



David Deitrick's central image for Space: 1889

The No. 34  
**JOURNAL**  
*of the Travellers' Aid Society®*

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Dates in this issue of the *Journal* are given in accordance to an arbitrary Imperial calendar of 365 days. The date consists of a three-digit day number (the current day of the year) a dash, and a four-digit number (showing the current year since the founding of the Imperium).

The latest date of **Traveller News Service** in this issue is 151-1118.

All editorial and general mail should be sent to **Challenge**, P.O. Box 1646, Bloomington, IL 61702-1646.

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**Submissions:** We welcome articles and illustrations for the **Journal**. Please inquire before submitting manuscripts, enclosing a stamped, self-addressed envelope; we will send manuscript guideline and format sheets. Foreign inquires (except APO/FPO) please include International Reply Coupon.

34-02, From the Management (Editorial), Timothy B. Brown  
34-34, **Traveller News Service (Traveller News Service)**, Marc  
Miller  
34-35, Generating IRIS Characters (Iris 2) (Rules Module),  
Charles E. Gannon



## From the Management

The rumors are beginning to fly, and indeed it is hard to keep a lid on news like this. **Challenge** will appear six times next year. We've decided to go bimonthly in 1989 and continue our 80 page format. We also plan to beef up our coverage of additional games --- the response to our **Battletech** and **Star Wars** articles has been tremendous. Subscriptions are now offered on a six issue basis, and the subscription price has been drastically reduced (see the sub info elsewhere in this magazine).

You may also notice that we started a column in issue 33 on Earth in **2300 AD**. We've decided to discontinue the series in light of the enormous detail presented in the **2300 AD** revision. The revision covers the background material in much greater detail than the original edition. To continue with Earth **Challenge** articles would be to repeat a lot of information. And **Challenge** is crowded enough without reiterating those materials.

*Timothy B. Brown*

Issue 33 feedback was as follows:

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Lone Wolf	4.01
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Stutterwarp Revisited	3.15
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# TRAVELLER NEWS SERVICE

## **VLAND/VLAND (0307 A967A9A F) N**

**Date: 074 1118**

¶ The latest recorded tirade by Oekhsos, the violently charismatic Vargr leader, arrived by special packet from beyond the Imperial border today.

¶ In addition to the standard anti-Imperial ranting and raving, the video included a sequence showing a human mission to assassinate Oekhsos.

¶ The clip details the mission's progress through the Knouksarrgh Ong complex on Lair, and culminates in a violent attack on Oekhsos himself.

¶ In the climax, the human attackers are destroyed, and Oekhsos is unharmed and laughing uproariously.

¶ Although on screen evidence indicates the mission was Vilani in origin, local officials denied that any official sanction was given to the assassination plot.

## **USDIKI/GUSHHEMEGE (2224 A8889AB E)**

**Date: 204 1117**

¶ The Emperor Strephon stepped onto the balcony of his vacation palace here today and was greeted by a thunderous response which cut short his prepared remarks.

¶ "Strephon Lives!"

] Statements by Strephon's aides indicated that Dulinor's assassination attack killed a double who routinely filled in for Strephon at routine functions.

¶ Strephon himself was safely and secretly en route to the Imperial depot in Core sector.

¶ When news of the assassination attempt reached Strephon, he proceeded to Gushemege and the relative safety of the vacation palace.

¶ Strephon's closing remarks called for the Imperium to rally to his banner and bring the rebellion to an end.

## **IMAPARLU/GUSHHEMEGE (1616 B885AA9 E)**

**Date: 301 1117**

¶ The Efontof Imaparlu, exercising his authority as Supreme Civil Leader of the planet, today announced its unswerving allegiance to Strephon and to the Imperium.

¶ The move took supporters of both Dulinor and Lucan by surprise as pre-dawn round ups by the police moved known agitators to holding camps.

¶ The general population, accustomed to direct leadership by the Efont, appeared to accept and support his decision.

