Introductory Adventure
The Imperial Fringe

TRAVELLER
Science-Fiction Adventure in the Far Future

1973 - 1996

GDW

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ROLE-PLAYING

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Introductory Adventure
The Imperial Fringe

TRAVELLER ®

Science-Fiction Adventure
in the Far Future

Game Designers' Workshop

The Imperial Fringe was designed by Marc W. Miller, with additional material by John Harshman. Graphics by Chris Purcell.

This booklet is an adventure for **Traveller**, GDW's science fiction
role-playing game set in the far future.

Traveller is GDW's trademark for its science fiction
role-playing game materials.

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The Fringe

The Imperial Fringe is the edge of a large and sprawling interstellar empire. The proper name for this region is the Spinward Marches, so named because they are located on the very border of the Imperium, in the spinward direction when considering the rotation of the galaxy. This area of hundreds of star systems, shown on the accompanying map, is to be the setting for this introductory adventure into the universe of **Traveller**.

This adventure is written for the beginner and touches briefly on many different aspects of the science fiction role-playing possibilities within **Traveller**. As referee or player, you should read carefully **Traveller** Books 1, 2 and 3; as referee you should read through this adventure to familiarize yourself with it. Once that is done, you are ready to begin.

Materials: As Book 1 indicates, a wide variety of materials are desirable during your adventures. For this particular adventure, lined notebook paper, pencils and pens, and graph paper are especially helpful. Everyone should have a pair of six-sided dice. The referee should have a folder or notebook to keep records of the group's progress; the complete adventure should probably take quite a few sessions of play.

CHARACTER GENERATION

The first step in playing **Traveller** is to generate characters. Book 1 provides complete information on character generation, and each player should generate his or her own character for this first adventure. Be careful to record all of the required information on the individual and keep it handy on a note card or piece of paper.

The Scout: One person in the adventure should be a scout; the assumption in the adventure is that one character has possession of type S scout/courier and thus provides transportation for the group. The referee should suggest that one player attempt a scout career. If, after all character generation has been performed, no scout has a scout ship, one of them should be arbitrarily given a scout ship in order to further the adventure.

Referee's Note: It is not unusual for a referee to arbitrarily alter circumstances as they occur if they will help an adventure move along. Such alterations should not change decisions made by the players, and should not be gifts or presents just to make them better off; they should be presented when they are required by the situation, and when there is no reasonable alternative.

If the referee desires, and is ready to alter the rest of the adventure to fit, there are alternatives. For example, one of the group could be a merchant character with a type A free trader; the adventure would then tend to focus more on trade and commerce.

Once everyone has a character, the adventure is ready to begin. Since everyone is starting out fresh, the best approach is to place all of the characters together in a single situation and inform them of what is happening. The information in Mustered Out (except for the sections headed referee's notes) should be explained to everyone. Some, but not all, sections may be read aloud.

Mustered Out

It's the end of one career for each of the characters, and the beginning of a new one. They have just mustered out of their service careers, pocketed their final pay, and gathered up any souvenirs or equipment of particular importance. And all face the same question: "What do I want to do now?"

Each individual character has mustered out on Regina (1920-A788899-A), a rich world and capital of the Regina subsector. It is a merchant hub, a naval and scout center, and anyone in any service can reasonably expect to muster out here. It can be assumed that everyone in the group knows each other, perhaps from years past, perhaps from a chance meeting in the mustering out center, or perhaps from some brief encounter. Obviously, everyone has decided to band together in search of fortune, power, glory, or just entertainment.

That leaves the question still: where to next?

EQUIPMENT

Any character's first thoughts, what with all that mustering out pay burning a hole in his or her pocket, should be for equipment. There are many different things worth consideration, with a long list presented in Book 3. Many should be available here on Regina. Each character should look at the list of available equipment in Book 3 and the list of weapons in Book 1, and consider purchases. Almost any item that is listed with tech level 10 or below (Regina is tech level 10) should be available for purchase. The only exception is that of weapons; because Regina is law level 9, weapons are severely restricted, and even trying to buy them can result in legal difficulties. As a result, weapons purchases should probably be postponed until a more permissive world is found.

Referee's Note: If individuals have mustered out with weapons, they can probably be retained, though not carried. They can be left in sealed lockers at the starport pending departure from Regina, or they can be left in the group's scout/courier. If anyone insists on retaining his or her weapon (or on trying to buy a weapon) while wandering around Regina, throw 9- (Regina's law level) for the individual to be caught by the police, fined the value of the weapon, and the weapon itself confiscated.

Individuals should consider the effects of equipment weight on themselves, and on available cargo space in their ship.

Characters often share their money and equipment for the general good. Loans of money to allow purchase of equipment are commonplace. Likewise, individuals may purchase equipment for the general welfare (such as rations, communicators, shelters) and allow all to use it. While this is laudable, such characters should also keep records of their contributions, and try to recover such expenditures when the group comes into money.

THE SHIP

Someone in the group has a starship; probably it is a surplus scout service scout/courier. Before the adventure proceeds any farther, the group should tour the

facilities and acquaint themselves with the ship that will be their home for the next several months. The chapter on the scout/courier includes deck plans for the ship, an indication of the interior fittings, as well as a description of the ship's performance and its maintenance requirements.

Referee's Note: At this point, the character with the scout/courier should take over for the tour. He or she can lead the group through the deck plan, establishing which cabin is whose and where the controls and the air locks are. At the same time, the scout can determine which characters are capable of assistance in the operation of the ship. Asking who has engineering skill can determine who will be engineer; asking who has air/raft skill will determine who will usually drive the scout/courier's air/raft. After the tour, the adventure can move to the next phase.

BEGINNING AN ADVENTURE

Even in a structured adventure such as this one, there is (there must be) room for the characters to wander and operate as they want. Once the characters are familiar with each other, and once they are reasonably well equipped, they must still cope with their pressing question: what are they going to do? Typical responses early in a **Traveller** game include a search for the Psionics Institute or engaging in trade and speculation in search of a quick profit. If players know what they want to do, then let them follow their instincts. Don't feel that the players have to follow the planned adventure from the very beginning. Ultimately, they will decide to look for a patron. When that happens, the adventure starts forward again.

The Psionics Institute: Finding a Psionics Institute on Regina will be difficult; they occur only on worlds with population 9+, and even then only rarely. The group may set out immediately for a world that does have population 9+. Once they arrive, the search for the Institute is governed by the psionics rules in Book 3.

Referee's Note: Keep in mind that psionics is illegal, and that the group is courting problems if it presses its search. Throw local law level or less for harrassment by the police during the search. Once an institute is discovered, the group has achieved an immediate goal, and can try to get psionics training.

Trade and Speculation: Buying low and selling high is a basic rule of commerce. Whenever a ship moves from one place to another, there is the chance that its crew can carry cheap goods to a place where they can be sold at a profit. The basic process is governed by Book 2.

Referee's Note: Trade and commerce often becomes a goal all by itself. It certainly offers the prospect of easy money, provided the individuals have enough capital to start out. Early in an adventure, the referee may want to manipulate the situation to set certain standards for the game. If characters need money, some rules can be relaxed to make trade purchases easier (but avoid making easy or free deals for them!); if it appears that trade will overwhelm the players' attention, follow the rules strictly and make trade harder.

The Patron: Book 3 provides a standard answer in the search for something to do: a patron. Use that procedure to seek out and find a patron who has some task that needs to be performed.

Referee's Note: The specific patron situation on page 8 is already planned out and ready to be used. Don't feel reluctant to use that patron even if the die rolls dictate something different. Just roll the dice privately, look at the table in Book 3, and then turn to page 8 and say, "You're all sitting in the Starhaven tavern. . ."

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The Brawl

The Starhaven tavern is one of many in Startown. It stands just outside the employees' gate of Regina starport. The main thoroughfare through the gate connects with the various spaceline warehouses, the scout base, the naval base, and the shipyard construction areas. Consequently, this particular location is an ideal meeting place for all types of persons. Some taverns cater to starport clerks, others to ship construction workers, still others to naval officers. The Starhaven has a clientele of primarily scout personnel.

It seems that one rather rowdy group of people here tonight is not only not scout personnel, but they have an active dislike for the scouts. They somehow picked the wrong tavern to drink their night away, and after perhaps 15 minutes of rowdyism, a scout asks them to quiet down. They don't; they instead continue with a loud and unflattering comparison between the scout service and the army. A few minutes later, the same scout asks them to leave. Quite expectably, a brawl ensues with everyone involved, including the band of adventurers.

Referee's Note: This is the start of a patron encounter. The brawl is the situation which introduces the group to their patron. This brawl can be simply described as fast-moving and interesting, or it can be fully fought out. If fully fought out, then the referee will have to generate the group of rowdies and the other scout patrons currently in the bar. Because few, if any, of these individuals will be of any importance, an abbreviated character generation system can be used. Roll for the first three personal characteristics of each; roll one die minus 4 for brawling skill for the rowdies. The rest of the personal information is unimportant, and it isn't necessary to spend time generating it. As a suggestion, make the rowdies' group six in number, and make the scouts three in number; one of the scouts should be Administrator Galadden, indicated below.

Scout Galadden   8599A8   Age 42   6 terms   Cr8,000
  Pilot-2, Vacc Suit-1, Shotgun-1, Computer-1, Mechanical-1.

With the fight over and the rowdies driven from the floor, there is naturally a certain cameraderie to be expected. Someone sees to various wounds; the unconscious are revived. Tables are righted. A round of drinks is ordered. Finally, introductions are made. One of the scouts introduces himself as Senior Scout Administrator Galadden; he says he works for the scout service with an office in the scout base within the starport grounds.

