

game Planner

TRAVELLER

Compatible Product

Requires the use of the Traveller(TM) Main Rulebook,
available from Mongoose Publishing.

PHASE 1

1 General Type of Scenario

- 1: Investigation (2)
- 2: Survival (3)
- 3: Exploration (4)
- 4: Assault (5)
- 5: Trade (6)
- 6: Sacrifice (7)

PHASE 2

2 Type of Investigation

- 1: Where are they (4)
- 2: What happened (8)
- 3: Where is it (9)
- 4: What is this (10)
- 5: How do we stop it (11)
- 6: Who did this (12)

3 Type of Survival

- 1: Get away from it (11)
- 2: Trapped (13)
- 3: Creeping doom (14)
- 4: Natural disaster (15)
- 5: Hordes of the things (16)
- 6: Assassin (20)

4 Type of Exploration

- 1: Alien structure (17)
- 2: Abandoned structure (18)
- 3: Natural phenomena (19)
- 4: Space (21)
- 5: Mental (22)
- 6: Urban (23)

5 Type of Assault

- 1: Stronghold (24)
- 2: Murder (25)
- 3: Uprising (26)
- 4: Kidnap (27)
- 5: War (28)
- 6: Technological (29)

6 Type of Trade

- 1: Small expensive item (30)
- 2: Rare item (31)
- 3: Cargo (32)
- 4: Technology (33)
- 5: Prisoners (34)
- 6: Star ships (35)

7 Type of Sacrifice

- 1: Money (36)
- 2: Livelihood (37)
- 3: Yourself (38)
- 4: An entire people (39)
- 5: Your hopes and dreams (40)
- 6: Time (41)

PHASE 3

8 *What happened*

- 1: Missing person (12)
- 2: A thing appeared (21)
- 3: Missing items (9)
- 4: Murder (12)
- 5: It was moved (42)
- 6: Strange behaviour (22)

9 *MacGuffin*

- 1: Star ship (35)
- 2: Bundle of cash (36)
- 3: Technological miracle device (19)
- 4: Jewels (36)
- 5: Weapon (11)
- 6: Secret (18)

10 *Weird item*

- 1: Alien artefact (42)
- 2: New mineral (35)
- 3: Sixth sense (20)
- 4: Psionic item (17)
- 5: Map (18)
- 6: Living substance (30)

11 *Threat*

- 1: Solar event (18)
- 2: Failing crops (7)
- 3: Infestation (28)
- 4: Illness (22)
- 5: Invasion (21)
- 6: Political (19)

12 *Who*

- 1: Relative (25)
- 2: Mysterious stranger (20)
- 3: Powerful politician (26)
- 4: Lifelong enemy (27)
- 5: Insurgent (26)
- 6: Alien emissary (42)

13 *Trap*

- 1: Snipers all around (26)
- 2: Rising water (26)
- 3: Social ties (27)
- 4: Locked exits (40)
- 5: Poisonous atmosphere (44)
- 6: Mental confusion (20)

14 *Creeping doom*

- 1: Dying sun (12)
- 2: Infestation (16)
- 3: Alien animals (31)
- 4: Asteroid swarm (26)
- 5: Poison air (35)
- 6: Radiation (20)

15 Natural disaster

- 1: Black hole (32)
- 2: Super nova (3)
- 3: Storm (19)
- 4: Drought (36)
- 5: Collapse (21)
- 6: Meteor (19)

16 Hordes of the things

- 1: Intelligent aliens (20)
- 2: Alien animals (42)
- 3: Insects (11)
- 4: Micro-bots (5)
- 5: Fighter craft (27)
- 6: Mobile fungi (28)

17 Alien Structure

- 1: Hive ship (28)
- 2: Abandoned station (44)
- 3: Religious temple (29)
- 4: Asteroid colony (44)
- 5: Dead city (31)
- 6: Military base (11)

18 Abandoned structure

- 1: Power station (35)
- 2: Floating framework (24)
- 3: Inverted pyramid (34)
- 4: Subterranean cavern (27)
- 5: Arena (42)
- 6: City (29)

19 Natural phenomena

- 1: Population boom (26)
- 2: Psionic scream (40)
- 3: Gravitational anomaly (31)
- 4: Solar fade (41)
- 5: Audible anomaly (11)
- 6: Biological die-off (43)

20 Assassin

- 1: Professional killer (9)
- 2: Angry fool (22)
- 3: Alien (25)
- 4: Underworld thugs ((13)
- 5: Corporate competitor (28)
- 6: Racist (34)

21 Space exploration

- 1: Asteroid (13)
- 2: Space station (20)
- 3: Abandoned hulk (32)
- 4: Alien craft (44)
- 5: New planet (26)
- 6: Mysterious cloud (11)

22 Mental

- 1: Psionic (29)
- 2: Madness (40)
- 3: Invention (36)
- 4: Despair (10)
- 5: Expanding IQ (12)
- 6: Induced confusion (33)

