spinward*, docks at the starport. She is one of the biggest and most luxurious passenger liners in the whole Imperium. Several of her stewards and other staff have fallen ill, so the characters have an opportunity to work on board a prestigious starliner.
Reward: Cr. 2,500/month.
Complications:

1. A band of Ine Givar terrorists attacks the ship, holding the rich passengers hostage.

2. The characters are assigned to serve one particularly troublesome passenger, a rich twit named Witerote Bores. He recently quarrelled with his manservant and is travelling alone and has a habit of getting into amusing scrapes and confusing situations.

3. One of the passengers is targeted by an assassin, who plans to infiltrate the stewards.

4. Captain Esmith of the *Grand Spinward* is a tyrant who mistreats his crew. Do the characters stand up to his unreasonable demands?

5. The characters discover that the *Grand Spinward* is about to be scuttled for the insurance and that the engines have been

rigged to fail at a critical moment, sending the ship sailing into the sun. There is no danger to the passengers, who can flee in lifeboats – but if the characters hide about, they might be able to steal the whole liner!

6. The *Grand Spinward* misjumps and crashes on a jungle world. The characters and passengers need to survive until rescued.

24. Bar Staff

Skills Required: Carouse, Steward, Streetwise
Patron: Dirk the Bartender
Description: Serve drinks. Clean up drinks.
Reward: Cr. 100/night.
Complications:

1. Vargr. *Drunk* Vargr.

2. An old belter wanders into the bar and drunkenly tells the characters about a 'ghost ship' that jumps into the system on moonless nights. Well, not moonless nights, obviously. but only rarely. Anyway, it is a *ghost ship.* Really it is. He will even tell the characters where to find it if they give him another drink.

3. A prissy health inspector threatens to close the bar down. Actually cleaning the place is impossible – the dirt here is so old it is of archaeological significance – so the characters will need to find some other way of dealing with the problem.

4. '*Make me a Lunion Sunburst'* demands the drunken noble. The bar computer has no record of such a cocktail. What do the characters do?

5. A corporation offers the characters a bonus if they can sell their new drink to the bar's clientele.

6. While in the bar, the characters overhear a shadowy patron offer a job to a group of Travellers. Do the characters try to steal someone else's plot hook?

25. Undercover Agents

Skills Required: Deception, Stealth, Investigate
Patron: Undersecretary Molder, Imperial Ministry of Trade
Description: The Imperial Ministry of Trade suspects that the starport has fallen under the influence of criminal gangs and smugglers. Worse, the officials assigned to the starport cannot be trusted and may be corrupt, so undersecretary Molder must work outside the normal guidelines. He hires the characters to spy on the starport and report back.
Reward: Cr. 5,000 plus transport there and back.
Complications:

1. The starport is not corrupt – the whole planet is. The planetary government is being bribed by the criminal syndicates to permit the whole world to be used as a free port for illegal goods and pirate ships.

2. The planetary economy has collapsed and it is only by dealing in illegal goods that the government can stave off collapse. If the characters report what they have found, they will doom the planet to chaos.

3. The starport officials are indeed corrupt – and they have got their own spies in the Ministry of Trade. They know the characters are coming and will offer to cut a deal with them. Tell Molder that everything is fine and they will get paid.

4. As above but why bother *paying* the characters when they can be eliminated in a convenient accident.

5. Molder is actually a former citizen of this world; he hates the planetary government and is trying to cause trouble by having the starport shut down.

6. Nothing unusual is going on; someone is feeding false information back to Molder. Why?

26. Patrons

Skills Required: Carouse, Broker, Deception
Patron: Any
Description: Some days, it seems like every starport bar has a mysterious figure lurking in a corner, looking for a bunch of 'ethically challenged merchants' or mercs for hire. This patron might be an eccentric noble, a corporate agent, another merchant, a spy, a revolutionary or a prophet, an alien or a madman. Anyway, even the mysterious figure in the corner needs to take a break sometimes and so the patron wants to delegate his mission to the Player Characters. They get to sit in the starport bar and offer jobs to other groups of adventurers.
Reward: Cr. 5,000 if the Player Characters find a suitable group of adventurers.
Complications:

1. The patron wants absolute discretion – the Player Characters must find a way to test the loyalty of applicants.

2. The mission requires considerable combat skills, so the applicants must prove themselves under fire first.

3. The mission is technically illegal – the characters need to find applicants who are willing to break the law.

4. The applicants are extremely paranoid and mistrust everything the characters say.

5. The applicants are a bizarre mismatched group of ex–military officers, burned–out scouts and apparently insane aliens, all of whom hate each other.

6. The patron vanishes – if the applicants complete the mission, they will come looking for payment from the Player Characters.

31. Fren Herders

Skills Required: Animals (farming), Survival, Drive (hover)
Patron: Farmer Ezakhel
Description: Frens are a large animal similar to the Terran bovine that are a vital part of the agricultural sector on many worlds. Frens are hardy, disease–resistant, good–natured and can eat a wide variety of plant matter. Also, they are delicious with a little garlic butter. There are a few problems with fren, though; they panic easily and when they panic, the fren either stampede (if there are lots of fren in sight) or freeze up and fall over (if they are alone). The farmer has a herd of some 10,000 fren that need to be moved to their winter feeding grounds. This means he needs a lot of farmhands to zip around the range on hoverbikes herding the fren south.
Reward: Cr. 200/week.
Complications:
1. Fren rustlers are stealing the animals using an armed zeppelin.
2. A local landowner objects to the fren herd crossing his land, as he fears the voracious creatures will destroy his crops.
3. A damaged spacecraft plunges through the atmosphere over the herd, causing a huge stampede.
4. A mutant psionic fren takes control of the herd. This mutant fren is much more intelligent than the rest.
5. These fren are actually genetically engineered by a corporation for faster growth. A rival corporation wants samples of their DNA.
6. As above but 'faster growth' ends up meaning 'carnivorous monsters'.

32. Ice Miners

Skills Required: Mechanic, Vacc Suit, Trade (miner)
Patron: Uthgard Mining Corporation
Description: On many worlds water is a rare and precious commodity. Even a planet with a minimal Hydrographic score of 0 or 1 might have water locked in its ice caps or deep underground; in other systems, the best source of water is in ice asteroids. Either way, this ice must be mined, melted, purified and used.
Reward: Cr. 500/week.
Complications:
1. The corporation has an extremely lax safety regimen. The characters will be exposed to dangerous conditions.
2. The ice miners complain about poor conditions and low pay and plan to go on strike. Do the characters support this industrial action?
3. A pirate band plans to use the hollowed–out ice asteroid as a base. Do the characters report these thieves to the authorities or take a cut of the profits as hush money?
4. A moonquake causes one of the ice mines to collapse, trapping the characters deep underground in freezing conditions.

5. The characters discover an eccentric hermit, living in the ice caves. The hermit objects to his home being melted away from under him.

6. There is something buried beneath the ice, such as an alien spaceship.

33. Alien Hosts, Take Two

Skills Required: Medic, Athletics (endurance), Life Science
Patron: Telesma Research
Description: The research corporation has discovered a fascinating new life–form, an alien parasite that thrives in living human flesh. They need a few volunteers to be implanted with parasite embryos so they can study the creature's lifecycle.
Reward: Cr. 5,000 once the study is complete.
Complications:
1. The erupting alien bugs leave distinctive scars.
2. The alien bugs cause insanity and hallucinations.
3. The corporation wants the alien bugs smuggled through Imperial cordons.
4. The corporation vanishes before the bugs are removed; something about illegal experiments in genetically engineered killing machines. If the PCs report to the authorities, they will be arrested too.
5. The bugs reproduce quickly. The PCs are walking plague vectors.
6. The bugs are symbiotic, giving the characters enhanced abilities but also warping them over time.

