Approved For Use With

TRAVELLER™
Science-Fiction Adventure in
the Far Future

Dear Fellow Traveller,

Don Rapp's Traveller adventures have been a continuing delight to many people, including the Workshop staff, almost since the original publication of Traveller. His Paranoia Press, and his Narapoia campaign play-by-mail adventures are a continuing source of spare time entertainment for several members of the Workshop's design staff. Don's situations are challenging to the intellect as well as good clean fun.

This booklet by Don Rapp is an approved play aid for Traveller.

Marc W. Miller

Marc W. Miller

Game Designers' Workshop
The Table of Contents

Scouting for Adventure .................. 1
Serpent Class Scout Plans ............ between 2 and 3
Unfit for Service ....................... 7
The Assassin in Traveller ............... 8

Dedicated To:
andrew J. Offut

Author's Note: My special thanks to William A. Barton who called my attention to the shortcomings in the 'Unit for Service' section of this book, and to James Steuard who provided the concept of the 'Surveillance Branch' in the Scout Service.
Scouting For Adventure

While the combat arms are important to the security of any interstellar empire, it must be realized that the expansion of that empire is equally important. And the expansion of the empire, through exploration and initial contact, is the prime mission of the Scout Service.

But the Scout Service has a lesser known, but equally important secondary mission. To quote from The Imperial Interstellar Scout Service Fieldbook by Senior Scout James Steuard:

In addition to many unexplored and virgin planets which may or may not have intelligent life, there are literally hundreds of planets which have intelligent life which has not yet attained advanced technological levels. Initially discovered and mapped by the Exploration Branch and assigned a “protected” status by the Imperium, these worlds are constantly monitored by the Surveillance Branch to protect them from the encroachment and exploitation of unscrupulous traders or cultures. In simplest terms, it may be stated that no technologically superior society has the right to influence the advancement of another society if such influence would adversely accelerate or decelerate the growth rate of the affected society.

Any individual choosing or drafted into the Imperial Interstellar Scout Service will alternate assignments among the four branches: Exploration, Headquarters, Surveillance and Technical Support. At the beginning of each four year term, throw one die to determine the branch in which the term’s assignments will be served and consult the Branch Selection Table. In the Exploration Branch, the Scout is considered to be either pilot or crew member of a Type “S” Scout/Courier; in the Surveillance Branch the Scout is considered to be either the pilot or a member of a Surveillance Team assigned to a Type “SX” Scout/Courier; in the Technical Support Branch the Scout is considered to be serving in a technical support role aboard another Scout’s ship.

Skills are attained by successfully completing yearly assignments, indicated by a roll of dice. Many of these assignments, known as “rankings,” Scouts by pay grades has been adopted to alleviate any command problems which might otherwise occur. Thus a Scout enters the service as a “Scout,” roughly equivalent to the Naval rank of Ensign, and may receive promotions from First Scout through Master Scout, and eventually to Senior Master Scout.

Much of Scouts & Assassins refers to rules, equipment and skills found in basic Traveller and in the Mercenary and High Guard books. The following skills, however, have been created especially for the Imperial Interstellar Scout Service.

Intelligence: Expertise in gathering and interpreting data, usually through the assumption of a specific role within the society on a protected world.

Linguistics: Expertise in recognizing alien language and numerical systems.
Small Ship Tactics: Expertise in strategic and tactical handling of spacecraft under both vacuum and atmospheric conditions.

Surveillance: Expertise in conducting scans of a planetary body to determine its technological level.

Xenology: Expertise in contact with alien sentient life forms.

Decorations are awarded Scouts as follows: if the Scout throws the indicated number or higher, he is awarded the Citation for Meritorious Conduct (CMC). If the throw is at least three higher than that indicated, the individual is awarded the Silver Comet for Gallantry (SCG) instead. If the throw is at least six higher than the number indicated, the Scout receives instead the Silver Starburst for Exemplary Service (SSES) and a cumulative +1 DM on all future promotion throws. Scouts may also receive the equivalent of the Purple Heart for wounds received during Active Duty assignments. This will occur when a Scout throws the exact number, unmodified, needed for survival. The award is known as the Silver Asteroid (SA) and carries with it a monthly stipend of CR200—the only “pension” a Scout ever receives.

It may be interesting to note that the latter decoration is frequently referred to as a “Tin Hemorrhoid” by those who have earned. Perhaps this is due to the difficulty in collecting the monthly credits. The Scout must check in at the nearest Scout Base, properly identify himself and sign for the credit issuance. Failure to adhere to these procedures will result in the immediate loss of the stipend, truly a pain in the...