Several rounds of drinks later, he casually mentions that he has need for a special survey to be completed. The need isn't especially pressing, but his own scout forces are fairly well used. If he could find someone willing to take the job, it would pay quite well.

He hands over his card, complete with communicator number and office address, and encourages the group to come visit him in his office within the next week. Maybe they can come to an equitable arrangement for such a survey. It promises to pay reasonably well.

GALADDEN'S OFFICE

If the group shows up at Galadden's office, his secretary will be cool, and insists that anyone wishing to see the senior administrator must have an appointment. She can make one for anyone two days from the time requested. If called, she will make an appointment for tomorrow.

Once an appointment is made and the group arrives to talk to Galadden, they are ushered into his office after only a short wait. One entire wall of Galadden's office is taken up with a brilliant black star map of the Spinward Marches. Various worlds, systems, starports, and express boat lanes are clearly marked on the map, and it is impressive.

Every twenty years (he begins), the scout service updates its survey of this region by checking all of the essential data in its files. Normal routine calls for input from many sources, including local governments, the navy, and other individuals. But this special survey can best be looked at as an independent audit, designed to turn up any discrepancies that might otherwise be overlooked. He covers some other details, and then asks, "Are you interested?"

Assuming the group is, Galadden continues with the details of the task.

THE SURVEY

This survey involves visiting every system in the Spinward Marches, determining the universal planetary profile for the major world, and reporting it to a scout base for forwarding to the office here at Regina. Detailed reports will be required.

Time: In most circumstances, a report can be written after about three days to a week of data gathering. Some worlds will be easy to check out, while others will cause some trouble. It is best to count on spending a week in each system. Each jump to the next world will take about a week. In all, the group can expect to survey one world every two weeks.

Time Limit: The scout service starts a new special survey every twenty years. This one must be completed within twenty years; if not, the special bonus payments cannot be made.

Transportation: The group already has access to a scout/courier, and it will be the vessel used to conduct the survey. All charges and costs must be paid by the group, although (as is standard practice) refined fuel will be available to the ship at scout bases free of charge.

Reports: The group must actually visit the major world in a system and then determine its universal planetary profile, which must be substantiated by instrument readings or evidence in the report.

Remuneration: For each report turned in, Cr50,000 will be credited to the group's account. From that account, various sums can be drawn for living expenses, fuel costs, salaries, life support costs, and other reasons. Once all 440 worlds in the Spinward Marches have been surveyed, an additional Cr10,000 per world will be paid; this last amount will be subject to deductions due to sloppy work, or lack of detail in reports.

Travel Zones: Travel to forbidden worlds marked by red travel zones is not part of this survey. Confidentially, Galadden indicates that he would also like to receive reports on such worlds, but will not demand them. If the group does undertake to produce reports on red zone worlds, then they must be hand-delivered to him on Regina, and he will pay Cr100,000 for each, in cash.

Scout/Courier Aurora

Welcome aboard Imperial Detached Scout/Courier S-16791 Aurora. This ship was assigned to an ex-scout (one of the group) in recognition of good service and as a reward for competent execution of duties. The assignment, however, also fills the needs of the Imperium and of the scout service by making this vessel (and many others like it) available to interstellar trade and commerce. The many jobs which it may undertake are of great assistance to the economy of the stars. Less obvious is the fact that the scout service routinely debriefs the ex-scouts who use these ships and uses the information as part of its intelligence gathering operations.

Scout/Courier (type S): Using a 100-ton hull, the scout/courier is intended for exploration, survey, and courier duties, with many in service throughout known space. It mounts jump drive-A, maneuver drive-A, and power plant-A, giving performance of jump-2 and 2-G acceleration. A 40-ton fuel tank supports the power plant and provides sufficient fuel for one jump-2. Adjacent to the bridge is mounted a computer Model/1bis. There are four staterooms and no low berths. One double turret is installed on the ship's hardpoint, and fire control equipment is present, but no weaponry is installed. One air/raft is carried in a specially fitted hangar within the ship. Cargo capacity amounts to three tons. The hull is streamlined.

This scout/courier requires a crew of one, assuming the duties of pilot and engineer. The ship cost MCr29.43 new and took 10 months to build. It is now 23 years old.

FROM OUTSIDE

Looking at the scout from the outside, it can be seen as a streamlined wedge 37.5 meters long and 24 meters wide. It is 7.5 meters tall at its highest point, with a sturdy tripod landing pylon system for support. From a distance, the upper surfaces can be seen, including the vision ports on the bridge and the dome of the turret. Close up, the underside of the ship is dotted with landing pylon doors, fueling ports, and fuel scoop inlets.

Entry Points: There are seven basic entry points to the ship, plus two possibilities. Iris valves are automatic power-operated portals composed of many plates which retract much like the iris of a camera. The entry is oval or circular in shape, and can be operated by pressing a small stud on the wall; it can be locked by the computer or by a key. Hatches are manually-operated hinged portals secured by a handwheel and locked by padlocks or simple steel bars.

The port side of the aft bulkhead contains an iris valve which leads into the now empty commo bay (room 13). A retractable ladder reaches to the ground when extended. This entry is the main point of access to the ship when it is landed on a hospitable world. This iris valve can also be snugged to another ship, allowing transfers between ships such as visits, boarding parties, and cargo transshipments.

The starboard side of the aft bulkhead contains a large sliding panel door opening into the air/raft storage bay (room 14). This panel is controlled from inside, or from a remote control director on-board the air/raft. Since the interior of the

air/raft bay can be sealed off from the rest of the ship by the iris valve between the bay (room 14) and the corridor (corridor 15), it can serve as an air/lock if required.

The center of the aft bulkhead holds an iris valve leading into the drive room (room 12).

On the port upper surface of the ship above the now empty commo bay (room 13), a manually-operated hatch allows access to the ship exterior. This hatch is intended for maintenance, and is normally secured with a steel bar and a padlock. It allows routine access to the upper surfaces.

On the upper surface of the ship, along the central ridge just behind the bridge vision screens, is a manually-operated hatch leading down into the upper gallery (room 19). This area can be used as an air lock if desired.

On the lower surface of the ship well forward is a manually-operated hatch leading into the forward avionics bay. This hatch is generally used for maintenance of the complex electronics carried by the scout.

About six meters behind the avionics hatch is a second hatch leading into the forward cargo bay (room 20). This hatch is used to load cargo, baggage, and rations. The forward cargo bay can be used as an air lock.

In addition to the many ordinary access points, there are two other possibilities: the turret and the landing pylons. The turret can be entered by cutting a hole in its side, which is somewhat easier than cutting through the hull. From there, it is easy to get into the gunner's position (room 16). The landing pylons are retractable into pylon bays and covered by streamlined doors; it is possible to enter one of these bays by climbing the pylon. Inside the bay, the intruder must then cut through a solid bulkhead wall for entry to the interior.

INTERIOR ACCOMODATIONS

The ship is divided into twenty areas. Each has its own form and function.

1. Avionics Bay. The ship's complex electronics equipment is carried in this forward section of the ship. Most of the ship's communications equipment, detectors, scanners, and sensors are installed here.

2. Bridge. The basic controls for the ship are installed on the bridge. Two crew positions are present, although only one (the pilot's) must be manned. Exterior vision screens, computer access, navigation equipment, and exterior sensor readouts are all available to the operating crew.

3. Central Corridor. This corridor leads past the various crew staterooms to the common area.

4. Stateroom One. This stateroom contains facilities for two persons, including bunks, desks, closets, fresher, and other comfort facilities. Typically, stateroom one is used as the commander's cabin, and includes a wall safe for holding cash and valuables.

5. Stateroom Two. This stateroom contains facilities for two persons, including bunks, desks, closets, fresher, and other comfort facilities.

6. Stateroom Three. This stateroom contains facilities for two persons, including bunks, desks, closets, fresher, and other comfort facilities.

7. Stateroom Four. This stateroom contains facilities for two persons, including bunks, desks, closets, fresher, and other comfort facilities.

8. Common Area. This large room contains the kitchen and mess area, as well as storage for rations and perishables. There are also recreation facilities, exercise

equipment, and other things to help pass the time in jump space.

9. Fuel Tankage. Surrounding the ship between the streamlined exterior and the interior accomodations are fuel tanks. They are not normally accessible from the interior.

10. Landing Pylon Bay. These two bays hold the landing pylons which support the ship when it lands. A third pylon bay forward is not shown.

11. Gallery Access. This iris valve leads to the upper gallery. This position is the crossroads of the ship, leading to nearly every position of importance within.

12. Drive Room. The ship's drives and power plant are contained in this chamber. The engineer (if the ship carries one) generally performs any duties here.

13. Commo Bay. Originally, the ship carried large banks of data transmitters here, and hauled messages to and from various minor worlds. Now, it is furnished as a crew lounge.

14. Air/Raft Bay. The ship's air/raft is carried in this chamber. The craft can be flown into and out of the bay with ease.

15. Ship's Locker. This dead-end corridor is used for storage of all the minor equipment, weaponry, and gadgets that can be used on worlds or in space.

16. Gunner's Position. Currently unused, this position contains fire control equipment and a gunner's couch for control of the currently unarmed turret.

17. Storage. This area is used for secondary storage of supplies and rations.

18. Upper Gallery. This long corridor was originally used to hold sensor equipment and repair parts. Now, it is largely unused except for storage.

19. Forward Sensor Position. Some of the ship's sensors are serviced from this chamber. It can also be used as an air lock.

20. Forward Cargo Bay. This chamber is a cargo storage area and can carry up to three tons of supplies and baggage.

BACKGROUND AND INFORMATION

In addition to the tour, the ship's papers and the scout's experience provide the following information.