34. Spice Gatherers

Skills Required: Recon, Survival, Mechanic
Patron: Baron Vilad Horvath
Description: Dust–spice is a mildly euphoric hallucinogen harvested from various desert plants and other sources, such as dry river–beds or worm tailings. It must be gathered by hand or using basic tools, as industrialised methods of gathering dust–spice invariably ruin the subtle flavours and scents that make the spice so sought–after. Dust–spice can only be gathered for a short period each year, so thousands of migrant labourers travel to dust worlds to work the harvest.
Reward: Cr. 1,000/week.
Complications:
1. The characters are contacted by a smuggler, who offers to buy any dust–spice they can steal.
2. A desert sandstorm strikes the harvest field. The workers are ordered to keep working, in the hopes of salvaging as much spice as possible before the winds ruin it. Do the characters step out into the teeth of the stinging winds?
3. The baron's spice fields give a poor harvest this year, so he plans to invade his neighbour's territory.
4. One of the characters develops a strange allergic reaction to dust–spice, turning the whites of his eyes turquoise.
5. Some fearsome monster is lurking in the desert, a predator that feeds on dust–spice and the workers who are dusted with it.
6. The characters hear a rumour that excessive dust–spice consumption gives psionic powers.

35. Weedkillers

Skills Required: Recon, Life Science, Athletics
Patron: Utabi Agricultural Products
Description: An alien weed has taken root on an agricultural planet. The only chemical spray available that would destroy it would also ruin the planet's fragile biosphere. The only solution is to wipe out the infestation before it spreads too far beyond the starport.
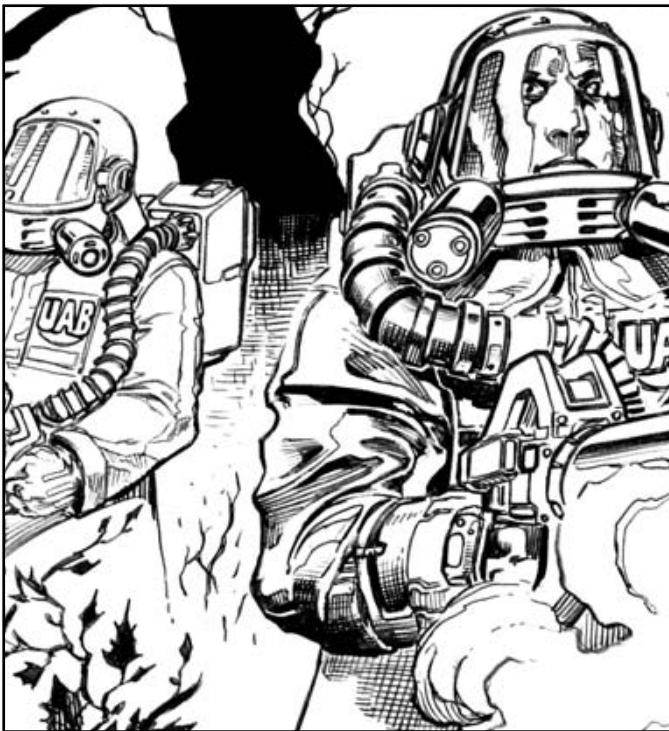**Reward:** Cr. 250/day.
Complications:

1. The alien weed releases poisonous spores; not lethal but they cause scarring and swelling.

2. The corporation was transporting the weed illegally; this operation must be kept secret from the planetary authorities.

3. One of the native species becomes addicted to the weed; removing the infestation will anger the creatures.

4. The weed is a deliberate attempt by the corporation to destroy the planet's ecosphere; the characters are being hired as cover.

5. The weed is a deliberate attempt by the corporation to sell weedkiller spray; the characters are being set up to fail, so the corporation can sell expensive chemicals to the government.

6. The weed is actually the first stage in an invasion; it is a genetically engineered form of the weed that produces a toxic gas when mature.

36. Wasteland Scavengers

Skills Required: Recon, Gun Combat, Security
Patron: Jahanum Archaeological Society
Description: The characters are hired to visit a ruined planet. Civilisation collapsed here a century ago, wiped out in a cataclysmic nuclear war. There are only a handful of survivors in the bombed–out ruins of the cities. The whole planet is under Imperial interdiction but the Jahanum Archaeological Society want to recover artefacts and records that reveal the history of the dying world. The characters will be smuggled past Imperial lines, dropped in the wilderness and given a few weeks to scavenge what they can before pick–up.
Reward: Cr. 5,000/week.
Complications:

1. Radiation levels on the planet are very high; HEV suits are needed if the characters are to survive.

2. The planet is under interdiction not because of the dangerous environment but because of a doomsday weapon left over from war.

3. The war is still being fought; the two sides both have deeply buried bunkers and armoured warriors emerge from these underground fortresses to fight for a few kilometres of scorched earth.

4. The JAS is specifically interested in recreating the events that led up to the war, such as the recordings made inside the office of the President of the Union.

5. Fallout from the nuclear war has mutated the survivors into crazed predators.

6. The JAS is a cover for Imperial intelligence; there is evidence that the war was deliberately triggered by aliens and they want to know who caused a once–peaceful world to descend into nuclear war so easily.

41. Whale Herders

Skills Required: Seafaring (submarines), Animals (farming), Survival
Patron: Third–son–of–second–daughter–of–fourth–son–of–first–daughter–of–wavebreaker
Description: The characters are hired by an uplifted dolphin noble from a water world. He claims a huge section of the ocean as his domain, where he farms the local megafauna (whale–sized fish–like creatures). He needs some ranch–hands to do some undersea work.
Reward: Cr. 300/week.
Complications:

1. The dolphin noble is something of an aberration on his world; most of the other cetaceans have no interest in the Imperium and do not want to see industrial fish farming on their waterworld.

2. The megafish are being harvested not just for their meat but for their bones which contain valuable minerals. There are legends of a 'megafish graveyard' somewhere in the depths. Find that and you are rich for life.

3. The dolphin intends to sink an old starship in the middle of his domain; the starship is still functional, merely outdated. It can still serve as a ready–made airtight structure. Who wants to volunteer to crash a 20,000–ton starship into the water?

4. A native race of primitive humanoids hunts the megafauna. The noble's plan would rob them of their hunting grounds.

5. Someone is stealing megafish from the noble's domain. The characters need to stop these rustlers and find out how they're abducting the giant creatures.

6. Megafish implies megasharks.

42. Terraformers

Skills Required: Life Science, Physical Science, Remote Operations

Patron: KSR Holdings

Description: The corporation is slowly terraforming a desert world (C410313–A) to an Earth–like garden. This procedure will take centuries and there is plenty of work to be done during the intervening years.

Reward: Cr. 200/week.

Complications:

1. The characters are sent to survey the planet's surface, searching for signs that the genetically modified lichen has taken hold.

2. The characters are sent to transport some ice asteroids from the asteroid belt, to thicken the planet's trace atmosphere and add to the water content.

3. The corporation erected a solar mirror in orbit to heat the frigid world. Something has gone wrong with the mirror – it is now firing blasts of intense heat at random points.

4. A group of environmental protestors are sabotaging the terraforming effort, as they believe the planet should be left alone in its natural state. Let humanity go elsewhere, instead of turning the whole galaxy into a homogenous parade of cheap Earth knockoffs!

5. The characters discover alien ruins on the planet's surface.

6. As above but the corporation knows about the ruins and is trying to cover them up. They have invested too much in the terraforming project to be stopped now!

43. Waste Storage Technicians

Skills Required: Remote Operations, Engineering (power plant), Recon

Patron: Baron haut–Paad

Description: This minor world used fission reactors for much of its power during a long period of isolation. Now it is part of the Imperium, with easy access to clean fusion power and cheap space travel. Unfortunately, there is rather a lot of dangerous nuclear waste stored in an artificial cave system deep underground. The planetary government have decided that the best approach is to hire experts to move the nuclear waste out of the storage facility and into the sun.