23 Urban

- 1: Old factory complex (16)
- 2: The sewer system (12)
- 3: Abandoned apartment building (44)
- 4: Active atmosphere processor (29)
- 5: Ancient fortress (10)
- 6: Newly discovered alien environment (35)

24 Stronghold

- 1: Bunker complex (21)
- 2: Prefabricated fort (32)
- 3: Massive ancient tower (15)
- 4: Natural cave system (44)
- 5: Military camp (32)
- 6: Vehicular laager (39)

25 Murder

- 1: Legal execution (18)
- 2: Bloody reprisal (12)
- 3: Back alley mugging gone wrong (37)
- 4: Overdose (40)
- 5: Mass killing (26)
- 6: Starvation (27)

26 Uprising

- 1: Slave revolt (36)
- 2: Military coup (32)
- 3: Democratic movement (39)
- 4: Provincial independence declaration (22)
- 5: General strike (25)
- 6: Ethnic aggression (30)

27 Kidnap

- 1: Protagonist (23)
- 2: Sibling or parent (43)
- 3: Employer (20)
- 4: Extended family (22)
- 5: Friend / Neighbour (36)
- 6: Child (23)

28 War

- 1: Capture equipment (35)
- 2: Kill leader (41)
- 3: Hold the line (41)
- 4: Take that hill (22)
- 5: Demolish structure (23)
- 6: Aggressive patrol (41)

29 Technological

- 1: Power out (41)
- 2: Communications block (39)
- 3: Robotic mayhem (42)
- 4: Overload explosion (44)
- 5: Life support failure (24)
- 6: Out of control vehicles (35)

30 Small expensive item

- 1: Antique (32)
- 2: Extinct alien corpse (35)
- 3: Computer program (13)
- 4: Gem (42)
- 5: Legal document (18)
- 6: Key (17)

31 Rare item

- 1: Endangered animal (4)
- 2: Piece of art/craft (43)
- 3: New invention (22)
- 4: Fossil (17)
- 5: Artifact of the Ancients (19)
- 6: Strange material (36)

32 Cargo

- 1: Weapons (37)
- 2: Rare earth (18)
- 3: Industrial gems ((27)
- 4: Animals (42)
- 5: Engine parts ((23)
- 6: Food (16)

33 Technology

- 1: Ship engines (44)
- 2: Laser crystal (24)
- 3: Guidance system (44)
- 4: Comm's gear (34)
- 5: Power source (6)
- 6: Computer parts (25)

34 Prisoners

- 1: Prisoners of war (27)
- 2: Murderers (25)
- 3: Slaves (39)
- 4: Indentured workers (22)
- 5: Captured aliens (35)
- 6: Political rivals (25)

35 Star ships

- 1: Irradiated hulk (30)
- 2: Damaged scout (37)
- 3: New Corvette (25)
- 4: Alien spy vessel (40)
- 5: Decommissioned trader (43)
- 6: Bulk fuel carrier (25)

36 Money

- 1: Wage stoppages (16)
- 2: Just a few credits (40)
- 3: Life Savings (30)
- 4: Thousands per month (12)
- 5: One million credits (35)
- 6: Punitive interest. (37)

37 Livelihood

- 1: Change to part time (18)
- 2: Doubled working hours (26)
- 3: Need new skills (43)
- 4: Unemployed (22)
- 5: Everyone laid off (19)
- 6: Change industry (21)

38 Yourself

- 1: Livelihood (37)
- 2: 1 year of your life (23)
- 3: Tissue sample (17)
- 4: Your home (24)
- 5: Life savings (20)
- 6: Your family (9)

39 An entire people

- 1: An extended family (15)
- 2: The whole tribe (26)
- 3: The last of the race (28)
- 4: The complete colony (4)
- 5: The crew (22)
- 6: All the witnesses (11)

40 Hopes and dreams

- 1: Inheritance lost (15)
- 2: Loved one leaves (38)
- 3: Holiday venue destroyed (28)
- 4: Criminal record
- 5: Poor health (39)
- 6: Irrational fear (31)

41 Time

- 1: The next week (30)
- 2: One year (25)
- 3: A decade (34)
- 4: Six months (30)
- 5: Every Monday (27)
- 6: Retirement (31)

42 Moved

- 1: Hidden next door (22)
- 2: On the star ship (29)
- 3: The next town (22)
- 4: On another planet (32)
- 5: Across the world (37)
- 6: The next subsector (33)

43 Skills

- 1: Computer (22)
- 2: Melee (20)
- 3: Firearm (28)
- 4: Piloting (21)
- 5: Navigation (19)
- 6 : Social (7)

44 Failure

- 1: Accident (40)
- 2: Sabotage (35)
- 3: Wear and tear (33)
- 4: Faulty material(36)
- 5: Operator error (13)
- 6: Corrosion (33)