Weaponry: The actual weaponry carried on the scout/courier varies with the mission accorded the ship. Couriers generally mount a single laser and a single missile rack. Exploratory scouts mount two missile racks. Detached duty scout/couriers are provided without weaponry, but the crew generally acquires some sort of firepower in a short time.

If weapons can be found, they can be installed with a minimum of effort. Installation will require mechanical-2 or better. Wiring will take electronics-2 or better. Final calibration will require gunnery-2 or better. The entire operation will take perhaps a week.

Peculiarities: The major fault of the type S scout/courier is its air system. Although of respectable quality for life support, it begins to smell after about three weeks of use. Thereafter, the smell becomes increasingly obnoxious, and most crew members find the smell intolerable after six weeks. The problem can be corrected by flushing the air system, which operation costs Cr1,000 for parts and components. Temporary respite may be obtained (for about a week) by replacing the system's air filters (at Cr200). Both these processes also require a plentiful supply of breathable air. Instead, the entire air system may be replaced with a better model; it costs Cr70,000 and requires sacrificing one ton of cargo space.
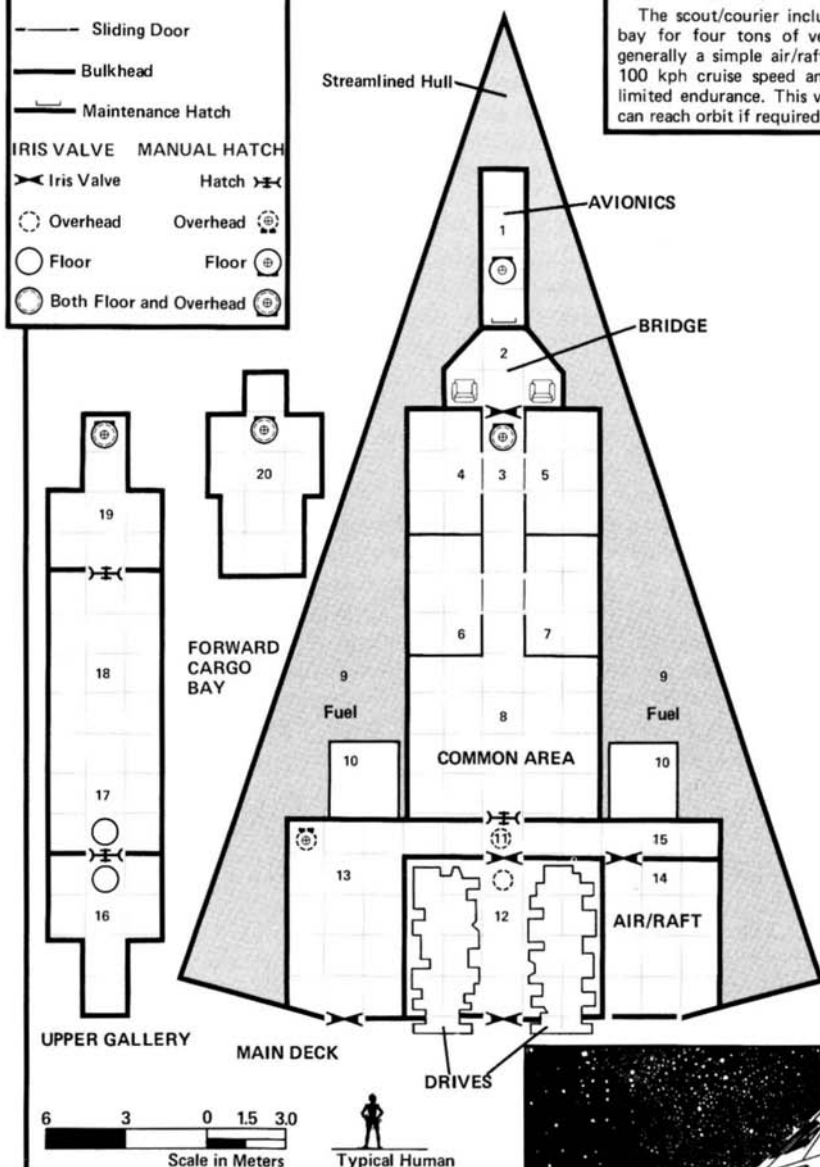
Deck Plan Symbols

————	Interior Wall
–·–·–	Sliding Door
▬▬▬	Bulkhead
⎵	Maintenance Hatch

IRIS VALVE	MANUAL HATCH
⟩⟨ Iris Valve	Hatch ⟩Ⅱ⟨
⟨··⟩ Overhead	Overhead ⟨⊕⟩
◯ Floor	Floor ⊕
◎ Both Floor and Overhead	⊕

The scout/courier includes a bay for four tons of vehicle, generally a simple air/raft with 100 kph cruise speed and unlimited endurance. This vehicle can reach orbit if required.

Streamlined Hull

AVIONICS

1

BRIDGE

2

4 3 5

6 7

9
Fuel

8

COMMON AREA

9
Fuel

10

10

FORWARD
CARGO
BAY

15

13

14

12

AIR/RAFT

11

20

19

18

17

16

UPPER GALLERY

MAIN DECK

DRIVES

6	3	0	1.5	3.0

Scale in Meters

Typical Human

IMPERIAL SCOUT/COURIER (Type S)

Tonnage: 100 tons (standard). 1400 cubic meters.
Dimensions: Maximum— 37.5 m by 24 m by 7.5 m.
Drives: Jump-2. 2G. Power plant-2.
Crew: One person may operate the ship. Facilities for four; eight with double occupancy.
Cargo: Three tons.
Armament: One hardpoint dorsal. Weaponry varies.

Costs: Just operating the scout/courier costs money.

Fuel (40 tons; a fill-up for the tanks) costs Cr20,000 for refined grade or Cr4,000 for unrefined grade at mosts starports. Refined fuel can be obtained free of charge at an Imperial scout base or way station; unrefined fuel can be obtained at a gas giant (if there is one) or at an ocean (if there is one) for free.

Life support for the ship (assuming all four cabins are occupied) will amount to Cr8,000 every two weeks. As long as the ship is occupied, these costs will be incurred.

Routine maintenance for the ship is the responsibility of the scout who is using it on detached duty. For this scout/courier, it amounts to Cr27,630; the maintenance will take two weeks. Although it is usually performed at a class A or B starport, it can also be performed at a scout way station (possibly at half-price).

Crew salaries are an optional item on a ship such as this.

Berthing costs are unpredictable, but run perhaps Cr75 per starport. They run within the range of Cr10 times 2D.

Income: Revenues from the operation of the ship are minimal. It is difficult to carry passengers, and certainly not high passengers. Some cargo can be transported, but the three ton limit keeps such revenues to a minimum. Carrying private messages will not provide any great revenue directly, but may ultimately lead to patrons and charters or missions.

Ultimately, revenue for the ship comes from chartered missions doing the dirty deals or pet projects of patrons.

Operations: The scout/courier can reach orbit from a world surface in a matter of minutes. It can move out to at least 100 planetary diameters in about 3 hours.

The ship can stand off a world in orbit and send its air/raft down to the surface in several hours (hours equals planetary size digit). The personnel must wear vacc suits for the journey.

The Spinward Marches

The Spinward Marches consist of 440 systems in a region roughly 120 parsecs from the center of the Imperium. Because of the the configurations of stars between the Marches and the Capital, however, trade and communications routes wind over 176 parsecs and take nearly a year to traverse by express boat. As a result, the Spinward Marches are a relatively independent component of the vast interstellar Imperium, but nevertheless a vital one.

The Spinward Marches map included in **Deluxe Traveller** is a presentation of the entire sector on one sheet of paper. The presentation of systems, bases, and routes corresponds to the general system format given in Book 3. This map is the focus of the entire adventure.

GENERAL LAYOUT

Observing the borders shown on the map, it can be seen that the territory within the Spinward Marches is divided into several areas, the most notable of which are the Imperium, the Darrian Confederation, the Sword Worlds, the Zhodani Consulate, and several sections which have no allegiance.

The Zhodani Consulate: Cronor, Querion, and Jewell subsectors contain worlds under the control of the Zhodani — a human empire which stretches off the left hand side of the map and controls 160 subsectors and perhaps 4,000 worlds.

The Sword Worlds: A loose confederation of worlds all colonized in the same era about 300 years before the Imperium was established. The citizens of the Sword Worlds are fiercely independent, and have long fought to maintain their freedom from both the Imperium and the Zhodani Consulate.

The Darrian Confederation: An old, varied group of worlds originally settled from the planet Darrian about 1500 to 1000 years before the Imperium was established. The confederation maintains diplomatic relations with the Imperium, and depends on it for protection against both the Sword Worlds and the Zhodani.

The Imperium: The Imperium is a vast interstellar empire, of which the Marches are only a small fraction on its spinward border. Trailing off the right hand side of the map are an additional 277 subsectors and nearly 11,000 more worlds. The Imperium is a strong government which is somewhat strained by the rigors of control of so many systems.

Along the edges of the Imperium, the borders tend to become indistinct. District 268 is a subsector which has not yet been absorbed into the Imperium; the district is administered as a territory pending settlement by colonists and upgrading of facilities within.

Two pockets (Flammarion and Caladbolg) are under Imperial rule, but are separated from the Imperium proper by great distances. They serve as stepping stones to Five Sisters subsector.

Five Sisters is a subsector physically separated from the contiguous Imperium by undeveloped territory and by the Sword Worlds. The area is under military rule (under the Department of the Navy), with extensive naval build-ups, bases, and many amber and red travel zones.

Referee's Notes

The concept that binds this adventure together is the special audit of the Spinward Marches by the characters in the scout/courier. The referee must handle that idea on a continuing basis, regardless of what other adventures transpire. Some basics must be addressed.