Reward: Cr. 250/week.

Complications:

1. The maps of the storage facility are faulty; the characters get lost in a lightless maze of tunnels filled with a lethal soup of melted stone and nuclear waste… and they are not alone down there.

2. The storage facility was never supposed to be opened. There are automated defences down there designed to remove trespassers.

3. haut–Paad is not a baron at all – he is a terrorist, who plans to use the toxic waste to make a bomb.

4. Other things are buried down with the waste, such as sealed government records.

5. The toxic storage facility was badly situated and is vulnerable to earthquakes.

6. The characters discover that the toxic waste has vanished. Where has it gone?

44. Spider Farmers

Skills Required: Animals (farming), Melee (blade), Life Science

Patron: Tribe of the Tenth Moon

Description: The spider–like creatures of this jungle moon produce a valuable silk in their webbing. Gathering the silk is a hazardous and unpleasant job but someone's got to do it.

Reward: Cr. 50 per web harvested.

Complications:

1. The spiders are the size of large dogs and think of humans as dinner.

2. The Tribe of the Tenth Moon is only one of the human tribes living in the jungle; the other tribes fear outsiders and will stalk and kill intruders in their jungle.

3. A scientist is researching the spiders and will pay the characters 200 Credits per web; if they aid him, though, his research will end up depriving the tribes of their monopoly on spider silk.

4. The characters come across the body of a scout, wrapped in webbing. His scout–ship might still be out there somewhere, buried beneath the jungle foliage for years.

5. The Tribe of the Tenth Moon weave the spider–webs into beautiful iridescent clothing; the characters will get some very nice clothes as a bonus if they collect enough webs.

6. The spiders are sentient; the webs are a communication network.

45. Slime Vat Stirrers

Skills Required: Athletics (endurance), Mechanic, Life Science

Patron: GCX Chemicals

Description: This covers any one of a thousand unpleasant industrial jobs.

Reward: Cr. 150/week.

Complications:

1. The fumes from the slime vats give the character a persistent cough.

2. The fumes from the slime vats give the character a persistent rash.

3. While working in the slime vats, the characters overhear other workers talking about a local criminal group that is hiring.

4. The corporation plans to import slime vat stirring robots from another planet. The workers plan to rise up and smash the machines. Do the characters help them hold back progress?

5. Slime vat stirring is boring. Nothing happens.

6. Nothing happens but the characters are assigned to the night shift so they are bored and tired.

46. Regolith Harvesters

Skills Required: Drive (tracked), Vacc Suit, Remote Operations

Patron: Lunamines

Description: While hydrogen–fuelled fusion reactors are the most common source of power in high–TL worlds, they are not always the most efficient. Helium–3 works even better and the surface of moons like that of Terra is a good source of He3. Harvesting the lunar regolith requires a fleet of rovers that scoop up the earth and extract the He3.

Reward: Cr. 100/day.

Complications:

1. There is little to do on lonely nights except drive across the dusty plain and listen to the radio. The characters pick up a very strange transmission...

2. A civil war breaks out on the planet below and the regular lunar shuttle service is halted. The characters are trapped on a barren moon with dwindling resources.

3. The characters run into a noble's private lunar villa and are invited to dine with him.

4. The characters find a deposit of valuable minerals; do they inform their employers or try to develop the mine on their own?

5. A scout ship lands on the moon, looking for a crew.

6. Think of the moon as a very, very wide canvas and your rover as a brush. What do you write on the face of the moon?

51. Safari Guards

Skills Required: Steward, Survival, Gun Combat

Patron: Marchesa Saddiv von Varren.

Description: The Marchesa and her favourite rocket launcher are going on safari. She needs a few strapping servants to herd the local wildlife into her crosshairs.

Reward: Cr. 300/week.

Complications:

1. The Marchesa likes *big* animals. Saurians, for preference; they look just *spiffing* when mounted above the fireplace.

2. The safari draws unwelcome attention from the local population, who object to some crazed offworld noble landing with enough artillery to start a war.

3. A pirate targets the Marchesa's safari ship. On the downside, the pirate ship completely outguns the little safari ship. On the upside, as soon at the pirates open the airlock, it'll be pirate hunting season for the Marchesa.

4. The Marchesa wants to bring the animals back alive. Work out a way to get that monster onto the ship.

5. Another noble is also on safari to this world. His expedition must be sabotaged!

6. The whole expedition is a cover for some other mission.

52. Psionic Research Subjects

Skills Required: Deception, Streetwise, Life Science

Patron: Psionics Institute

Description: An underground psionics institute secretly contacts the characters. They need interesting minds for the students to practice on. The tests will be quite harmless and the characters' privacy will be absolutely respected.

Reward: Free psionic testing.

Complications:

1. One of the students is too eager with his telepathic scans and accidentally probes too deeply, learning something that the character would rather keep secret.

2. There is an accident and the character is teleported somewhere unfortunate, like the inside of a bank vault.

3. A psion mystic predicts the character's future.

4. A desperate psion begs the characters to help him smuggle psionic drugs to boost his powers.

5. While testing the character, the psions discover that his mind has *already* been touched by psionic powers. Someone erased several months of his memories and replaced them with false ones!

6. The psionics institute is raided by the authorities and the characters are arrested and charged with aiding and abetting illegal thought.

53. Tutors

Skills Required: Steward, Persuade, any Science

Patron: King Veremis

Description: The ruler of a primitive planet intends for his son, Prince Veremar, to have the very best start in life. To that end, he has hired the best tutors his little kingdom can afford to teach the boy wisdom, honour and science!

Reward: The local–currency equivalent of Cr. 100/week; room & board in a castle.

Complications:

1. Prince Veremar is a spoiled brat who wants to spend all his time hunting, not learning.

2. The prince is regularly targeted by assassins; tutors are expected to double as bodyguards.

3. King Veremis is a good–hearted ruler but woefully incompetent. Viva la revolution!

4. The king intends for his son to oversee the modernisation of the kingdom. Can the characters lay the groundwork for a jump from TL2 to TL8+ in a generation?

5. Prince Veremar dreams of seeing space and argues that he would learn best if he got to see a few other planets before settling down to rule.

6. Prince Veremar gets bored and throws his tutors into the dungeon.

54. Government Informants

Skills Required: Investigate, Deception, Streetwise

Patron: A shadowy figure from the Ministry of Justice

Description: The characters are hired to infiltrate a criminal organisation. Their mission is just to pass information back to the authorities; they will be contacted covertly by an agent on a regular basis.

Reward: Cr. 500/month.

Complications:

1. The criminal syndicate demands oaths of loyalty from the characters. If the criminals find out the characters are government snitches, they will be punished horribly.

2. The government demands more and more from the characters, asking that they identify the highest ranking members of the syndicate.

3. There is a gun battle between syndicate members and the police, resulting in the characters getting pinned down in a ruined building. If they reveal themselves as informants, they can just walk out – but they will blow their cover completely. If they stay where they are, they might be able to escape. What do they do?

4. The syndicate suspects that someone is passing information onto the government. How do the characters keep from being discovered?

5. The government agent vanishes. Are the characters under surveillance or have they been abandoned?

6. The characters discover that the syndicate is actually a plot to overthrow the oppressive government regime. Who do they support?

55. Prophets

Skills Required: Persuade, Deception, Engineer (electronics)
Patron: Taragun Vonter, Philanthropist
Description: Vonter is an eccentric researcher – or madman – who intends to remake the culture of an entire world. His target is a primitive, wartorn planet wracked by tribal conflicts. His method is religion. He has developed a set of religious teachings that promote peaceful trade and co–existence but he needs salesmen to convince the tribesmen to adopt these new ways. A few simple tricks like electric–light glows and grav belt levitation should allow the Player Characters to masquerade as divine prophets…
Reward: Cr. 1 per soul saved.
Complications:

1. There is an existing religion on the planet, a form of ancestor worship. Anyone defying the word of the ancestors is a demon and must be burnt at the stake.