## **DLAN/ILELISH (1021 A8DIADE G)**

**Date: 022 1118**

¶ The Emperor Dulinor has dismissed the reappearance of Strephon as the work of an impostor:

¶ "The man who routinely impersonated Strephon is now playing the part of his life.

¶ "Who would believe that a mere actor would have the audacity to think that we would believe he is the Emperor.

¶ "Now his claims insult the memory of our Strephon.

¶ "I loved our former Emperor; I was forced to kill him for reasons of state and for the greatest good of the greatest number.

¶ "For this impostor to claim that he is Strephon is an insult to all of us!"

¶ In later comments, Emperor Dulinor denied that he himself has ever used a double to substitute at routine court functions.

## **CAPITAL/CORE (0508 A586A98 F)**

**Date: 043 1118**

¶ Emperor Lucan has rejected the possibility that Strephon still lives.

] "We know that Strephon sometimes used a robot to impersonate himself at routine functions. And we know one of them is now missing.

¶ "Sources tell us that this thing that claims to be Strephon is, in reality, a robot. Heaven help us when his batteries run down!"

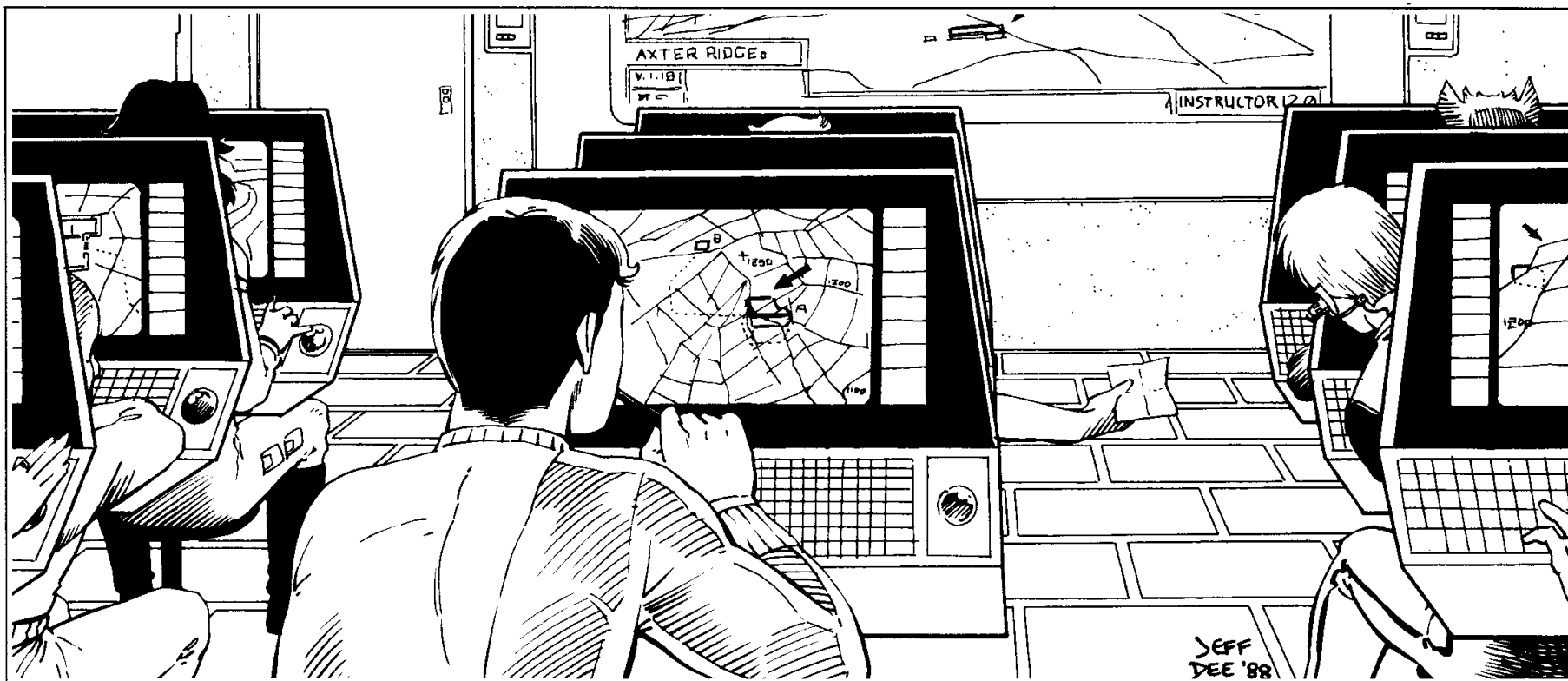
## **CAPITAL/CORE (0508 A586A98 F)**

**Date: 051 1118**

¶ A garbled xboat courier message, apparently damaged in transit, indicates that Vargr raiders have, through an act of barbarism, destroyed the outpost at Chunwi in Corridor sector.

¶ Vargr corsairs in the Chunwi system attacked and seized the merchant liner Hyukt Moi with 78 persons aboard, demanding ship repair privileges, plus fuel and weaponry from the outpost.

¶ When refused, the Vargr commander went wild, set course for the Hyukt Moi, and sent the liner plunging into the outpost itself. Exact figures on casualties and damage are unknown. Apparently, the Vargr attempted to disrupt xboat passage through the area, which does threaten to cut communications with the Spinward Marches.



# GENERATING IRIS CHARACTERS

*IRIS' duties, and the method and manner in which they are performed are fully described in this article outlining the Regency's operations and history. It should be consulted by players and referees who want to get the proper "feel" for IRIS.*

## GENERATING THE IRIS CHARACTER

These tables and guidelines are used in the same fashion as the Advanced Character Generation Tables of Supplement 4 and 5, or **MegaTraveller**.

### Initial Preparation

Generate the six character attributes in the usual manner.

**Eligibility for Application.** Because of the demanding nature of intelligence work, IRIS has strict minimum prerequisites for personal attributes

of prospective applicants. Each of the three service branches of IRIS has different criteria.