Dating Systems: The library data entry for dating systems describes the Imperial dating system. That system should be used as a consistent system, if only because it corresponds with the various dates presented in **Traveller** background and adventures. For convenience, the beginning date for this entire introductory adventure should be 001-1100: the first day of the year 1100. Days and weeks are incremented as time passes, with years being 365 days long.

Library Data: Library data is information commonly available to characters, typically through local computer data banks or information resource institutions. The material in the library data section of this adventure is intended to provide background for the universe, and to provide clues to interesting or important situations and adventures.

Scout Way Stations: In addition to scout bases, a number of scout way stations are presented on the Spinward Marches map. Way stations are large, well-equipped scout bases capable of handling many ships and providing repairs if required. Their general purpose is to support the interstellar xboat network which provides fast message forwarding and is run by the scouts.

Surveying Systems: The appendix includes the universal planetary profiles for all 440 worlds in the Spinward Marches. This information is the data that the characters seek in their survey. However, obtaining the information should not be a simple, straightforward task. In many cases, the crew could simply look up the local UPP at the starport, copy the data into their report, and set off for the next system. The result is not the intent of the audit; the characters will be required to furnish proof of their results, and that proof comes from instrument readings and survey records.

The characters should be required to actually survey the system even if they already know the answers they seek. For example, Regina (1920-A788899-A is the world on which the group begins. They could easily look up the UPP in local records; such an answer does not include the necessary supporting data, and would not be acceptable by the scout service. Instead, they should utilize the auditing table to determine the information. The order in which the information is gathered depends on the situation, but in general world size, hydrographics, and population will be noted from orbit, the starport will be examined on site, and the atmosphere will be analyzed from the world surface. Government, law level, and tech level will be investigated in depth by the player-characters through interviews and simple poking around.

STARPORT

Value determined by examination of starport from world surface. No variation from true value possible.

Three hours.

SIZE

Value determined by examination from orbit using ship's scanners. No variation from true value possible.

Less than one hour.

ATMOSPHERE

Value determined by examination from world surface using ship's sensors. No variation from true value possible.

One hour.

HYDROGRAPHICS

Value determined by examination from orbit by ship's scanners. No variation from true value possible.

Three hours.

POPULATION

Value determined from orbital scans of world. Sensed value may vary from true value based on local tech level; referee may provide inaccurate readings on first two readings made by the crew.

Three hours.

GOVERNMENT

Value determined from contact with local government, generally in the form of communicator and personal interactions. Referee may provide inaccurate readings on the first two readings by the crew.

Three hours times 1D.

LAW LEVEL

Value determined from contact with local government, generally in the form of personal contact and interviews. Referee may provide inaccurate results on the first two readings by the crew.

Three hours times 2D.

TECH LEVEL

Value determined by examination of available materials on the world surface. Referee may indicate specific items, which the characters may match to the tech level table in Book 2.

General descriptions of equipment available for sale or seen in use should be consistent, but may be deliberately slanted to a tech level lower than properly rated.

Three hours per description, or per area investigated. Longer periods are required in atmosphere 1- or A+.

Characters may attempt as many readings as they wish. Each reading requires the indicated time; each reading may be performed by one person, and different characters may perform different readings at the same time.

Adventuring

This adventure is an excuse. It's an excuse for players and referee to begin a **Traveller** adventure the same evening they get **Deluxe Traveller**. As such, it has to fulfill certain basic requirements. First, it needs to present an already established situation; it does that with the Spinward Marches. Second, it needs to present things to do; that it does, in abundance.

Starting out to play **Traveller** should be a gradual thing. The basic rules cover many interesting concepts, and each should be played to savor its quality. Thus, many of the seemingly easy parts of the adventure should be played for the experience they give the players in playing and the referee in refereeing.

BEGINNING ADVENTURES

Initially, this adventure and the basic rules provide several ideas for things to do. They include:

Find a Psionics Institute: Looking for psionic testing and training is always an interesting pursuit. The actual quest for the Institute is often a side venture as the group travels on other missions.

Trade and Speculation: Engaging in commercial ventures appeals to the basic profit motive that most players have. It enables them to progress in terms they readily understand, and to use their rewards for other activities.

Arming the Ship: Since the scout/courier is unarmed initially, an early priority for the group will be finding some sort of weaponry for the ship. This search can be multi-faceted as the group seeks money for the job, and then tries to find a suitable weapon. The precise types of weapons to be installed can be the subject of many discussions; the possibility of surplus equipment can make the price lower, and perhaps the equipment less reliable.

The Patron: Early on, the group should meet the patron and begin their survey of the Spinward Marches. This encounter is the end of the early adventures, and the beginning of wide-ranging activity.

MORE ADVENTURES

Each world within the Marches presents the possibility for an adventure. That isn't to say that each should be an adventure; many worlds are simply refueling points or places along the way. But the referee can examine the details of the universal planetary profile and can construct reasonable adventures based merely on the information presented. For example:

Gerome (Rhylanor 2818-X573000-0): A moderate-sized world with a standard tainted atmosphere and 30% water oceans, Gerome is unpopulated and has no starport. Further, it is classified travel zone red. The interdiction of movement to the world could be for any reason, but the lack of population makes it probable that it is to protect as yet untapped mineral deposits. Rumors or patrons could lead to the world, to prospecting and mining, and to clashes with the authorities.

The referee is responsible for creating various tables, maps, and charts which would regulate the actual conduct of such a campaign.

Patinir (Aramis 3207-C000632-9): This asteroid belt could easily prove a location for a cat and mouse game between pirates and the adventurers. Depending on the referee's preferences, the situation could quickly escalate into the discovery of a pirate base, a hidden Ancient site, a cache of military supplies left over from a previous war, a lode of copper, or a graveyard of lost ships.

Similar scenarios can be generated from almost any world in the Spinward Marches.

PREPARED ADVENTURES

Many published adventures are already set within the Spinward Marches. The following is a cross-section indicated by location:

Regina Subsector: Adventure 1, *The Kinunir*, is a multi-scenario adventure which takes place within the Regina subsector. Activity centers on several different examples of the 1200-ton *Kinunir* class battlecruiser. There is an espionage mission on Regina, a hunting trip to Knorbes, and a prison break.

Vanejen: Adventure 2, *Research Station Gamma*, deals with a single research station. The standard plan, however, can be used to deal with research stations anywhere within the Marches. Further, the library data in this adventure includes reference to research stations, and is intended to spark curiosity about the stations.

The Spinward Main: Adventure 3, *Twilight's Peak*, centers on details of the jump-1 route which extends to many portions of the Marches. The adventure itself hits several levels of interest, from the quest for money, to Zhodani threats, to deep dark secrets.

Mithril: Double Adventure 2, *Mission on Mithril*, deals with a group in a scout/courier and their efforts to survey a single world in detail.

Dinom: The reverse side of Double Adventure 2, *Across the Bright Face*, is a dash across the fiery hot face of a vacuum world to escape death at the hands of revolutionaries.

Yorbund: Double Adventure 1, *Shadows*, involves the investigation of an alien structure.

Keng: The reverse side of Double Adventure 1, *Annic Nova*, is an encounter with a derelict alien starship and the steps taken to understand it.

STILL MORE ADVENTURES

Many other sources of adventures are easily available. Supplement 6, *76 Patrons*, contains an entire book full of situations for the referee to use in the course of the characters' travels. *The Journal of the Travellers' Aid Society* regularly provides scenarios (called Amber Zones) for use with **Traveller** adventures. And, of course, science fiction stories and movies can easily provide inspirations for any number of activities.

Library Data

Library data is information obtainable from ship's computers, local reference computers, or other sources of data in response to browsing or keywords. Only the specific information requested should be given to requesting players; care should be taken not to reveal additional data. The referee should read through the entire bank of library data as background to the situation.

Ancients: Extinct intelligent major race of unclassified origin which pervaded this spiral arm approximately 300,000 years ago. Archeological evidence recovered from excavations of Ancient sites and radioactive dating of craters indicate that the race died out during a two thousand year period of intense warfare, leaving only ruined installations and shattered planets.

The Ancients were responsible for the wide dissemination of humaniti within its current domain when (for reasons currently unclear) they transplanted humans from Sol/Terra to at least forty worlds across a span of 360 parsecs. See Humaniti.

The Ancients were also responsible for the creation of the Vargr through genetic manipulation of Terran carnivore/chasers. See Vargr.

Capital (Core 0508-A586A98-F): Central world of the Imperium and seat of government since its founding. Situated in the center of the Imperium, its astrographical location has proven to be ideal for controlling the vast area of Vilani and Solomani dominated space that formed the main portion of the First and Second Imperiums as well as the present Third Imperium. Besides being a communications hub, Capital is also a cultural and educational center.

Confederation: Group of independent states, worlds, or systems united for specified purposes, while generally retaining more freedom of action than the members of a federation. Other common names include League and Alliance.

Directions, Galactic: North and south do not work when referring to directions within the galaxy. Instead, the following conventions have achieved widespread acceptance when referring to direction.

Toward the galactic core is *coreward*; away from it, in the direction of the rim, is *rimward*. In the direction in which the galaxy is rotating is *spinward*, while the other direction is *trailing*.

These directions are in widespread use in describing Imperial features and businesses. For example, the Spinward Marches is a sector at the extreme spinward fringe of the Imperium; Rimward Lines is an important interstellar transport company.

Finally, within the Imperium, the term coreward is also used to indicate the direction of Capital, the Imperial core. There is some potential for confusion if the term is accepted out of context.

Dating Systems: Three major dating systems are in use when referring to historical events: Terran, Vilani, and Imperial.