2. One of the warring tribes agrees to convert to this new religion – if the characters provide 'divine weapons' to blast their foes.

3. Two tribes are suffering from disease; one has already converted, the other holds to the older religion. Which tribe do the characters supply with advanced antibiotics?

4. The characters hear of a young convert to their new faith who is demonstrating divine gifts. She is a naturally powerful psion but she is preaching a strange version of their faith. How do they co–opt this young woman without her discovering the truth behind the religion?

5. Vonter is a psychohistorian, who is using this planet as a test subject. Once his experiment is done, he will move on, leaving the characters with a whole planet depending on them.

6. Vonter is a madman; he intends to set himself up as a god once the religion is established.

56. Food Tasters

Skills Required: Steward, Medic, Life Sciences
Patron: Duke haut–Zilla

Description: haut–Zilla is a man with many enemies. He is currently engaged in sweeping reforms of trade policy in the sector and that has angered many powerful people, a lot of whom have the money to hire assassins. In the last month, he has been shot at, stabbed, bombed and poisoned, not to mention the teleporting psionic assassins who interrupted his breakfast this morning. He has bodyguards and other defences but he is especially paranoid about poison. There are chemical detectors and sniffers that detect most poisons but not all. The only safe approach is for someone to taste his food first…
Reward: Cr. 250/day plus funeral expenses.
Complications:

1. haut–Zilla is a glutton who delights in the richest foods. He has even had his metabolism adjusted so he can cope with eating a dozen meals a day. The characters do not have the same augmentations…

2. The duke is insanely paranoid. There were one or two real assassination attempts but the rest are figments of his imagination.

3. The characters are contacted by enemies of the duke, offering them a fortune if they help assassinate him.

4. One of the duke's meals is indeed poisoned with an alien drug. The character who tastes it starts to have strange visions of distant worlds. What does this have to do with the duke's reform plans?

5. The duke is secretly addicted to anagathics. He wants one of the characters to test his drugs before he uses them. Each vial could bring death or extended life…

6. The duke delights in eating the most alarming and disgusting things. He especially likes the eggs of a particular species of slug.

61. Travelling Circus

Skills Required: Athletics, Art, Streetwise
Patron: The Fabulous Cagliostro
Description: Cagliostro's travelling circus wanders the fringe worlds, bringing a little wonder, thrill and exotic delight to these benighted planets. The circus has lost several performers recently, so Cagliostro is willing to hire some untried travellers. He can always use more freaks.
Reward: Cr. 150/performance.
Complications:

1. The psychic in the circus is a genuine one, who has potent psionic powers.

2. The circus collects alien species; mostly harmless non–sophonts but there is a bedraggled Aslan in a cage at the back of the animal tent.

3. The circus is actually a front for smuggling.

4. Cagliostro is an alien spy, masquerading as a human.

5. Cagliostro vanishes, leaving the characters running the circus.

6. If the characters have no performance skills, then Cagliostro knows some excellent surgeons who can make freaks.

62. Holoshow Extra

Skills Required: Deception, Broker, Art (perform)
Patron: TLS Holotainment
Description: Many holoshows on border worlds are about spacers and space travel. Space is exotic and exciting! Many travellers can find easy employment as a holoshow extra, lurking in the background of a cantina or starport to make the place look strange and alien.
Reward: Cr. 50/day plus lunch.
Complications:
1. The lead actor falls ill and one of the Player Characters looks just like him. Congratulations, you have just been promoted.
2. The script for this holoadventure is riddled with factual errors. Do the characters bother to correct it or do they just grit their teeth and keep going?
3. The characters hear a rumour that the holoshow will be shooting several episodes offworld. If they can make their background extras into returning minor characters, they might be able to get a free passage offworld.
4. There is an action scene – and the lead actor is shot dead. Someone swapped the prop laser pistol for a real one. Who wanted the hero dead?
5. A journalist offers the characters a bribe if they spoil the plot of upcoming episodes.
6. The director quarrels with the writer and ends up throwing the script out. 'You lot! You've been in space!' he shouts, 'write me an adventure!'

63. Starship Spotter

Skills Required: Recon, Comms, Sensors
Patron: Ship Tracer Dirk Koggle
Description: Ship tracers are bounty hunters who search for stolen ships. One of the simplest tools in their arsenal is the starship spotter; an amateur with a telescope and a notebook who records the movement of ships at the starport. Spotters may also be employed by coast watcher pirates (see page 41).
Reward: Cr. 10 per ship.
Complications:
1. The character spots a stolen ship landing at the starport. The ship tracer is not in the system and the thieves will be long gone before he returns. How does the character ensure the stolen ship does not escape?
2. One ship keeps a very odd schedule; it is not seen for months, then visits the starport every other week, as if jumping back and forth between two systems. What is going on?
3. An obsessive amateur ship spotter starts stalking the character.
4. Coast watchers contact the character, offering to pay him to report on freighter traffic for them.
5. By cross–referencing schedules, the character works out the route of a naval patrol. This information would be very valuable to pirates…
6. The ship tracer is retiring and offers to take the characters on as apprentices.

64. Guide Correspondent

Skills Required: Investigate, Art (writing), Streetwise
Patron: Megadodo Publications
Description: The character is hired by a publishing company to write reviews and tips for a budget traveller's guide. Almost anything can go into the guide, from restaurant reviews to extended rants about Vargr raiders.
Reward: Cr. 0.01/word
Complications:
1. The last edition of the guide insulted a local noble; guide writers are now treated as criminals.
2. The publishers are especially interested in extreme sports. Go jump off a cliff.
3. A restaurant owner will do anything to ensure a good review, including kidnapping and murder.
4. The guide's travel budget only covers low berths.
5. The character is stranded on a primitive world as part of research for the guide.
6. All of the character's reports for the guide are winnowed down by an over–zealous editor to one word.

65. Fast Food

Skills Required: Steward, Broker, Streetwise
Patron: HappiMeelz
Description: Everyone works in fast food at some point in their lives.
Reward: Cr. 10/day.
Complications:
1. The restaurant serves fried insects; a delicacy on the world where the chain was founded but strange to other cultures.
2. The restaurant is the regular meeting place for a criminal gang. The character overhears some strange rumours while serving drinks.
3. A criminal syndicate demands protection money from the restaurant.
4. A K'kree vegetarian group protests at the restaurant, as they find the use of meat abhorrent. The restaurant food does not actually contain any real meat but revealing this will lose other customers.
5. A Droyne swarm shows up in the restaurant. How does the character cope with the demand?
6. The HappiMeelz are made of people.

66. Game Designer

Skills Required: Art (writing), Computers, Admin
Patron: Lizard Games
Description: The character is hired to write content for a game of some sort – anything from a pen–and–paper game (hey, something has to pass the time in jump space) to an immersive virtual world.
Reward: Cr 0.005/word.
Complications:
1–6: Deadlines.

SCAVENGERS

The Imperium is thousands of years old and it was not the first civilisation to settle this region of space. The present is built on the ruins and remains of the past. On many worlds, there is more metal locked in the wreckage of the past than there is left in the ground; the crumbling works of the past must be scavenged and salvaged to build the future. Scavengers – garbage collectors and harvesters of scrap – are an often overlooked but vital part of the Imperium.

Most scavenging is done on an industrial scale; an old city block is bulldozed and the rubble sifted by machinery for usable scrap metal. Many advanced planets, including Terra, went through a resource crunch in the years between the development of industry and the conquest of space, so reclamation technology is quite a mature one. However, there is always salvage that does not fit neatly into the established reclamation industry and it is this that attracts the scavenger.