In spite of this, pride of service seems to run high in the Scouts. As a result, while a player may be posted to Commando School or provide service liaison to another branch unit, he may not transfer out of the Scouts.

As in the other services, the Scout will serve successive four-year terms; each term will be divided into yearly assignments. The first assignment of the first will be spent in Basic and Advanced Training. Basic Training consists of a die throw (plus applicable DM's) on the Scout Occupational Specialty (SOS) Table. Advanced Training consists of a one die throw on the Skill Table, under the column corresponding to the Scout's branch. Each assignment thereafter will be either Active Duty or Headquarters, determined by a die throw at the beginning of the year. Active Duty assignments call for the Scout to make a two dice throw on the Active Duty Assignment Table to determine the type of assignment. Skills earned while on Active Duty may be rolled from the appropriate column on the Skill Table, or from the Scout Life column. Skills earned while assignment to the Headquarters Branch may be rolled from either the Headquarters column or from the Scout Life column.

Due to the versatility and mobility of Scouts, it is necessary to determine the technological level of the world upon which the Scout is based. This is done at the beginning of each four-year term by a two dice throw, which may be modified by a DM of +1 for each term the Scout has completed.

Reenlistment is possible on a roll of 5+ on two dice. On a roll of 12, the player must reenlist for another term. The reenlistment throw must be made at the end of each four-year term whether the player intends to reenlist or not.
KEYWORD INQUIRY: DELTA RESEARCH

335-106h WHEN STORM PURCHASED DELTA PRODUCTS CORP.
MAJOR OFFICES LOCATED ON MOST WORLDS WITH TECH LEVS 9+ AND CLASS A OR B STARPORTS. RESEARCH COLONY AT DELTA CENTRE/ METCHI ALAGMA: YARDS 5 AND 11 AT SHANOE/ DELTA: YARDS 2, 3, 4 AND 7 AT MISKAH-MIQU/METCHI ALAGMA: YARDS 3, 4, 5 AND 10 AT BATTLELY/ ZYVAR.

PRODUCTS:
TYPE AB FAR TRADEC, AVIAN CLASS; 200 TONS
TYPE MN MERCHANT, ARACHNIS CLASS; 800 TONS
TYPE 5 SCOUT/COURIER, SERPENT CLASS; 300 TONS
TYPE 5X SCOUT/COURIER, WIND CLASS; 350 TONS
TYPE XB EXPRESS BOAT, CARNIVORE CLASS; 100 TONS
TYPE YF YACHT, GEN CLASS; 1,000 TONS
LOGICAL HEURISTIC PROCESSOR (ORGANIC) COMPUTERS
SERIES TS150; MANEUVER DRIVES
E-CIRCUIT MODULES

CREDIT RATING:
AA+ - IMPERIAL STOCK EXCHANGE
AAA - VANREX VANGUARD SECURITIES EXCHANGE
AA+ - CASH CONSENTIENT ALLIANCE SECURITIES HOUSE.

NARRATIVE:
ESTABLISHED 537 AS DELTA PRODUCTS CORPORATION. WELL KNOWN AS RELIABLE SOURCE OF INTERSTELLAR CRAFT, FROM 300 TO 3,000 TONS. PRODUCT RELIABILITY IS EXCELLENT, PRODUCT DEPENDABILITY IS SUPERIOR. CONTRACT PERFORMANCE AND DELIVERY IS AVERAGE, WITH LESS THAN 10% IN TIME AND MATERIALS OVERRUNS. OWNERSHIP IS LISTED AS FOLLOWS: HAUPT-STORM - 70%; INVESTMENT TRUSTS - 15%; CORPORATE EMPLOYEES - 10%; IMPERIAL FAMILY - 2.5%; AND PUBLIC (INDIVIDUALS) - 2.5%. MAINTAIN THE CONTROLLING INTEREST IN A COMPUTER SOFTWARE FIRM AT IN- TERCOURSE/DELTA. INTERWORLD BUSINESS MACHINES, INC.
OUTSTANDING CONTRACTS INCLUDE THE REMAINDER OF 3,000 TYPE 5 SCOUT/COURIERS (LWD) 1115; 100 CA SEXIS); 500 TYPE 5X SCOUT/COURIERS; 500 TYPE MN MERCHANTS; 500 TYPE AB FAR TRADERS; 250 TYPE XB EXPRESS BOATS; AND 1 TYPE YF YACHT. OUTSTANDING OTHER CONTRACTS ARE MANEUVER DRIVES FOR ALL THE VESSELS, ABOVE: LHEPCOR COMPUTERS OF VARIOUS MODELS, OVER 1,500 UNITS, AND 10 E-CIRCUIT MODULES.