Terran dates center on a year about 4500 years before the founding of the Third Imperium. After that date, years ascend, and are suffixed AD; before that date, years descend, and are suffixed BC. There is no year zero.

Vilani dates count from the year of the establishment of the Pax Vilanica (using the Vilani year, which is equal to 1.33 standard years). Those before are suffixed PI (pre-Imperium); those after are suffixed VI (Vilani Imperium).

Imperial dates count from the year of the founding of the Third Imperium, specifying the year zero as a holiday year. Dates before that are negative, dates after that positive, with the sign usually suppressed. Imperial dating uses a julian system for days. Each day in the year is consecutively numbered beginning with 001. Thus, in the year 1105, the first day of the year is 001-1105.

EQUIVALENT DATES

Terran	Vilani	Imperial
100 BC	432 PI	-4620
1 BC	358 PI	-4521
1 AD	357 PI	-4520
100 AD	283 PI	-4421
475 AD	1 PI	-4045
476 AD	1 VI	-4044
609 AD	100 VI	-3044
4520 AD	3039 VI	0
4521 AD	3040 VI	1
5521 AD	3789 VI	1000
5627 AD	3869 VI	1106

Zhodani dating is in olympiads (obviously a translation). Each olympiad is of three Zhodani years; each Zhodani year is 0.75 standard years, and an olympiad is 2.24 standard years. The first olympiad corresponds to -6730; 1106 corresponds to the 3498th olympiad.

Federation: Group of states, worlds, or systems, each internally independent, joined into a union to which has been surrendered certain rights and responsibilities, most generally to do with foreign affairs.

First Imperium (-4044 to -2219): The first major interstellar civilization, politically and culturally dominated by humans originating on Vland. The jump drive was discovered on Vland in -9235. Immediately the Vilani discovered a number of interfertile and technologically primitive human races on worlds within 60 parsecs. These were gradually brought to a high-technology state with Vilani help, and assimilated into a loose interstellar community bound by trade and common culture. Eventually, the client races themselves explored beyond the local sphere, contacting and trading with still more races. These new races gained their technology without being assimilated into Vilani culture; the resulting increasing friction eventually resulted in a series of wars, beginning about -5400. In response to the threat, Vland began tightening its control of its trade sphere, finally organizing it into a centralized state in -5273. This marked the beginning of the First Imperium. although there was as yet no emperor. During the thousand year period of the Consolidation Wars, Vland conquered and absorbed its enemies until in there were no longer any civilized states on its borders (except for a portion of the Vargr Extents, isolated from the Imperium by the Great Rift). The last war ended in -4044, and Vilani dating begins at this point. With no exterior threats, the Pax Vilanica lasted for nearly 1200 years; at its height, attained soon after the end of the wars, the First Imperium contained 27 sectors and over 15,000 worlds. However, the cost of maintaining centralized control over this vast expanse was cultural rigidity; exploration had ceased with the beginning of the wars; now scientific research slowed to a halt, and the beginnings of a hereditary caste system began to emerge. Civilization was in decline. As long as there was no exterior threat, the Imperium was safe; but gradually, despite all efforts, technology leaked across the borders. New interstellar states arose, and the Imperium could no longer afford to absorb them. Gradually, the Imperium lost territory along its coreward and trailing

marches. Then, in -2422, the Imperium was contacted along its rimward border by the Terrans, recently emerged into space. Terran expansionism led to a series of interstellar wars, ultimately resulting in Terran conquest of the Imperium in -2219 and the founding of the Rule of Man.

The First Imperium bore many names in its long life, including the Grand Imperium of Stars, the Grand Imperium, and the Vilani Empire.

Frontier Wars: A series of interstellar wars waged between the Imperium and the Zhodani Consulate for control of the Spinward Marches. The five wars (so far) represent open flares of conflict in a constant struggle for supremacy.

Humaniti (old spelling: humanity): All of humaniti originated from human ancestors on Terra/Sol, transplanted for reasons unknown by the Ancients throughout this spiral arm of the galaxy. Most races have diverged only slightly from the original pattern, and 80% of all human races are considered members of a single species, *Homo sapiens*. The remaining 20% are other species of genus *Homo*. Of all human races, three have gained major status: Vilani of Vland, Solomani of Terra, and Zhodani of Zhodane.

Research Station: The scattered worlds of the Imperium manifest a wide range of technological levels; this diversity is maintained by the distances between worlds, the high cost of transportation, and the relative independence allowed to worlds within the Imperium.

Nevertheless, the Imperium itself is constantly involved with research projects at the forefronts of technology. While some new technology can be purchased from advanced cultures beyond the Imperial boundaries, such high technology is expensive, and still requires a solid technological foundation to allow its usage. Consider: however useful solid-state chip circuits are, they still require a firm grounding in electronics, and cannot be used on a large scale without electronics, individual solid-state chip components, photo processing, and even crystal culture. It is vital that the Imperium pass through many stages of technological development on the way to achievement in higher tech level areas.

Imperial technological research is performed in two ways: under contract by corporations, or in established Imperial Research Stations. The difference is that the corporate (and equivalent privately financed) research is directed at specific practical uses, while Imperial projects are breaking new ground on the forefronts of knowledge.

Rule of Man (-2204 to -1776): Upon the conquest of the Vilani Imperium by the Terran Confederation, the Terrans moved to establish government of the region. At first, conquered regions came under the administration of the navy, under martial law. Much use was made of the existing bureaucracy and former Vilani administrators, with naval officers in scattered key posts. When the Confederation civilian government attempted to transfer control directly to Earth, the navy refused. From his headquarters on Dingir, the commander in chief of the fleet, Admiral Hiroshi Estigarribia, proclaimed himself Regent of the Vilani Imperium and Protector of Terra, with both states now united in the Rule of Man. Nearly all the fleet instantly sided with him, evidence of his careful preparation, and the Confederation Secretariat was dissolved in a bloodless capitulation. Estigarribia never actually assumed the crown, but after his death he was succeeded by his former chief of staff, who was crowned as Hiroshi II. Estibarribia is therefore known to history as the Emperor Hiroshi I.

Ultimately, the task of ruling the vast expanses of the Rule of Man proved impossible. The Rule of Man continued to exist for four hundred years, constantly trying (and failing) to stem the decay of the First Imperium's rule.

The Rule of Man is also known as the Second Imperium or (disparagingly) as the Ramshackle Empire.

Sector: A mapping unit in astrography, equal to sixteen subsectors (four wide and four deep). Sectors are broad measures of area, and are often used for rough representations of relative size between interstellar empires. Average density: 480 to 640 worlds.

Sectors are also called Marches, or Regions. The Spinward Marches are an example of a sector.

Subsector: A mapping unit in astrography, consisting of a rectangular area ten parsecs by eight parsecs. Subsectors are also called Districts, Provinces, or Clusters. Average density: 30 to 40 worlds.

Twilight's Peak: During the Second Frontier War (615 to 622), a payroll shipment to the Marches disappeared, including the transport carrying it and three escort vessels. Decades later (791), one of the escorts was found in the Treece/Lanth system, out of fuel and power, and its crew of three dead. The only clue to its story was the diary of one of the crewmembers, written in the form of an epic poem. Infuriatingly, the epic told what had happened, but not where.

The transport was forced down in a mountainous region of a habitable world (possibly in the Lanth or Rhylanor subsectors) and had to be abandoned after the pilot botched the landing. The crew of one escort mutinied and attempted to take the payroll for themselves. The other two escorts resisted; the mutiny was put down, but the mutineers' ship was destroyed and one of the loyal escorts crippled.

The survivors transferred life support equipment from the wrecked ships to an octagonal mountaintop structure of undetermined age and settled in. Long verses describe the extensive subterranean passages accessible from this structure, and the adventures of the group in making it safe for them. Finally, the functional ship set out for help. One particular sequence referred to this location as Twilight's Peak, and the name has continued in writings on the subject.

Additional clues in the epic poem lead one to believe that the mystery world is from 8000 to 12000 kilometers in diameter, with a standard density atmosphere. It probably is off the trade routes, and has little or no population.

Vargr: Intelligent race derived from Ancient genetic manipulations of Terran carnivore/chaser stock. Vargr have long suffered from an inability to organize themselves (to any degree or for any length of time) beyond the star system level, and their empires rise and fall with unsurprising regularity. The only cohesive force is an intense racial pride, which causes a slight tendency for racial cooperation, although its major effect is to get individuals into fights with those who insult them.

The Vargr are scattered across most of the coreward edge of the Imperium in many splinter empires collectively called the Extents. These states war with each other as much as with non-Vargr, and there is constant strife as each tries to establish a position superior to the others. Some Vargr have been more-or-less allied with the Zhodani for several centuries, and have participated in the Frontier Wars. Others have maintained a strict neutrality, or even allied with the Imperium.

Alien Races

The characters which the players have generated are assumed to be humans. There are other races possible: both different strains of humans and truly alien races. Some of the races to be encountered are described below; others are also possible.

ZHODANI

The humans of the Zhodani Consulate are quite similar to the ordinary humans of the Imperium. The major difference characterizing the Zhodani is their practice of the Psionic Heresy. Society is divided into three classes: nobles, intendants, and proles. Nobles (social level B+) are the enfranchised ruling class, and are given psionic training from childhood. Intendants (social level A) are the managers and administrators of society, and also receive early training. Proles (social level 9 or less) are forbidden to use psionics or receive training.

Within this rigid class system there are two opportunities for promotion to a higher class: all prole children with a high tested psionic potential are taken from their families and adopted into the intendant class; intendants are rewarded for great diligence, service to the state, or victory in the Psionic Games by grants of noble titles.