Scavengers are scrap–metal merchants, tomb raiders, garbage pickers and toshers, who sift through the material that is too dangerous, too strange or too distant for conventional reclamation to handle. Common scavenger targets are:

- Shipwrecks
- Deep–space hulks
- Ruined worlds
- Death zones

Shipwrecks

Normally, when a ship reaches the end of its long life, it is sold to a wrecker who demolishes it for scrap. Most starships reach the century mark before being retired and some are far, far older. There are Free Traders plying the star lanes that were built before the Third Imperium was founded and First Imperium warships are still in ceremonial service on some core worlds.

If a ship cannot make it to the wrecker yards, it is scavenged for parts. This commonly occurs when the ship breaks down in a system without a wrecker yard. The dying ship cannot jump but still contains valuable parts. The scavengers come in, strip the ship and leave the hulk floating in space or grounded on some convenient rock. Another common source of salvage for wreckers is the aftermath of a crash or pirate attack.

Shipwreck Salvage: An intact ship can be sold to a wrecker yard for 1/10th of its base price. A wrecked ship or a wrecked ship's location can be sold to a scavenger for 1/20th of its base price, although this should be modified based on the condition of

the wreckage (saying '*yeah, the wreck is an expanding sphere of debris centred on* this *point'* is not worth much).

Shipwreck adventures: Hunting for shipwrecks can be an adventure in itself. The scavenger characters will have to visit isolated border planets and pirate systems to find wrecked ships for salvage.

Deep–space hulks

Deep–space hulks are *old* ships, vessels so old that they have been drifting through space for hundreds of years. Some are survivors of old battles where the crew was wiped out by radiation or forced to abandon ship; others are the result of misjumps, where the ship ended up jumping into empty space. When a deep–space hulk is detected, the scavengers may attempt to salvage it.

Not all hulks can be salvaged – a hulk flashing by a settled system at a sizeable percentage of *c* is unreachable by any conventional vessel. Other hulks are detected in deep space by long–range telescopes and can be reached only by jumping into deep space, with all the risks that entails.

Even if the hulk can be salvaged, it is a risky proposition. By definition, a hulk is a ship where the entire crew died under circumstances that left the ship unrecoverable. These circumstances may never be discovered by the salvage team – the strange case of the *Annic Nova* is a classic example – but they may also still pose a threat. If the crew were wiped out by radiation from a faulty reactor, then switching back on the reactor without checking the safety seals will be fatal for the scavengers. Alien parasites, lethal viruses, automated hunter–killer robots, malignant shipboard defence systems that interpreted their own crew as threats, these and many other potential dangers lurk on board hulks.

If the scavenger is able to recover the hulk, of course, the rewards are worth it. In addition to the scrap value, some hulks are invaluable archaeological finds. A 5,000–year old scout ship from the dawn of the First Imperium might only be worth a few thousand credits in scrap but it belongs in a museum. The vacuum of space preserves what it takes.

Hulk Salvage: When sold for scrap, hulks sell for less than modern designs (1/20th the base value or less) because it is more difficult to salvage spare parts from old designs. However, the value of a hulk may be greatly increased if it is of archaeological significance or can be repaired.

Hulk Adventures: Hulks are basically dungeons in space. Board the ruined ship and make your way cautiously through the dark and empty corridors… when suddenly you see blips on your motion detector! Roll for initiative.

Ruined worlds

Not all worlds survive. Some are destroyed by war or disease, others are abandoned because of ecological or economic collapse or the retreat of empire. Some planets have but a few thousand inhabitants where billions once lived, leaving tens of thousands of square kilometres of post–urban wasteland. Such planets draw scavengers by the horde, picking through the bones of civilisation for a few scraps of worthwhile salvage.

Most ruined worlds have been stripped of the richest salvage long ago; a scavenger might get lucky and find a warehouse full of imperishable goods but in general, ruined worlds are the safe option for scavengers. There are few dangers and equally few big payoffs but a few weeks scavenging can turn up enough scrap metal, old electronics or other salvage to make the expedition worthwhile.

Ruined World Salvage: The salvage available from a ruined world is determined by making a Recon check. The difficulty of the Recon check varies depending on what the character is looking for. If the Recon check is successful, the character finds a number of tons of salvage equal to the Effect of the check+1.

Scavenging a ruined world: Recon+Intelligence, Varies, 1–6 weeks

Desired Salvage	Difficulty
Basic Raw Materials	Average (+0)
Basic Machine Parts	Difficult (–2)
Basic Electronics	Difficult (–2)
Basic Manufactured Goods	Difficult (–2)
Advanced Machine Parts	Very Difficult (–4)
Advanced Electronics	Very Difficult (–4)
Advanced Manufactured Goods	Very Difficult (–4)

Ruined World Adventures: In addition to threats like wild animals, territorial natives and crumbling, unstable buildings, the big threat on a ruined world comes from other scavengers. Some scavenger gangs have been working on the same ruin for years or even for *generations* and do not take kindly to intruders.

Death zones

Death zones are regions or even whole planets, rendered uninhabitable. The normal cause for such a catastrophe is biological warfare or a virus but nuclear attack or disaster, intense solar activity or hostile creatures can also create a death zone. Tragic as the existence of a death zone is, it is also immensely profitable to scavengers. Death zones usually happen with terrific suddenness, leaving the technology of the zone intact. Scavengers – taking suitable protective measures – can recover valuable items from the zone.

Death Zone Salvage: Death zones offer the same sort of salvage as a ruined world but are much less likely to have been picked clean.

Scavenging a Death Zone: Recon+Intelligence, Varies, 1–6 weeks

Desired Salvage	Difficulty
Basic Raw Materials	Easy (+4)
Basic Machine Parts	Routine (+2)
Basic Electronics	Routine (+2)
Basic Manufactured Goods	Routine (+2)
Advanced Machine Parts	Average (+0)
Advanced Electronics	Average (+0)
Advanced Manufactured Goods	Average (+0)
Advanced Vehicles	Difficult (–2)
Luxury Goods	Very Difficult (–4)

Death Zone Adventures: The clue is very much in the name. Scavengers who enter a death zone without precautions – vacc suits, weapons, intelligence on both the pre– and post–apocalypse status of the zone, maps and a clear idea of what they are looking for and where it is – will perish horribly. By entering a death zone, the players are positively *asking* the Referee to put them through hell.

GAMBLING AND CON GAMES

Gambling is a universal human vice. In any civilisation, in any culture, in any conditions, betting and games of chance are a common pastime. Religions and governments have tried to ban or restrict gambling but the sport just goes underground for a time until it becomes legal again. Among regular space travellers, gambling is even more common. After all, one has to do *something* to fill those long days in jump space.

There are three main types of gambling:

- **Games of Chance:** Gambling on the results of random processes; rolling dice, pachinko machines, flipping coins.

- **Games of Skill:** Gambling on the results of a game or contest where the abilities of the contestants play a role; poker and most card games.

- **Wagering:** Gambling on the results of a game or contest where the abilities of individuals or entities other than the contestants play a role; this includes betting on sporting events.

There are other sorts of gambling, such as lottery or bingo, where the Gambling skill cannot help (other than telling the character not to participate).

Making A Living From Gambling

A character with the Gambler skill can make a living from it, although it is a risky one. To be a professional gambler, the character needs a Gambler skill of at least 3. The character also needs to seek out high–stakes gambling games where he can earn enough to survive. Streetwise and criminal contacts may be vital to the professional gambler.

In any month, a character may make a Gambler check to earn money. This represents the character spending most of his waking hours gambling, checking the odds, finding games and moving money around and cannot be combined with other activities or adventuring. The amount of money earned depends on the Difficulty of the check; the character chooses what level of risk and reward he wants. If the check is failed, then the character loses the listed amount of money.