ADDITIONAL DATA:
LHEPCOR 51/DIS TIMESTAMP 008.1107.223427

**END**
OVER SEVEN HUNDRED DELTA RESEARCH SCOUT/COURIERS ARE IN ACTIVE SERVICE WITH BOTH THE IMPERIAL INTERSTELLAR SCOUT SERVICE AND THE CONFEDERATE ALLIANCE SCOUT/EXPLORATION SERVICE. THE FOLLOWING DISPOSITIONS REPRESENT ONLY THOSE TYPES LAID DOWN SINCE 335.1107...

FIN* NAME ASSIGNED LAID TEST CURRENT STATUS (1107)
0000 THUNDER SNAKE 335.1100 335.1103 DELTA RESEARCH TESTBED IN SERVICE I/S/s SEAS NOT LAID DOWN
3001 THROUGH 3700 LOST 3103/PARKING REG.
3703 & 3704 ADDER 345.1100 127.1103 SCRAPPER/YARD #5
3707 KRAIT 005.1101 231.1103 RESERVE STATUS
3718 URUJU 133.1101 131.1103 RESERVE STATUS
3719 FER-DE-LANCE 041.1101 167.1104 RECALLED BY DELTA YD #11 I/S/s SEAS
3797 BUSHMASTER 065.1101 130.1104 I/S/s SEAS
3711 DABOIA 300.1101 157.1104 I/S/s SEAS
3714 RUSSEL'S VIPER 015.1102 333.1104 LOST 1107/PARKING REG.
3714 GOPER SNAKE 060.1102 361.1104 LOST 1107/PARKING REG.
3715 ANACONDA 093.1102 003.1105 I/S/s SEAS
3713 AMBROSE 094.1102 003.1105 I/S/s SEAS
3717 COTTONMOUTH 135.1102 130.1105 I/S/s SEAS
3718 TIC-POLONGA 235.1102 130.1105 I/S/s SEAS
3719 VIPER 299.1102 173.1105 I/S/s SEAS NOT LAID DOWN
3720 & 3721 LOST 1107/PANDEMION
3722 SIDEWINDER 335.1102 331.1105 I/S/s SEAS
3723 ASP 135.1102 331.1105 IMPERIAL CONFEDERATE SERVICE
3724 CROBA 012.1103 339.1105 STATION KEEPING/DARKLING
3725 KING SNAKE 061.1103 001.1106 STATION KEEPING/DARKLING
3726 QUEEN SNAKE 061.1103 001.1106 SCRAPPER/YARD #5
3727 PYTHON 095.1103 019.1106 CONSTRUCTION SUSPENDED
3726 COPPERHEAD 101.1103 I/S/s SEAS CONSTRUCTION ACCELERATED
3729 HOG-NOSE 101.1103 050.1106 I/S/s SEAS
3730 MATTLESNAKE 141.1104 I/S/s SEAS
3732 PUFF ADDER 173.1104 110.1106 I/S/s SEAS
3733 KING COBRA 202.1104 335.1106 I/S/s SEAS
3736 BLUE RACER 222.1104 139.1104 I/S/s SEAS
3736 ALLIANCE III TYPE II/BIS ON BRIDGE: INPUT/OUTPUT TERMINALS LOCATED AT NAVIGATOR'S AND GUNNER'S STATIONS AND IN PILOT'S STATE ROOM. VOICE 1/O OPTION. EITHER THUNDER EAGLE OR LIGHTWEIGHT EAGLE VEHICLE OPTIONS. NEUTRAL CONFEDERATE SERVICE
3737 RECONNAISSANCE UNIT CAPABLE OF SUPPORT FLYER OF LIGHTWEIGHT EAGLE OR LIGHTWEIGHT EAGLE. SERVICES OF HIGH-VALUE OBJECTS WITH OUTWEIGHTS OF HIGH-VALUE OBJECTS.
3738 MISSILE LAUNCHER, 1 SAND CASTERS: DOUBLE DORSAL TURRET SERVICE MODELS ONLY.

KEYWORD ENQUIRY: TYPE S SCOUT/COURIER, SERPENT CLASS, DISPOSITIONS

LHERIDIL II/BIS TIMESTAMP 364.1106.137295

LHERIDIL II/BIS TIMESTAMP 004.1107.143136
BRANCH SELECTION TABLE

<table>
<thead>
<tr>
<th>Die</th>
<th>Branch</th>
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<tr>
<td>1</td>
<td>Technical Support</td>
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<tr>
<td>3</td>
<td>Technical Support</td>
</tr>
<tr>
<td>4</td>
<td>Surveillance</td>
</tr>
<tr>
<td>5</td>
<td>Surveillance</td>
</tr>
<tr>
<td>6</td>
<td>Exploration</td>
</tr>
<tr>
<td>7</td>
<td>Choice of Branch</td>
</tr>
<tr>
<td>8</td>
<td>Choice of Branch</td>
</tr>
</tbody>
</table>

and Assignment

DM's apply: +1 if Senior Scout;
+2 if Senior Master Scout.