Referee's Note: Zhodani characters are generated in the same manner as normal human characters. However, all characters are provided with psionic testing at an early age. All characters with social level A+ are automatically trained in psionics. In addition, all characters with psionic strength of 9+ and social level below A have their social levels raised to A and receive training. If a character receives +1 or +2 social level during the character generation or mustering out process and this would raise his or her social level from 9 or less to A or more, the benefit is not received; roll again.

The Zhodani present a problem to individuals within their territory. It can be assumed that someone can read minds, and illegal or unacceptable motives can be detected quite easily. Thus, characters wandering through Zhodani territory must remain apart from locals, acquire psionics shields, or have only the purest of motives.

Conversely, because psionics is firmly disliked within the Imperium, Zhodani characters will not be commonly found within Imperial borders unless they conceal their identities and origins.

SWORD WORLDERS

The Sword Worlds Confederation is a human culture, and Sword Worlders are quite ordinary humans. They do not share the Imperium's dislike for psionics, but have no organized testing or training.

DARRIANS

The Darrian Confederation is an old society established long before the majority of the Spinward Marches were settled. It is currently recovering from a solar flare

which nearly destroyed civilization on the homeworld of Darrian about 2000 years ago, when it had achieved a higher technology than even the Imperium now possesses. Darrian citizens come from varied backgrounds. 60% are ethnic Darrians, a human minor race, 20% are Solomani, 12% are of other human races, and 8% are Aslan (described below).

ASLAN

The Aslan are a race of intelligent beings who have settled in large numbers within the Imperium. Aslan stand roughly human-sized, averaging 2.0 meters in height and weighing about 100 kg. They are descended from four-limbed, upright, bipedal carnivore/pouncer stock, originally adapted to a solitary arboreal existance. The earliest Terran explorers saw in them a vague resemblance to the Terran lion, and they have been described (by Terrans) as lion-like ever since, although there is very little true similarity. The derivation of the word Aslan is unknown. There are two sexes, male and female. The most notable external difference is the increased size and mane of the former. Females outnumber males by 3:1.

Aslan have a single highly specialized claw under each thumb which folds back jacknife fashion into a horny covering in the base of the thumb and palm.

A vast Aslan-dominated empire (the Aslan Hierate) lies far to rimward; but Aslan themselves have ranged far beyond its borders, with many settling within the Imperium and attaining full status as citizens. As citizens, they subordinate themselves to Imperial authority, although they have remained culturally apart from human society. Aslan serve in the Imperial armed forces; they achieve noble positions; they pay taxes; they run businesses.

Aslan Society: The Aslan are a warrior race, proud and noble, devoted to those in authority above them. An individual Aslan is usually a member of a family (e'kho) of from 2 to 12 individuals under a patriarchal leader. Several families will combine into a pride (ahriy), with one family dominant. A number of prides form a clan (huiha) again with a top pride. Aside from military organizations and the ruling council (within the Hierate), the clan is the highest social/political organization among the Aslan.

A deep-seated territorial instinct causes the Aslan to have an inordinate (from a human standpoint) concern with land. For male Aslan, owning land is a major goal in life. An Aslan's stature is determined by the amount of land he (or her husband) controls, and the amount any higher lord he may be vassal to controls. The lowest classes of Aslan are landless, and provide the farmers, laborers, craftsmen, and factory workers. A holder of a large territory will often grant authority over it to vassals (usually sons, brothers, or male relatives by marriage) who administer the land in his name.

The sexes have very different roles in Aslan society. Males (in all but the lowest classes) are concerned mostly with military operations, acquisition of territory, and political affairs. Females are concerned with trade, industry, and the accumulation of knowledge. Upper class males have little conception of money and are literally incapable of functioning in a technological society without aid, and are thus seldom encountered without the supervision of a wife, mother, or other female relative or employer. For instance, a typical Aslan mercenary unit will be organized by a wealthy married female, who will then assign its operation, for a share of the proceeds, to an unmarried female relative. The battle commander and most of the

troops will be unmarried males (many of them also relatives), hired with the promise of land grants (and the opportunity to gain honor and reputation in combat); however, staff, operations, supply, and intelligence officers will generally be female.

The extremely deadly nature of any combat between Aslan has led to a rigid, ritualized pattern of behavior designed to reduce conflict. Aslan are very polite and formal, and must be dealt with in such a way as not to insult their honor. Although most have learned to be patient with non-Aslan, accidental fights still occur. Disputes between individuals are handled by the patriarchs, disputes between families by the pride leader, between prides by the clan leader.

Aslan in the Imperium: Large numbers of Aslan have settled outside their Hierate, and many have settled within the Imperium. Entire planets of Aslan lie within the Imperium, swearing fealty to the emperor and holding land from him personally. Aslan mercenary units are in great demand (even though they must be employed in all-Aslan units because of their equipment requirements) and Aslan merchant corporations trade throughout most of known space.

Referee's Notes: The player who chooses to be an Aslan should bear in mind that while they have many similarities to humans, they are not human, and should not be played as such. Two hints for the prospective Aslan:

1. The underlying characteristics of Aslan society (pride and loyalty) make behavior much like samurai of the "Age of War".

2. Avoid actions that are out of character. Aslan, for example, are very loyal to their friends, and it is inconceivable for an Aslan to desert a friend in danger if there is a chance of rescue.

The six basic characteristics are determined as per Book 1, page 4, with the following exceptions: add 1 to the strength and endurance throws; subtract 1 from the dexterity throw. Social standing applies only to inter-Aslan relations.

Aslan of either sex may enter any service; females in the military will generally be employed in staff positions, whereas males in the merchant service will usually be hired as ship's gunners, bodyguards, or other similar positions.

The following DMs to the service die rolls in Book 1 apply: Males receive a DM of -4 for enlistment and re-enlistment rolls in the scout and merchant services. All Aslan receive a +1 DM on enlistment, re-enlistment, and promotion rolls in the army and marines, but males tend to take unnecessary chances and receive a -1 DM for survival in these services.

Skills may be acquired as in Books 1, 4, or 5. Brawling and blade skills automatically become dewclaw skill. In combat, treat the dewclaw as a knife. Aslan receive +1 to their morale throws if using Book 1, +2 if determining morale for a unit of Aslan per Book 4.

Aslan can be presented to the players as an alien race to interact with and to learn more about. Ultimately, some players will want to attempt playing an Aslan character. The opportunity will present itself if a character dies, or perhaps retires. The referee should utilize the situation to present an Aslan character for one of the players to continue with.

Appendix: World Statistics

The worlds of the Spinward Marches are presented in **Traveller** Supplement 3, *The Spinward Marches*. Each subsector is given two pages in the book; one lists each world, complete with name, location, UPP, trade classifications, and other details, and the other page is a complete subsector map. In addition, details on the history, background, or astrography of the subsector are included. That supplement may prove useful as a handy guide to the Spinward Marches.

This appendix lists the 440 worlds of the Spinward Marches in the barest detail, providing name, hex location from the map, and universal planetary profile.

Each hex on the map contains a four digit number, to aid in describing a world's location. The first two digits give its horizontal position, while the second two give its vertical position. Thus a world at 2309 can be found 23 hexes from the left of the map and nine hexes from the top. Worlds are listed here in hex location order within each subsector.

Book 3 completely explains the meaning of the UPP.

Cronor Subsector

Zeycude	0101 C330698-9
Reno	0102 C1227B9-A
Errere	0103 B263664-B
Cantrel	0104 C366243-9
Gyomar	0108 D8B2889-5
Thengo	0202 C868586-6
Rio	0301 C686648-8
Gesentown	0303 B21169B-C
Cronor	0304 A636934-D
Atsa	0307 B4337CA-A
Whenge	0503 D648500-8
Enlas-du	0601 E975776-6
Algebaster	0605 C665658-9
Rasatt	0607 E883401-7
Ninjar	0608 A211666-C
Sheyou	0610 B756779-A
Indo	0703 E334662-5
Nerewhon	0704 E738475-7
Cipango	0705 A886865-C
Stave	0710 E7667A8-2
Narval	0805 D525688-6
Plaven	0807 E845300-3
Quar	0808 B532720-B
Frond	0810 E9C3300-9

Querion Subsector

Atson	0111 B310598-8

Yiktor	0114 C6B6431-A
Xhosa	0115 EA94124-4
Prinx	0212 C436635-6
Rushu	0215 E765664-4
Bael	0218 E200100-8
Mizan-fel	0311 B46258A-8
Sansibar	0412 B200310-A
Attica	0414 C400546-8
Retinae	0416 E8C69AA-5
Terra Nova	0511 C786342-A
Asmodeus	0512 E596400-4
Faisal	0518 D445436-3
Lebeau	0613 B869554-C
Querion	0614 B254788-9
Dekalb	0618 EA8A799-6
Winston	0620 E887573-6
Rapp's World	0712 C592320-8
Thanber	0717 B243653-C
Entrope	0720 E336AAA-C
Anselhome	0820 C110588-8

Darrian Subsector

Junction	0122 D150441-4
Uniqua	0129 E62556B-4
Garoo	0130 A2008CB-A
Stern-Stern 886-945	0223 B321588-B
	0230 D800000-0
Nonym	0321 C233868-A

Laberv	0325 B354443-7	875-496	0834 E888421-B
Ektron	0326 C332652-9	Ochecate	0837 E747569-7
Zamine	0421 E897977-A	Mewey	0838 D786799-5
Engrange	0425 C554769-8	975-452	0840 E100316-9
Ilium	0426 B444831-9		
Roget	0427 B566777-9		