Difficulty	Money Earned
Simple (+6)	Effect x 25 Credits.
Easy (+4)	Effect x 50 Credits
Routine (+2)	Effect x 100 Credits.
Average (+0)	Effect x 150 Credits
Difficult (–2)	Effect x 200 Credits.
Very Difficult (–4)	Effect x 500 Credits.
Formidable (–6)	Effect x 2000 Credits

In addition, if the character rolls doubles, he may make another check this month, representing an unexpected additional tournament or a winning streak.

For example, Teldun the rogue attempts to earn a living through gambling. He picks an Average difficulty check and rolls, succeeding with Effect 2. He has earned 2 x 150=300 Credits. However, Teldun just rolled two 3s – doubles – letting him roll again. Ambitiously, he picks a Difficult check this time and fails with Effect 1. He loses 1 x 200=200 Credits, finishing the month with 100 credits profit.

Gambling in Play

The Gambler skill can be used in several ways:

- Earning a living, as described previously.
- Judging the odds in a game of chance. With a successful Gambler check, the character may roughly determine the odds, thus maximising his chances of profit.
- Participating in a game of skill. In a casual game, the participants can just make Opposed Gambler checks but sometimes a more detailed resolution method is desired (say, for a critical poker game where the players just bet their ship). The following abstract gambling system may be used in such situations.

Determine Endurance: A character's Endurance measures how long he can stay in the game; it is a combination of both the character's assets and a measure of his nerve. Endurance is determined by the referee but should be on a scale of 5 to 15 in most games. A rich, confident player with the lion's share of the chips would have Endurance 15; a nervous player on a losing streak might have Endurance 5. In most games, everyone starts at Endurance 8–10.

A character with no Endurance is eliminated from the table.

In each round of the game, follow these steps:

1. **Declare Risk:** The character with the lowest Endurance declares the starting risk for this round. Risk is measured in dice. Go around the table in order; each participant may either raise the risk by 1d6 or fold. Characters who fold roll the current Risk and subtract the total from their Endurance. Each character may only raise once.

2. Choose Tactic: A character may attempt one or none of the following options:

- **Mislead:** The character makes a Persuade check. If his Persuade check effect is higher than the Gambler skill of all the participants, he gets a +2DM to his Gambler check this round. Otherwise, he suffers a –2DM to his check.

- **Cheat:** The character makes a Deception check. If his Deception check effect is higher than the Streetwise skill of all the participants, he gets a +4DM to his Gambler check. If he fails, he has been spotted cheating and may be ejected.

- **Use a Psionic Power:** Various psionic powers (Telepathy, Clairvoyance and Telekinesis) all lend themselves well to gambling. The character gains a +4 DM to his Gambler roll for each ability successfully used).

3. Roll Gambler: Each participant in the game rolls their Gambler skill. The difficulty of the check is determined by the highest Gambler skill present.

Gambler Skill	Difficulty
0	Routine (+2)
1	Average (+0)
2	Average (+0)
3	Difficult (–2)
4	Difficult (–2)
5+	Very Difficult (–4)

4. Determine Effects:

- If a character succeeded, he rolls the risk and increases his Endurance by that amount.

- If a character failed, he rolls the risk and reduces his Endurance by that amount.

- If a character got the highest Effect of all the participants, he increases his Endurance by the maximum amount possible on the dice. If two or more characters tied for the highest Effect, they roll the dice instead of taking the maximum result.

- If a character got the lowest Effect of all the participants, he reduces his Endurance by the maximum amount possible on the dice. If two or more characters tied for the lowest Effect, they roll the dice instead of taking the maximum result.

5. Eliminate Players: Any players reduced to 0 or less Endurance are removed from the game.

GAMBLING GAMES

There are thousands of different gambling games played across the Imperium; every starport bar has a unique game being played at some corner table. A character with the Gambler skill can intuit the basic principles behind most of these games but others are so bizarre that they must be explained before they can be played successfully.

Games of Chance

Runestones: Common in the Sword Worlds of the Spinward Marches, the runestones game is derived from a popular divination method. The players throw small flat or cubical stones, each face of which is marked with a particular mystic rune. The combination of runes shown determines who wins. Players take it turns to pick up some of the runestones and throw them once more to make new combinations, so there is a little skill in the game. Superstitious pilots from the Sword Worlds believe that toying with the mystic runestones is dangerous and unlucky.

Fusor: A gambling game based around a polyhedral crystal with a radioactive isotope at its core. As the isotope decays, it sends out an alpha particle every few seconds. This alpha particle collides with one of the facets of the crystal, causing that facet to fluoresce. Gamblers bet on which facet will be the next to flash.

Hiver's Chess: Technically, this is a game of skill from Hiver space but the rules are so complex as to be utterly incomprehensible to humans. Therefore, Hiver's chess is normally played as a gambling game, with the players moving pieces almost at random until one of them wins.

Games of Skill

Psi–Topple: Traditionally, psi–topple is played with a small crystal tablet that is a psionic resonator. This tablet is especially easy to move with telekinesis and even a latent psion with very undeveloped powers can push the tablet. The two players put the tablet between them and both try to push it over using the power of their mind alone.

A common variant of this game replaces the tablet with a playing card and puts the playing card on top of a bottle of alcohol (typically, 'ol Janx' spirit). The loser takes a drink.

Zero–g Dicing: Dice games are games of pure chance, except in zero gravity. It takes tremendous skill and dexterity to throw a pair of dice so that they actually come to rest on a surface instead of just bouncing around the cabin.

Lunion Stud: A variant on poker, Lunion Stud is played using the standard spacer's deck (suits of Ships, Suns, Blades and Coins, cards from Ace (or Low), 2, 3, 4, 5, 6, 7, 8, 9, 10, Knight, Empress and Emperor).

Wagering

Low Lottery: The low lottery is a macabre tradition but still practised on many worlds. On a passenger ship with low berths, the captain donates 10 credits of the passage price for each passenger to a pool. Each passenger, before they are placed in suspended animation, guesses how many of the passengers will survive the journey. If he guesses correctly, he gets the pot. If no–one guesses correctly or the winner dies, the captain takes the pot.

Travel Speed: Popular on worlds with regular space traffic between them, the participants bet on which ship will arrive back first. Rival shipping companies can become bitterly competitive when bets are at stake, with captains ordered to do anything they can to shave a few minutes off travel time in order to land first. The skill of the astrogator (to bring the ship back into realspace close to the 100–diameter limit) and the randomness of jump space are the deciding factors in these contests.

Duels: On worlds with sufficiently advanced medical technology, having a limb chopped off is a minor inconvenience. Duelling with swords tends to enjoy a resurgence in popularity in such cultures. Duellists become prized athletes and gamblers wager on the outcome of a duel as they would on another sport.

CON GAMES

Regrettably, the nature of space travel makes certain cons much easier to accomplish. Information is slow to propagate from world to world and there are always more gullible marks out there to be taken advantage of.

Fixed Games: This covers three–card monte and other crooked gambling games, where it looks like the player has a good chance of winning but the con artist has rigged the game to make it impossible. Often, the con artist will have an accomplice who 'wins' in order to make the game seem more plausible.

The Cargo Scam: This scam is aimed at tramp traders. The con artist offers a load of cargo at an excellent price – say, pharmaceuticals for Cr. 2,000/ton or uncommon raw materials for Cr. 5,000/ton. Unfortunately, when the trade is complete, the trader discovers that most of the cargo is made up of substandard or entirely bogus items. That cargo of high–tech electronics turns out to be mostly broken washing machine parts and so forth.

The Broker Scam: Another scam aimed at tramp traders, this trick requires two brokers and a tramp trader. The first broker on one world spreads a rumour that some moderately unusual goods – usually pharmaceuticals or chemicals – are in desperately short supply on a nearby planet. The trader hears this rumour and decides to take advantage of it; the broker sells him the goods at a nice (but not excessive) mark–up and promises that the tramp trader will be able to make a huge profit at the far end of the jump.