SCOUT OCCUPATIONAL SPECIALTY

<table>
<thead>
<tr>
<th>Die</th>
<th>Specialty</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>Air/Raft</td>
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<td>2</td>
<td>Vac Suit</td>
</tr>
<tr>
<td>3</td>
<td>Computer</td>
</tr>
<tr>
<td>4</td>
<td>Communications</td>
</tr>
<tr>
<td>5</td>
<td>Navigation</td>
</tr>
<tr>
<td>6</td>
<td>Pilot</td>
</tr>
<tr>
<td>7</td>
<td>Xenology</td>
</tr>
<tr>
<td>8</td>
<td>Choice of Specialty</td>
</tr>
</tbody>
</table>

DM's apply: +1 if Tech Level of Base World is 11+
+2 if Tech Level of Base World is 13+

GENERAL ASSIGNMENT

<table>
<thead>
<tr>
<th>Die</th>
<th>Exploration</th>
<th>Surveillance</th>
<th>Tech Support</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 or 2</td>
<td>Headquarters</td>
<td>Headquarters</td>
<td>Headquarters</td>
</tr>
<tr>
<td>3</td>
<td>Headquarters</td>
<td>Active Duty</td>
<td>Active Duty</td>
</tr>
<tr>
<td>4</td>
<td>Active Duty</td>
<td>Active Duty</td>
<td>Active Duty</td>
</tr>
<tr>
<td>5</td>
<td>Active Duty</td>
<td>Special Assignment</td>
<td>Special Assignment</td>
</tr>
<tr>
<td>6</td>
<td>Special Assignment</td>
<td>Special Assignment</td>
<td>Special Assignment</td>
</tr>
</tbody>
</table>

ACTIVE DUTY ASSIGNMENT

<table>
<thead>
<tr>
<th>Throw</th>
<th>Exploration</th>
<th>Surveillance</th>
<th>Tech Support</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Alien Contact</td>
<td>Surveillance</td>
<td>Alien Contact</td>
</tr>
<tr>
<td>3</td>
<td>Survey</td>
<td>Surveillance</td>
<td>Alien Contact</td>
</tr>
<tr>
<td>4</td>
<td>Survey</td>
<td>Intelligence</td>
<td>Survey</td>
</tr>
<tr>
<td>5</td>
<td>Survey</td>
<td>Intelligence</td>
<td>Survey</td>
</tr>
<tr>
<td>6</td>
<td>Ship Maintenance</td>
<td>Training</td>
<td>Ship Maintenance</td>
</tr>
<tr>
<td>7</td>
<td>Ship Maintenance</td>
<td>Training</td>
<td>Training</td>
</tr>
<tr>
<td>8</td>
<td>Ship Maintenance</td>
<td>Training</td>
<td>Training</td>
</tr>
<tr>
<td>9</td>
<td>Training</td>
<td>Training</td>
<td>Training</td>
</tr>
<tr>
<td>10</td>
<td>Survey</td>
<td>Intelligence</td>
<td>Survey</td>
</tr>
<tr>
<td>11</td>
<td>Survey</td>
<td>Surveillance</td>
<td>Alien Contact</td>
</tr>
<tr>
<td>12</td>
<td>Alien Contact</td>
<td>Choice of Assignment</td>
<td>Alien Contact</td>
</tr>
</tbody>
</table>

DEFINITIONS

Alien Contact: The individual is a member of a team whose mission is to seek out and contact alien sentient life-forms. Not all missions are successful; throw 2 on two dice to encounter an alien; a subsequent throw of 8+ indicates friendly contact and the player receives +1 skill level in Xenology.

Intelligence: The Scout has been assigned the task of gathering information for the Imperium regarding the development potential of a protected planet. Throw 7+ (+1 DM for each level of Pilot skill) to make an undetected landing; throw 6+ (+1 DM for each level of Pilot skill) to make an undetected liftoff. Failure to make either throw results in the assignment being compromised and the Scout receives a −1 DM on all future promotion and decoration throws until exonerated; exoneration is automatic when the Scout throws exactly 12 on either a decoration or a promotion throw. If the assignment is not compromised, the Scout receives an automatic skill level in Intelligence.
Ship Maintenance: The ship on which the player crews is undergoing routine maintenance.