Jewell Subsector

Kardin	0429 E453123-6	Condyole	0901 E7A1522-8
Bularia	0430 C774622-5	Puparkin	0602 C7B3386-9
Rorre	0526 D765657-3	Chwistyoch	0604 B766766-A
Mire	0527 A665A95-B	Gougeste	0609 C372510-A
Condaria	0528 E54779B-5	Esalin	0604 C565673-8
Dorannia	0530 E42158A-8	Ruby	0705 B400445-B
Terant 340	0622 D1405B7-9	Emerald	0706 B766555-B
Jacent	0624 A333644-D	Zenopit	0710 D130546-7
494-908	0625 X892000-0	Riverland	0802 C566A99-9
Darrian	0627 A463955-G	Clan	0803 B672899-A
Torment	0721 X233231-4	Jewell	0806 A777999-C
Trifuge	0723 C446556-9	Zircon	0810 C791668-9
Nosea	0724 B2326BB-C	Ao-dai	0901 E410644-6
Spume	0727 C140200-A	Mongo	0904 A369685-A
Ator	0729 D326258-6	Utoland	0909 C473464-7
Cunnonic	0822 E65767A-3	Pequan	0910 E5656B9-4
Debarre	0830 B854123-9	Nakege	1005 D591314-2
		Lysen	1007 B592655-A

Five Sisters Subsector

		Foelen	1101 B638665-8
Emape	0133 B564500-B	Farreach	1102 A200400-B
Raweh	0139 B130300-B	871-438	1210 E700000-0
876-574	0140 E687200-0	Louzy	1304 D322A88-8
Saxe	0231 EAA5543-7	Grant	1307 X664100-0
Andory	0236 C695735-9		

Vilis Subsector

769-422	0240 E754401-A		
Gothe	0332 E22159B-6	Caloran	1111 D796746-5
Mirriam	0333 B9998A6-A	899-076	1112 E201300-8
Candory	0336 C593634-9	Quare	1115 B200545-9
Wonderay	0340 E88A46A-3	Zeta 2	1119 X6B0000-0
Jone	0433 B792785-9	Arden	1211 C5549CB-8
Jinx	0440 D100133-7	Choleosti	1218 C200100-9
Ucella	0532 D574654-7	Margesi	1220 C575677-6
Penelope	0533 C460642-4	Frenzie	1316 A200436-A
Karin	0534 A767768-C	Garda-Vilis	1318 B978868-A
Wonstar	0538 B455741-7	Vilis	1319 A593933-A
Froin	0539 C535225-9	Digitis	1412 E53668A-5
Gohature	0632 C754766-7	Edinina	1413 E400220-5
Quhaiathat	0637 C31479B-9	728-907	1414 D955000-0
Lakou	0638 E779454-7	Stellatio	1416 D5A4420-4
Ralhe	0731 E224564-8	Arkadia	1417 E446845-6
Iderati	0732 A887798-C	Tremous Dex	1511 B511411-C
Tondoul	0739 E5136A7-4	Mirriam	1515 E472300-8

Saurus	1520 D888588-7	Bowman	1132 D000300-9
Rangent	1611 E67A612-7	Squallia	1133 C438679-9
Denotam	1613 B739573-A	Tarsus	1138 B584620-A
Ficant	1617 E567353-5	Walston	1232 C544338-8
Tionale	1711 C674321-8	Flexos	1233 E5A1422-6
Calit	1715 C334867-7	Collace	1237 B628943-D
Asgard	1719 X3437C7-2	Pavabid	1238 C6678D8-6
Tavonni	1720 E567000-0	Datrillian	1331 E229633-8
Phlume	1811 C887624-8	Nirton	1332 X600000-0
		Judice	1337 E9B2000-0

The Sword Worlds

		Trexalon	1339 B361851-C
Hrunting	0921 B463747-9	Motmos	1340 B68468B-5
Tizon	0922 B386887-A	Noctocol	1433 E7A5747-6
Narsil	0927 B574A55-A	Tarkine	1434 C466662-7
Flammarion	0930 A623514-B	Dallia	1435 B8B5883-9
Colada	1022 B364685-B	Talos	1436 E333532-9
Anduril	1026 B985855-B	Dawnworld	1531 E885000-0
Mjolnir	1121 B530544-A	Elixabeth	1532 B426467-8
Joyeuse	1123 B464778-A	Forine	1533 D3129B8-A
Orcrist	1126 B8A6733-A	Mertactor	1537 B262732-B
Enos	1130 E25059B-4	Talchek •	1631 C7B1462-5
Gungnir	1221 B444779-8	Milagro	1632 E21178A-7
Gram	1223 A895957-B	Pagaton	1634 C769873-4
Excalibur	1225 B324755-A	Binges	1635 A800231-A
Tyrfing	1324 B637735-A	Mille Falcs	1637 B9A2469-C
Sacnoth	1325 B775956-C		
Caladbolg	1329 B365776-A		

Regina Subsector

Beater	1424 B685686-A	Efate	1705 A646930-D
Gunn	1429 E344110-8	Alell	1706 B46789C-A
Caliburn	1430 E000514-A	Yres	1802 BAC6773-7
Dyrnwyn	1522 B958412-A	Menorb	1803 C652998-7
Durendal	1523 B687334-B	Uakye	1805 B439598-D
Hofud	1524 B666553-A	Whanga	1806 E676126-7
Sting	1525 B645896-A	Knorbes	1807 E888787-2
Biter	1526 B354623-A	Forboldn	1808 E893614-4
Steel	1529 E655000-0	Ruie	1809 C776977-7
Iron	1626 E529000-0	Jenghe	1810 C799663-9
Bronze	1627 E201000-0	Pixie	1903 A100103-D
Mithril	1628 E568000-0	Boughene	1904 A8B3531-D
		Hefry	1909 C200423-7

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		Regina	1920 A788899-A
Asteltine	0931 B7A7402-A	Feri	2005 B384879-B
Inchin	0938 D12035C-A	Roup	2007 C77A9A9-6
Singer	0940 D553774-6	Pscias	2106 X355423-1
567-908	1031 E532000-0	Yori	2110 C360757-D
Avastan	1037 C433520-A	Dentus	2201 C979500-A
Kwai Ching	1040 C503758-8	Kinorb	2301 A663659-5
Faldor	1131 E5936A7-2	Beck's World	2304 D88349D-4

Enope	2305 C411988-6	Zaibon	1825 B000544-B
Wochiers	2307 EAC28CC-9	Tenalphi	1826 A774102-E
Yorbund	2303 C7C6503-7	Ianic	1924 E360697-5
Shionthy	2306 X000742-8	Spirelle	1927 C766846-8
Algine	2308 X766977-4	Derchon	2024 C512799-8
Yurst	2309 E7B4643-5	Lunion	2124 A995984-D
Heya	2402 B687745-5	Shirene	2125 B984510-B
Keng	2405 E2718CA-3	Penkwhar	2128 X978310-1
Moughas	2406 CA5A588-B	Harvosette	2129 C330737-9
Rethe	2408 E230AA8-8	Carse	2224 C463325-9
Inthe	2410 B575776-9	Persephone	2228 B775833-A
		Quiru	2321 B365300-8

Lanth Subsector

		Gorram	2322 X554220-0
Extolay	1711 B45589A-A	Resten	2323 B310100-B
Lanth	1719 A879533-B	Capon	2324 B747748-A
Dinom	1811 D100535-A	Sharrip	2325 C575101-A
Ghandi	1815 B211455-A	Strouden	2327 A745988-D
Victoria	1817 X697770-4	Gandr	2425 E000347-8
Dinomn	1912 B674632-3	Drolraw	2426 EAB6311-5
Ylaven	1916 X587552-4		
Sonthert	1918 X6266AB-3		

Glisten Subsector

D'Ganzio	1920 B121410-D	Grote	1731 A400404-A
Wypoc	2011 E9C4547-C	Lydia	1733 E110430-6
Djinni	2111 E459000-0	Melior	1736 D140466-7
Rech	2112 D9957AA-6	Egypt	1737 BAC6567-7
KKirka	2212 CAA5345-8	Aster	1739 C86A410-9
Quopist	2215 B151679-A	Callia	1836 E150852-6
Treece	2311 D232866-8	Mithras	1932 C8B5546-6
Echiste	2313 C53A313-A	Weiss	1934 A626464-B
Pirema	2314 D691142-5	Windsor	1935 C783511-9
Rhise	2317 C100576-A	Overnale	1937 B45467A-9
Ivendo	2319 B324659-A	New Rome	1938 B837866-B
Keanou	2411 C790348-7	Craw	1939 C573645-3
Tureded	2414 C465540-9	Aki	2035 B443987-9
Vreibefger	2415 E481542-2	Glisten	2036 A000986-F
La'Belle	2416 C564112-3	Trane	2038 C639422-B
Equus	2417 B55A858-B	Centry	2132 E222447-6
Icetina	2418 B5245A9-7	Caledonia	2134 C541636-5
Cogri	2419 CA6A643-9	Sorel	2137 E48569A-1
Skull	2420 C2237C7-9	Horosho	2138 C3378A6-A
		Romar	2140 B450456-8