The trader jumps to the other planet, where he finds the goods are not wanted there at all. The other broker offers to buy the goods at a 'fair price' – less than the trader paid for it but a better price than the trader will get anywhere else on this planet. The brokers have made a profit at both ends and can often ship the same goods back again with another mark.

The Violin Scam: This scam is older than jump travel. Again, it requires two con artists. The first pretends to be a penniless drifter with one prized possession, traditionally an old battered violin. This pathetic wretch visits a café, bar, starport or even takes passage on a ship. While there, he leaves his violin behind him.

The second con artist then arrives and sees the violin. He exclaims that it is an antique and he wishes to purchase it for 50,000 credits. If the mark agrees, the con artist leaves to get the money. The first con artist – the putative owner of the violin – then returns to collect his property. He moans about money; why, he would sell this violin for 5,000 credits if anyone would buy it. The mark buys the violin for 5,000, expecting to be able

to resell it for 50,000 credits in a few minutes. The first artist leaves and neither is ever seen again by the mark. Profit for the con artists – 5,000 credits, minus the cost of a 50–credit violin.

Salted Asteroids: A variation on a classic, the con artist sells the location of an asteroid containing valuable minerals to the mark. He even brings a sample of the rock with him and the sample is clearly rich in gold or some other valuable ore. The mark buys the location, which turns out to be a worthless rock.

Fraudulent Payment: Another trick played on free traders, this scam comes at the end of some large trade. The con artist buys a valuable cargo off the trader but offers to pay in goods rather than credits. 'I don't have the money but I do have 16 tons of rare emeralds – would that do?' The trader realises that he will make a greater profit by accepting these goods in lieu of cash, only to discover later that he has been scammed and the 'emeralds' are worthless rocks.

Snake Oil: It is a big galaxy out there, full of wonders. Why, I just this week got back from Zhodani space, where I bought this psionic liniment from a wise psion there! It uses psionic nanotechnology to remove your aches and pains! Guaranteed to work within seven days! Buy now!

The Duke of Magonia: This scam takes advantage of the deference people feel towards the nobility in the Imperium. The con artist and his allies pretend to be a duke from some distant planet. They barge into a medium–quality hotel and demand rooms, fine food and other entertainments. If the hotel staff quibble, one of the con men pretends to be a government diplomat and explains that the eccentric duke is the Duke of Magonia, an isolated and culturally backward world. Just give the duke what he wants and all bills will be settled later – it is incredibly rude in Magonian culture to ask for payment up front. Above all, the duke must be kept happy, as the planetary government is hoping to sign an important trade treaty with Magonia in the next few weeks.

In a variant on this scam, the hotel is then contacted by another con artist, posing as a law enforcement agent. He tells the hotel staff that he is on the trail of a band of known con artists, who are posing as the non–existent Duke of Magonia and his retinue. He will shortly arrest the duke, as soon as his backup arrives. In the mean time, keep the duke and his retinue from leaving by giving them whatever they want – the government will cover any expenses once the duke is arrested.

The Low Berth Corpse: Another scam targeting tramp traders. In this scam, the trader is contacted by the retainer of a rich noble who has fallen ill while on holiday. The noble has been placed in a low berth to keep him alive while he is shipped home. The trader accepts the low berth as cargo and transports it to the noble's homeworld.

Once the trader arrives, he discovers that the noble is dead (he was dead all along; a corpse was loaded into the low berth). Among the noble's possessions is a set of documents, noting that he has a bank account with vast savings. There are also contact details for an agent used by the noble. The trader contacts the agent, who proposes taking advantage of the situation. He can act in the noble's name and get access to that account using biometric data from the corpse. However, he needs a few thousand credits to get the necessary paperwork forged. The trader pays and the agent vanishes, never to be seen again – until he turns up at the starport with another frozen corpse, looking for another mark…

LOST WORLDS

Or, where do the barbarians come from?

The default *Traveller* assumption is that humanity was scattered across the stars, either by a period of expansion and exploration from Earth or (as in the OTU), by the cryptic Ancients who planted colonies of humans on other planets millennia ago. Both of these origins can give rise to Lost Worlds, primitive planets where technology is limited to a maximum of that of the Middle Ages and where violence and barbarism are endemic. Lost worlds can also be deliberately created and perpetuated by corrupt regimes.

Ancient Worlds

These are barbarian worlds where humanity was seeded by aliens millennia ago. For one reason or another, the human colony has failed to advance in technology. Sometimes, this is due to cultural regions, such as a hidebound religion that deems any deviation from tradition to be heresy but more often it is because of conditions on the world. A planet without fossil fuels and iron will never have an industrial revolution; a planet where the wildlife is hostile and dangerous may make mere survival take up so much time that the humans never have a chance to develop.

Ancient worlds of this sort have no advanced technology whatsoever, unless the alien seeders left something behind. Some ancient worlds are uninhabitable by humans but have vast alien relic–machines to preserve a small biosphere for the barbarians. It is possible to find a TL1 culture living in an airless or waterless world, supported by ancient machines.

Lost Colonies

Lost colonies were seeded by spacefaring humans but have lost their technology since then. Perhaps the original colonists were a handful of people on board a starship that misjumped; unable to get home and lacking the ability to perpetuate their technology, they survived as best they could. Other colonies decline due to a lack of resources; a mining colony, for example, might never develop an industrial base or education system and be dependent on regular supplies from an industrial world. When the supply ships stop coming, the mining colony slips first into anarchy and then into lower–technology barbarism.

Lost colonies may still have relics of their former technological heights. Barbarian tribes stalk game through the vine–covered canyons that were once city streets; statues of the gods wear crudely depicted vacc suits and space helmets.

Worlds Of Perpetual Night

Some lost worlds want to stay lost. There are always throwbacks and reactionaries in human cultures who believe that technology is a negative influence, that each development takes humans away from some idealised balance with nature.

Such movements may grow widespread enough to found their own back–to–nature technology–free colonies.

Other lost worlds have governments that deliberately restrict access to technology to keep the population in line. There are barbarian worlds where the peasants till the fields with iron ploughs but the kings survey their domains from grav–floater castles.

Other Lost Worlds

Other worlds are lost because of unusual conditions. Extremely strong solar flares, for example, might induce electric currents in the atmosphere, making electronics unusable on the planet. A planet with extremely fine dust would also pose problems for most advanced technology, as microscopic dust particles get into everything. On such planets, electronics and computing is impossible, severely limiting technology.

Another form of lost world is the generation ship. If a culture has not developed jump drives, then one way to cross the vast gulf between the stars is to use a huge slow ship that takes hundreds of years to reach its destination. It is the descendants of the original crew who reach the destination. For a successful generation ship, it is important to have a robust method of teaching the next generation how to operate the vessel. If this fails – say, because of damage to the ship's computer or an accident that wipes out much of the crew – then the survivors will rapidly lose their understanding of technology. A few generations later, the result is a ship overgrown with hydroponic jungle and crewed by sword–wielding barbarians.

LOST WORLD TECHNOLOGY

Lost worlds are limited to TL3, although most are TL1 or TL2.

Melee Weapons

Weapon	TL	Required Skill	Damage	Heft	Cost (Cr.)	Mass	Special
Heavy Mace	1	Melee (bludgeon)	3d6	2	30	5	Mace
Light Mace	1	Melee (bludgeon)	2d6+2	3	20	2	Mace
Morningstar Flail	2	Melee (bludgeon)	4d6	3	100	6	Mace
Battleaxe	1	Melee (axe)	3d6	2	40	3	
Halberd	2	Melee (axe)	3d6+2	1	90	8	Polearm
Spear	1	Melee (spear)	2d6	0	50	2	
Pike	1	Melee (spear)	3d6	2	75	5	

Mace: The value of flak or cloth armour is halved against maces.
Polearm: Polearms use the Melee (axe) skill but use the Spear range table.