Surveillance: The Scout either as the Pilot (if a skill has been earned) or as a member of a special team (throw one die and add one for the size of the team), has been assigned to a Type “SX” Scout/Courier to maintain a watch over a protected planet. On a throw of 10+ (+1 for each member of the team), an attempt has been made by an outside force to interfere with the development of the planet’s sentients; the attempt has been neutralized and the Scout receives an additional skill level in Surveillance.

Survey: The individual is a member of a team whose mission is to discover, chart and/or explore new planetary systems. A throw of 9+ indicates the discovery of a new star system; a further throw of 10+ indicates the presence of a planet with a native, sentient life-form and the player gains a +1 DM to his next roll on the Skill Table and a -1 DM to his next roll for an Alien Encounter.

SPECIAL ASSIGNMENT TABLE

<table>
<thead>
<tr>
<th>Die Assignment</th>
<th>SERVICE LIAISON TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Recruiting</td>
<td>1 Army</td>
</tr>
<tr>
<td>2 Intelligence School</td>
<td>2 Army</td>
</tr>
<tr>
<td>3 Commando Training</td>
<td>3 Army</td>
</tr>
<tr>
<td>4 Service Liaison</td>
<td>4 Marines</td>
</tr>
<tr>
<td>5 Advanced Scout Training</td>
<td>5 Marines</td>
</tr>
<tr>
<td>6 Advanced Technical Training</td>
<td>6 Imperial Navy</td>
</tr>
</tbody>
</table>

ASSIGNMENT RESOLUTION

<table>
<thead>
<tr>
<th>Exploration</th>
<th>Alien Contact</th>
<th>Survey</th>
<th>Ship Maint.</th>
<th>Training</th>
<th>Hdqtrs.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Survival</td>
<td>7+</td>
<td>6+</td>
<td>Auto</td>
<td>4+</td>
<td>4+</td>
</tr>
<tr>
<td>Decoration</td>
<td>6+</td>
<td>9+</td>
<td>None</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Promotion</td>
<td>9+</td>
<td>10+</td>
<td>8+</td>
<td>9+</td>
<td>4+</td>
</tr>
<tr>
<td>Skill</td>
<td>6+</td>
<td>5+</td>
<td>8+</td>
<td>5+</td>
<td>4+</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Tech Support</th>
<th>Alien Contact</th>
<th>Survey</th>
<th>Ship Maint.</th>
<th>Training</th>
<th>Hdqtrs.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Survival</td>
<td>6+</td>
<td>5+</td>
<td>Auto</td>
<td>4+</td>
<td>4+</td>
</tr>
<tr>
<td>Decoration</td>
<td>7+</td>
<td>5+</td>
<td>None</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Promotion</td>
<td>8+</td>
<td>11+</td>
<td>None</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Skill</td>
<td>6+</td>
<td>5+</td>
<td>6+</td>
<td>5+</td>
<td>4+</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Surveillance</th>
<th>Intelligence</th>
<th>Training</th>
<th>Headquarters</th>
</tr>
</thead>
<tbody>
<tr>
<td>Survival</td>
<td>7+</td>
<td>8+</td>
<td>4+</td>
</tr>
<tr>
<td>Decoration</td>
<td>10+</td>
<td>11+</td>
<td>None</td>
</tr>
<tr>
<td>Promotion</td>
<td>8+</td>
<td>9+</td>
<td>None</td>
</tr>
<tr>
<td>Skill</td>
<td>9+</td>
<td>10+</td>
<td>5+</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Special Assignment Resolution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recruiting: The Scout has been assigned to a recruiting station and receives an automatic Recruiting skill and an automatic Carousing skill.</td>
</tr>
</tbody>
</table>

Intelligence School: The Scout has been sent to Intelligence School and may receive up to five skills. Throw 4+ on one die for each of the following: Disguise, Intelligence, Interrogation, Linguistics, and Xenology.

Commando Training: The Scout has been chosen to attend Commando School and receive commando training. The player may receive up to seven skills as a result. Throw 5+ on one die for each of the following: Blade Combat, Bow Combat, Demolitions, Gun Combat, Reconnaissance, Unarmed Combat, and Wilderness Survival.

Service Liaison: The Scout has been selected to provide liaison to another service. Throw one die on the Service Liaison Table. The Scout is free to choose the branch of the service in which the liaison will occur, and will roll for one skill under the appropriate column of the MOS or MOS Table.

Advanced Scout Training: The Scout has been assigned to the Advanced Scout Training School where up to six additional skills may be received. Throw 4+ on one die for each of the following: Reconnaissance, Small Ship Tactics, Surveillance, Zero-G Weapons, Zero-G Combat, and Instruction.