Lunion Subsector

		Marastan	2231 D868771-5
Arba	1721 C200200-C	Crout	2232 E4359CA-7
Wardn	1727 B756486-B	Tirem	2233 C7B5975-B
Olympia	1728 C328342-7	Inthe	2234 C100598-B
Smoug	1729 C14078A-9	Tsarina	2236 D120636-5
Rabwhar	1822 D5448BA-6	Wurzburg	2237 C795300-A
Adabicci	1824 A57189B-B	Bicornn	2331 E563576-2

| Ffudn | 2334 A41489D-8 |
| Bendor | 2336 A756656-C |

Aramis Subsector

Paya	2509 A655241-9
Dhian	2510 C9A769D-4
Corfu	2602 X895674-8
Focaline	2607 EA88544-A
Lablon	2701 B646589-A
Heguz	2706 E66A224-C
Violante	2708 C669452-A
Pavanne	2905 E210000-0
Carsten	2906 C427402-B
Zila	2908 E25672C-7
Jesedipere	3001 C775300-7
Yebab	3002 C9A489A-7
Nasemin	3003 B98A422-B
Zykoca	3004 X994542-6
Aramanx	3005 B657974-6
Pysadi	3008 C4766D7-4
L'oeul d'Dieu	3010 B98A510-B
Rugbird	3102 BAC5634-A
Towers	3103 B444448-A
Feneteman	3104 C222200-C
Lewis	3107 X427402-D
Aramis	3110 A6B0556-B
Junidy	3202 B434ABD-9
Patinir	3207 C000632-9
Natoko	3209 B582211-8
Reacher	3210 C9A8542-8

Rhylanor Subsector

Kinorb	2512 C449433-9
Gileden	2514 C483103-5
Pannet	2519 E9C5677-7
Garrincski	2520 B632520-7
Macene	2612 B000453-E
Fulacin	2613 A674210-D
Natoko	2620 C8879AB-9
Risek	2712 A325579-A
Porozlo	2715 A867A74-A
Rhylanor	2716 A434934-F
Loneseda	2720 C86A215-7
Valhalla	2811 E365432-5
Zivije	2812 C6B199C-B
Jae Tellona	2814 A560565-8
Gerome	2818 X573000-0
Henoz	2912 A245543-B

Celepina	2913 B434456-8
Gitosy	2918 B000676-9
Belizo	3015 B895646-5
Kegena	3016 E869569-3
Heroni	3017 E7A0614-3
457-973	3019 X372215-4
Somem	3020 C301340-B
Nutema	3112 B846310-8
Huderu	3114 X575000-0
Cipatwe	3118 B35879A-6
Vanejen	3119 C686854-5
Margesi	3212 A576257-C
Bevey	3216 D4209CC-A
Tacaxeb	3218 C230411-B
Powaza	3220 C787566-5

Mora Subsector

Heroni	2521 B6449B9-8
Byret	2523 B485697-5
Pimane	2527 E500343-4
Fosey	2621 A633656-A
Mercury	2624 B658663-8
Tivid	2627 C534477-8
Carey	2726 C579221-9
Duale	2728 A5437BF-B
Catuz	2824 C22048C-9
Meleto	2827 C675100-5
Hexos	2828 B534420-8
Pedase	2830 C415346-5
Moran	2924 C367300-8
Maitz	2927 A201511-B
Mainz	2930 C553352-A
Brodie	3021 C410468-7
Rorise	3022 C994100-A
Jokotre	3024 B6548D9-7
Fornice	3025 A354A87-C
Grille	3026 E410335-7
Palique	3029 A511965-E
Nexine	3030 C97A443-8
Nadrin	3123 D120203-6
Mora	3124 AA99AC7-F
Dojodo	3223 C512311-7
Fenl's Gren	3228 C647346-9

Trin's Veil Subsector

Burtson	2534 C462667-8
Squanine	2536 A300550-B
Dobham	2537 A450457-A

Pyramus	2538 E566335-2
Thisbe	2539 E4305AD-5
Aramis	2540 B659772-6
Robin	2637 C00059C-C
D'Mara	2638 E75A798-5
Keltcher	2639 C525567-9
Tussinian	2731 B678324-7
Edenelt	2733 A4638BD-B
Conway	2735 D894586-7
Dodds	2739 C4439DF-7
Leander	2832 E695244-5
Pepernium	2833 D567530-3
Traltha	2834 B790630-6
Farquahar	2839 C625563-7
Raydrad	2933 E99367A-6
Zyra	2934 B555448-7
Murchison	2935 B544433-6
Hammermium	2936 A5525AB-B
Thornnastor	2940 D534443-8
Katarulu	3032 B252665-B
Prilissa	3035 B985588-6
Tee-Tee-Tee	3038 C110530-9
Youghal	3039 AA94365-B
Tenelphi	3040 D76A579-9
Zephyr	3138 X89556A-3
Chamois	3139 B544642-5
Ramiva	3233 B1107A7-8
Trin	3235 A894A96-F
Hazel	3236 C645747-5

Research Stations

Seven Imperial research stations are placed within the Spinward Marches. Each is pursuing a different area of technology.

The following list indicates their world locations.

Alpha	Duale	2728	A5437BF-B
Beta	Yori	2110	C360757-D
Gamma	Vanejen	3119	C686854-5
Delta	Retinae	0416	E8C69AA-5
Epsilon	Vreibefger	2415	E481482-2
Zeta	Froin	0539	C535225-9
Eta	Judice	1337	E9B2000-0

The Spinward Marches
A Detailed Stellar Sector Located on the Fringes of the Imperium

SUBSECTORS WITHIN A SECTOR
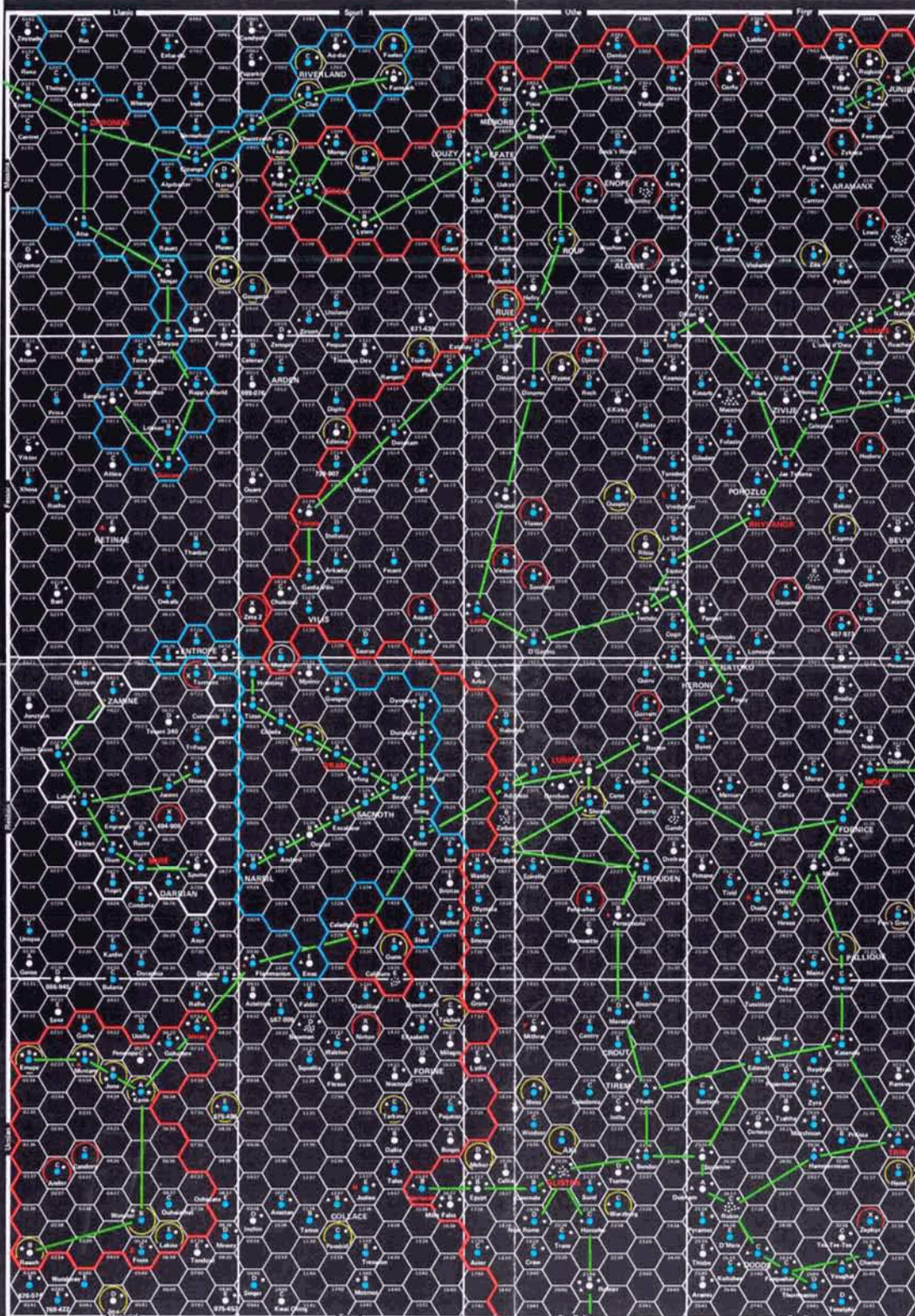
A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

A	Chronor
B	Jewell
C	Regina
D	Aramis
E	Querion
F	Vilis
G	Lanth
H	Rhylanor
I	Darrian
J	Sword Worlds
K	Lunion
L	Mora
M	Five Sisters
N	District 268
O	Glisten
P	Trin's Veil

MAP LEGEND

Starport Type — Gas Giant — World Type — World Name — X-Boat Route — No Gas Giant — Travel Zone Code (Red)

WORLD CHARACTERISTICS
- No Water Present
- Water Present
- Asteroid Belt

BASES
- Imperial Naval Base
- Imperial Scout Base
- Zhodani Base
- Independent Base
- Research Station
- Scout Way Station
- Imperial Reserve
- Imperial Prison
- Exile Camp

TRAVEL ZONES
- Amber Zone
- Red Zone

POPULATION
- Snombe — under one billion
- PRIMUS — over one billion

World names in red are subsector capitals.