Weapon	Personal	Close	Short
Axe	−1	+0	Out of range
Spear	−2	+0	−2*

*: Spears may only be used to attack foes within 4 metres at Short range.

Ranged Weapons

Weapon	TL	Range	Required Skill	Damage	Recoil	Cost (Cr.)	Mass
Short Bow	1	Assault Weapon	Athletics (bow)	1d6	1	60	1
Long Bow	1	Rifle	Athletics (bow)	2d6	2	300	1.5

Armour

Armour	TL	Protection	Cost (Cr.)	Mass
Hide	1	1	40	2
Breastplate	1	4 (2 against projectiles)	200	5
Half Plate	2	5 (3 against projectiles)	800	12
Full Plate	2	6 (3 against projectiles)	500	20

Shields

Shield	TL	Armour Value	Shield DM	Heft	Cost (Cr.)	Mass
Small Shield	1	4	−1	0		3
Medium Shield	1	6	+0	1		5
Large	1	8	+2	2		6

Shields: If a character is using a shield and is the target of an attack coming from the front or side, there is a chance the shield may block the attack. Roll 2d6 and add the shield DM. If the result is 8 or more, add the shield's Armour Value to the character's armour before calculating damage.

Starting Technological Familiarity

Homeworld	Primitive	Industrial	Prestellar	Early Stellar	Average Stellar	High Stellar	Advanced Stellar
Primitive	C	U	U	U	U	U	U
Industrial	C	C	U	U	U	U	U
Prestellar	F	C	C	F	U	U	U
Early Stellar	F	F	C	C	F	U	U
Average Stellar	F	F	F	C	C	F	U
High Stellar	U	F	F	F	C	C	F
Advanced Stellar	U	U	F	F	F	C	C

Gaining Technological Familiarity

Familiarity is easily gained. A character may gain Familiarity with a few hours' practical experience or tuition.

Comfort takes longer to acquire. A character must spend several months or even years in a culture before he becomes Comfortable with that culture's Technology Rank.

ADVENTURING ON LOST WORLDS

Lost worlds offer a unique form of *Traveller* adventure. Take the average crew of a Type S scout – on most worlds, they are just average people. (Well, average wandering mercenaries with an alarming amount of personal weapons). Their equipment and skills may be above the norm but are not especially exceptional.

On a lost world, they are gods and wizards. They can kill by pointing a 'wand' at an enemy; they call up spirits out of the air; their armour is invulnerable and their medicines can heal any disease; they ride a chariot of steel and fire. The average crew of a Type S can completely remake the culture of a lost world in a matter of months if they put their minds to it.

Stranded Spacefarers

The characters have misjumped or their ship is damaged; either way, they are stuck on a primitive planet. They may be forced to wait for rescue or wait until their ship is repaired and may need to acquire the necessary raw materials. A brave new world awaits them.

The Referee should keep careful track of the characters' resources. Ammunition is impossible to acquire, for example and food may run out quickly, forcing the characters to learn to survive in the wild. No doubt the arrival of the spacefarers has attracted the attention of the locals – will the characters be treated as gods or demons?

Traders From The Stars

In this variant, the characters can leave the lost world whenever they wish. This calls into question why the lost world is lost – are the characters the first ones to discover it or is some force keeping the world from advancing? What effect will the characters' presence have on the world?

Lost worlds do not usually have a starport and so trading opportunities will have to be developed by the characters. There is vast opportunity for profit in unequal situations like this one – the characters can take advantage of the primitive natives, exchanging glass beads and toasters for gold and silver.

Gods, Monsters & Heroes

Characters may wish to use their advanced technology to deliberate effect change in the lost world. They could set themselves up as kings or even as gods or they could overthrow the existing regime and bring the people of the lost world to the stars. Even introducing basic knowledge like the germ theory of medicine or the use of steam power could revolutionise a backward society.

Barbarian Adventurers

For a very different *Traveller* game, the Referee could begin with a band of barbarian characters. This would play as a low–magic swords–and–sorcery game initially, although the 'magic' would either be advanced technology ('*Curse the mage! He has a wand of fire! And look out for that golem!*') or psionics. Eventually, the characters should have the opportunity to find a starship or another way offworld, at which point they can apply their unique barbarian perspective to the wider *Traveller* universe ('*I smite him with my broadsword in zero gravity!*').

Tech Level Familiarity (Optional Rule)

To simplify matters in most *Traveller* games, it is assumed that all Player Characters can operate items from any technology level, as long as they have the correct skills. A musketeer from a TL3 world and the Gun Combat (slug rifles) skill can operate a TL12 gauss rifle with just as much skill as he would his TL3 antique rifle. A character may have grown up on a low–technology world but over the course of his travels he has picked up enough of an understanding to operate items from a higher technological base. However, players may wish to play barbarian characters who have not been exposed to advanced technologies; in which case, use the Tech Level Familiarity rules.

Technology levels are divided into several ranks:
Primitive: TL0 to 3
Industrial: TL4 to 6
Pre–Stellar: TL7 to 9
Early Stellar: TL10 to 11
Average Stellar: TL12–14
High Stellar: TL15–16
Advanced Stellar: TL17–20

In each group, a character may be Unfamiliar with that technology, he may be Familiar with it or he may be Comfortable with it.

Unfamiliar: The character does not understand how to operate the technology. Parts of it may be familiar but others are wholly incomprehensible. When attempting to operate a device from that technology level in a challenging or complex fashion, he suffers a –3DM to his roll. For example, a barbarian has never seen a laser rifle before. He therefore suffers a –3DM when attempting to use it.

The Referee should use his best judgement when applying the penalty for Unfamiliarity. A character from a High Stellar world can use a TL1 knife and fork to feed himself without penalty. However, he may have a problem firing a TL1 bow.

Familiar: The character knows how to use most items from that technology rank and may do so without penalty as long as he has the requisite skills. He may not necessarily understand *how* the item works but he is comfortable with using it and does so without penalty.

Remember that familiarity does not trump skills. Two characters may both suffer a –3DM when using a rifle; one because he is Unfamiliar with that technology rank and the other because he does not have the Gun Combat skill.

Comfortable: The character can not only operate items of that technological rank but he understands the basic principles behind them. He can apply his understanding to other items from that technology rank, even if he has not previously encountered them. Note that training in any technical skill like Science, Engineer or Mechanic gives a character a much more thorough understanding of the principles at all technology levels.

For example, three characters encounter a TL8 vacuum cleaner. None of them have ever seen exactly such a device before. The barbarian from the Primitive world is Unfamiliar with the device and has no idea what to do. The spacefarer from the High Stellar world is Familiar with the device – he can see there is an on–off switch and that one is supposed to hold this tube but it does not seem to respond to verbal commands like any good appliance should. Finally, the average traveller from a Pre–Stellar civilisation is Comfortable with this rank of technology and intuits how to operate it. You have to plug it in and operate it manually.

INDEX

Book 6: Scoundrel

Some are dreamers, wishing to see the universe before settling down and conforming. Others are true independents, preferring to live and work away from the confines of civilisation and avoiding contact with all but a few close friends and companions. Then there are the true rogues and villains. Criminals who look to profit upon the weak, willing to break any law which tries to curtail their ruthless ambition and greed.

Scoundrel deals with those living on the edges of society, from primitive barbarians to criminal masterminds and their minions. Inside are rules and information covering smuggling, piracy and criminal organisations. For those following more legal occupations gambling and salvaging are also detailed as well as an array of patrons with an assortment of odd jobs to keep the travellers occupied.

Taking advantage of everything in this book will lead to many exciting adventures, as long as the travellers remain one step ahead of the law!