Advanced Technical Training: The Scout has been chosen to attend the Advanced Technical Training Center and may receive up to six additional skills. Throw 5+ on one die for each of the following: Air/Rift, Computer, Gravitics, Navigation, Pilot, and Ship Maintenance.

SKILL TABLES

<table>
<thead>
<tr>
<th>Die</th>
<th>Scout Life</th>
<th>Exploration</th>
<th>Surveillance</th>
<th>Tech Support</th>
<th>Hdqtrs.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>+1 Stren</td>
<td>Gun Combat</td>
<td>+2 Intel</td>
<td>Gunnery</td>
<td>Forgery</td>
</tr>
<tr>
<td>2</td>
<td>+1 Dext</td>
<td>Blade Cmbt</td>
<td>Disguise</td>
<td>Electronics</td>
<td>Bribery</td>
</tr>
<tr>
<td>3</td>
<td>+1 Endur</td>
<td>Jack-O-Trades Intelligence</td>
<td>Mechanical</td>
<td>Streetwise</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Gun Cmbt</td>
<td>Air/Rift</td>
<td>Interrogation</td>
<td>Computer</td>
<td>Admin</td>
</tr>
<tr>
<td>5</td>
<td>Blade Cmbt</td>
<td>Navigation</td>
<td>Leadership</td>
<td>Gravitics</td>
<td>Liaison</td>
</tr>
<tr>
<td>6</td>
<td>Gambling</td>
<td>Pilot</td>
<td>Surveillance</td>
<td>Medical</td>
<td>Computer</td>
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<tr>
<td>7</td>
<td>Survival</td>
<td>Vacc Suit</td>
<td>Linguistics</td>
<td>Ship Maint</td>
<td>Instruction</td>
</tr>
<tr>
<td>8</td>
<td>—</td>
<td>Choice*</td>
<td>Choice*</td>
<td>Choice*</td>
<td>Choice*</td>
</tr>
</tbody>
</table>

*Choice of any skill in this column.

DM’s apply: Fourth-term Scouts, +1; Fifth-term Scouts, +2; served on an Active Duty assignment which resulted in discovery of an inhabited planet, +1.

TABLE OF COMPARATIVE RANKS

<table>
<thead>
<tr>
<th>Traveller Rank</th>
<th>Pay Grade</th>
<th>Scout Appointment</th>
<th>Insignia Color</th>
<th>Naval Equivalent</th>
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<tbody>
<tr>
<td>1</td>
<td>S0</td>
<td>Scout</td>
<td>White</td>
<td>Ensign</td>
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<td>1</td>
<td>S1</td>
<td>First</td>
<td>Red</td>
<td>Sublieutenant</td>
</tr>
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<td>S2</td>
<td>Chief</td>
<td>Orange</td>
<td>Lieutenant</td>
</tr>
<tr>
<td>3</td>
<td>S3</td>
<td>Senior Chief</td>
<td>Yellow</td>
<td>Lt. Commander</td>
</tr>
<tr>
<td>4</td>
<td>S4</td>
<td>Senior</td>
<td>Green</td>
<td>Commander</td>
</tr>
<tr>
<td>5</td>
<td>S5</td>
<td>Master</td>
<td>Blue</td>
<td>Captain</td>
</tr>
<tr>
<td>5</td>
<td>S6</td>
<td>Senior Master</td>
<td>Indigo</td>
<td>Commodore</td>
</tr>
</tbody>
</table>
MUSTERING OUT TABLES

Table 1  Die  Material Benefits
1  Weapon  Cr 10,000
2  +2 Education  Cr 20,000
3  Middle Passage  Cr 30,000
4  Blade  Cr 40,000
5  Gun  Cr 50,000
6  High Passage  Cr 60,000
7  Type "S" Scout/Courier  Cr 75,000
8  Type "SX" Scout/Courier  Cr 100,000

Table 2  Cash Allowances
Die: Scouting: Gamble: 1 may add 1 to their die rolls on Table 2; Scouting: Gamble: 3 may add 2 to their die rolls on Table 2. Master Scouts may add 1 to die rolls on Table 1; Senior Master Scouts may add 2 to die rolls on Table 1. Only one Scout/Courier, regardless of type, may be acquired upon mustering out. Additional rolls which would result in Scout/Couriers are lost. One mustering out roll may be made for each four year term completed. Master Scouts receive one extra roll; Senior Master Scouts receive two extra rolls.

SPECIFIC GAME EFFECTS OF SKILLS

Disguise: See the description under “The Assassin in Traveller.”