**Acceptance of Applications.** If the applicant meets the minimum criterion of one or more of IRIS' three branches, he will be accepted by a given branch on a roll of 10 + (no DMs). In the event that the applicant qualifies for more than one branch, the branches will consider appointments in order of "branch priority." In descending order (highest to lowest), branch priority is ranked Covert, Strike, Operations. An applicant may reject an appointment with a branch he does not desire,

but the rejection of an acceptance by a high priority branch in no way affects the odds of acceptance in lower priority branches. In each case, acceptance occurs only on a roll of 10+.

### Branches

IRIS characters work in one of the following branches:

**Covert:** Covert operatives are usually engaged in clandestine activities, frequently outside of Imperial borders. They enlist for a single hitch of five four-year terms (20 years).

**Strike:** Strike operatives are the "commandos" of IRIS. The operatives enlist for an initial hitch consisting of two four-year terms.

**Operations:** Operations operatives are involved in the support side of intelligence work. The operatives enlist for an initial hitch consisting of two four-year terms.

## ASSIGNMENTS AND SKILLS

The following describes assignments and skills.

### Basic and Advanced Training

BT and AT take up the first year of a character's first term with IRIS. The character does not undergo the normal assignment resolution procedure. Instead, the character receives two skills as a result of basic training. One skill is rolled on the Branch Skill table, and the other is a Gun Combat skill, the type being determined by the character's service branch:

**Covert Trainees:** Handgun or Combat Rifleman (player's choice)

**Strike Trainees:** Combat rifleman

**Operations Trainees:** Handgun

The character's advanced training is an assignment to one of the Special Duty programs (roll to determine which program).

### Assignments

Each one year assignment is resolved separately. Resolution is a two step procedure: The specific assignment is determined by a 2D6 roll, and that assignment is then resolved in terms of survival, commendations, promotions, and skills. These are resolved in exactly the same fashion as in other Advanced Character Generation Systems.

The one exception is that IRIS strongly disapproves of "grandstanding."

### Transfers

Under no circumstances are IRIS operatives allowed to transfer from one branch to another.