Intelligence: Expertise in the accumulation and interpretation of data. Skill levels act as a positive DM where either Streetwise or Interrogation may be called for. If the Scout also has Computer skills, this may act as a cumulative DM when interpreting data received as a result of a computer inquiry.

Linguistics: The individual has attained expertise in recognizing and translating alien forms of communication. Each level of expertise adds a DM of +1; lack of expertise, DM -4.

Ship Maintenance: The individual has attained sufficient skills to enable him to diagnose and repair damage to portions of his ship—other than those covered by specific skills such as Computer, Gravitics, Engineering, etc. Each level of expertise functions as a +1 DM where a throw may be required.

Small Ship Tactics: The individual has gained both strategic and tactical experience in the use of the Type “S” Scoutship in combat. The skill may be applied under both atmospheric and vacuum combat situations, and will allow a +1 DM for each level of expertise. Tactics may include the use of one to five ships in combat— including ground support and coordinated attack roles.

Surveillance: Expertise in conducting orbital or sub-orbital scans of a planetary body in order to ascertain the technological level. If the Scout also has Small Ship Tactics skills, this acts as a cumulative DM to prevent detection by other ships or planetary installations. Each skill level acts as a DM of +1.

Unarmed Combat: See the description under “The Assassin in Traveller.”

Xenology: Expertise in the contact and understanding of alien sentients. Skill levels act as a positive DM on the Reaction Table when it is determined that an encounter with an alien has occurred. No expertise, DM -5.

UNFIT FOR SERVICE

If, during the course of character development, the player fails to make the required survival throw, he will be considered as having been discharged from the service. The reasons may range all the way from death to transfer to another branch and arm. Throw two dice on the Discharge Table to determine the reason. If a transfer is indicated, roll one die on the Transfer Table to determine into which service the player will transfer. It is possible that a player may succeed in being reinstated in his own branch.

DISCHARGE TABLE

2  Death
3  Desertion/Cowardice
4  Mutiny
5  Insubordination
6  Unfitness/Physical
7  Striking a Superior
8  Drunkenness
9  Other Disciplinary Reason
10  Unfitness/Psychological
11  Transfer at Service’s Request
12  Transfer at Own Request

EFFECTS ON MUSTERING OUT

No benefits, naturally!

Lose 4 Mustering Out rolls
Lose 3 Mustering Out rolls
Lose 2 Mustering Out rolls
Lose 1 Mustering Out roll

-2 DM on Mustering Out rolls,
-2 DM on Patron Encounters
-1 DM on Mustering Out rolls,
+1 skill in Carousing
-1 DM on Mustering Out rolls,
No effect on Mustering Out rolls

All Mustering Out rolls from new service’s tables

TRANSFER TABLE

1  Navy
2  Marines
3  Army
4  Scouts
5  Merchant Service
6  Choice of Service

Results of 3 through 5 will lower the individual’s Social Standing by 3; results of 6 or 7 will lower Social Standing by 2; results of 8 through 10 will lower Social Standing by 1; and a result of 12 will raise the individual’s Social Standing by 2. Any result less than 10 will force the individual to make all Mustering Out rolls from Traveller Book 1; with a roll of 10+ the individual may roll from any appropriate Mustering Out table.

6 7
The Assassin in Traveller

In the course of any expanding empire, the services of many different professions enjoy renewed interest. This is also true of one of Me's oldest professions, along with prostitution and the priesthood: The Assassin. Here are some ideas on the generation of a new breed of player (and non-player) character for Traveller.

LEAGUE OF ASSASSINS
Prior Service Table
Enlistment 11+
DM of +1 if Dexterity 9+
DM of +2 if Intelligence greater than Strength by 2+
Draft None
Survival 8+
DM of +2 if Intelligence 9+
Position 10+
DM of +1 if Dexterity 8+
Promotion 8+
DM of +1 if Endurance 8+
Reenlist 5+

Rank and Service Skills
Apprentice . . . . . . . . Blade-1
Assassin . . . . . . . . Unarmed Combat-1

TABLE OF RANKS
MUSTERING OUT TABLES
Rank 0 Apprentice
Rank 1 Hajji
Rank 2 Dacoit
Rank 3 Thuggee
Rank 4 Assassin
Rank 5 Master Assassin

Die Material Benefits Cash Allowance
1 +1 Dexterity Cr 1,000
2 +1 Intelligence Cr 2,000
3 Blade Cr 3,000
4 Middle Passage Cr 4,000
5 High Passage Cr 5,000
6 Assassin's Guild Cr 6,000

The Assassin's Guild (AG) provides a High Passage each month to its members in good standing, and it provides hostels and facilities on all world having a Population Level of 7+. Such facilities are available without charge to Assassins and Master Assassins, and at nominal rates to Thuggees and below. Finally, it provides legal assistance (treat as skill level 5) for any member apprehended by local authorities who lives to stand trial. DM's apply: Rank 4 and 5, +1 to rolls for Material Benefits.

Retirement Pay: None.

Acquiring Skills and Expertise: Skills are attained either by surviving a four year term or by attaining a position of higher responsibility. At the end of each term, the Assassin may roll twice on the Acquired Skill Tables and earns one additional roll each time a move upward in rank is achieved.

ACQUIRED SKILLS TABLES

<table>
<thead>
<tr>
<th>Personal Development Table</th>
<th>Advanced Education Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 +1 Dexterity</td>
<td>1 Interrogation</td>
</tr>
<tr>
<td>2 +1 Endurance</td>
<td>2 Carousing</td>
</tr>
<tr>
<td>3 Bow Combat</td>
<td>3 Vac Suit</td>
</tr>
<tr>
<td>4 Poisons/Antidotes</td>
<td>4 Reconnaissance</td>
</tr>
<tr>
<td>5 Blade Combat</td>
<td>5 Zero-G Combat</td>
</tr>
<tr>
<td>6 Gun Combat</td>
<td>6 Jack of All Trades</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Service Skills Table</th>
<th>Advanced Education Table (Only if Education 8+)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Unarmed Combat</td>
<td>1 Medical</td>
</tr>
<tr>
<td>2 Streetwise</td>
<td>2 Computer</td>
</tr>
<tr>
<td>3 Survival</td>
<td>3 Administration</td>
</tr>
<tr>
<td>4 Stealth</td>
<td>4 Pilot</td>
</tr>
<tr>
<td>5 Escape &amp; Evasion</td>
<td>5 Electronic</td>
</tr>
<tr>
<td>6 Disguise</td>
<td>6 Instruction</td>
</tr>
</tbody>
</table>

NEW SKILLS

Disguise:
Skilled in the use of camouflage and disguises.

Escape & Evasion:
Skilled in making and evading traps, opening locks and evading search parties.

Poisons/Antidotes:
Skilled in the manufacture and use of poisons and antidotes.

Stealth:
Skilled in moving about in dark rooms and shadows.

Unarmed Combat:
Skilled in the use of the body as a weapon.

SPECIFIC GAME EFFECTS

This skill imparts the ability to effectively use techniques of camouflage and disguise to escape undue attention by the authorities and others. Skill levels act as positive DM's on the Reaction Table. DM's apply: No expertise, -4; per level of expertise, +1.

This skill imparts the ability to search for hidden traps and to neutralize them once they are located, to make traps, to open most locks and locked doors, and to aid in escaping searches intent upon doing the player irreparable harm. A basic throw of 7+ is required for success. DM's apply: No expertise, -4; per level of expertise, +1.

This skill imparts the ability to recognize poisons and to prepare antidotes to nullify their effects. If the player also has Survival skills, it can be determined whether or not a substance will be harmful to eat. DM's apply: per level of expertise, +1.

This skill imparts the ability to move about in darkened or dark areas silently and without detection. A basic throw of 8+ is required to escape notice. DM's apply: No expertise, -4; per level of expertise, +1.

This skill imparts the ability to use the parts of the body as offensive weapons. Treat Hands and Feet as Blade; Elbows and Knees as Dagger; Head as Club. Levels of 2+ may also serve as a defensive DM to be used against attacks with personal weapons of Technological Level 5, against any weapon used at Close or Short Ranges. Defensive DM's are nullified by the use of any type of armor. DM's apply: No expertise, -4; per level of expertise, +1.
For the science-fiction fan who finishes a novel only to wonder what happens next... For the fan who wishes he could be there, it only for a few minutes... When just reading isn't enough...

...there is Traveller

Traveller is a role-playing game of science-fiction adventure. Players assume the roles of citizens of the far future, with all their options wide open. Limited only by the amount of effort they wish to put into the game, players may explore new worlds, puzzle out the enigmas of ancient civilizations, conduct complicated confidence scams, smuggle, build empires, lead revolutions, conduct interstellar wars... the list is endless as the imaginations of the players.

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THE JOURNAL—A quarterly magazine devoted to Traveller, and to science-fiction games. Each issue has a Traveller situation or scenario, plus articles and modules with more Traveller rules and equipment. Thirty-two pages per issue. (Issue 1 contains Starship Annex, Nova ship plans, Hinterland Ruin scenario, Imperium Variant, The Leviathan, plus more.)