**Re-enlistment.** Strike and Operations operatives may automatically re-enlist up to the end of the term in which they reach O10. At this point, they must either receive a confirmation of their candidacy for the Directorate or they receive an honorable discharge. Covert operatives may

not re-enlist after their five term hitch; they must either receive their confirmation as Directorate candidates or receive an honorable discharge.

**Retirement:** Characters may retire at the end of any term, beginning with the end of the last term of their initial hitch. Characters who are eligible for Directorship candidacy but do not wish to pursue it must retire.

**Mustering Out:** Mustering out is conducted in exactly the same fashion as other **Traveller** character generation systems. One roll is granted per term of service. Retirees of O10 add 1 to their die rolls. Pension equals Cr1000 x operative rank at the time of retirement.

### Special Conditioning for Covert Operatives:

This should only be determined after a character has either a) mustered out, or b) advanced into the Directorate. IRIS employs two special conditioning techniques in the case of a small number of Covert operatives. These are hypnotically suppressed psionic development, and anagathics treatments. All Covert operatives are tested for psionic potential immediately upon entry into IRIS, and all operatives who test 9 + for psi strength and positive for telepathy talent are noted for possible future development. Whether or not the operative shows this promise, memory of the testing (and training, if any) is hypnotically (and psionically) suppressed. Knowledge of this testing is restored only after the completion of the 20 year hitch and only if the operative becomes a candidate for the Directorate. The reasons for this procedure are explained in detail in the accompanying article outlining IRIS' operations and history.

Secondly, in order to take advantage of lower suspicions typically generated by the very young as well as greater receptivity to plastic surgery, IRIS keeps a very small number of its Covert operatives on a schedule of anagathics maintenance. Roll 12 on 2136 for a Covert character to have been on such a maintenance program, DM + 2 for individuals with psionic potential 9+. Roll ID6: 14 means that the character was on half maintenance, meaning that he aged one year for every two spent in the field; 5 6 indicates full maintenance, in which the character was not allowed to age at all. Note that psionic

characters on full anagathic maintenance are given no training in psionics; they are only tested. As per **MegaTraveller Player's Manual**, these individuals suffer no loss of potential.

## NEW SKILL: MARTIAL ARTS

This skill is similar to Brawling but represents a more scientific approach to hand-to-hand combat. Whereas Brawling emphasizes a basic clobbering approach, Martial Arts focuses on integrating movement and force in a fluid continuum. Individuals with this talent may use their hands, a knife, or any martial arts weapon that is designed to be used with this kind of combat style (quarterstaff, nunchaku, sai, tonfa, etc.). They can use any Brawling weapon at -1 levels of their Martial Arts skill. Also, Martial Arts can be used as a die modifier to escape taking damage during a fall, as well as dodging moving objects.

**Ops/Strike Assignment:** The character has been assigned to this branch of IRIS for one year. Roll Assignment and Resolution as though he were a full time member of that branch. DMs: + 1 for ranks O5+

While characters are permitted to take negative "survival" DMs in order to take an equal but positive "commendation" DM, if IRIS finds out about this (they will do so on 8+), IRIS will prevent any promotion resulting from that assignment and also demote that individual by one rank. Similarly, if a character is discovered to have evinced cowardice (taking a positive survival DM in exchange for a negative commendation DM), IRIS is equally likely to find out. In addition to preventing any promotion resulting from that assignment, IRIS will demote that character by two ranks. Quite simply, the philosophy is that Imperial intelligence needs should never be placed in jeopardy because of personal dispositions, whether courageous or craven.

### Commendations and Morale Determination.

Note that IRIS issues "commendations" which can influence promotions. However, for purposes of determining the character's morale (Supplement 4: **Mercenary**), the character's assignment history is used. Security assignments earn the equivalent of 1 csr, raids earn the equivalent of 1 csr (and 1

CoCo if the character is 05+), and infiltrations earn the equivalent of two csrs.

### Promotion

IRIS characters are eligible for promotions every year of every term in which their assignment offers them the possibility. If a character receives a commendation, all subsequent promotion rolls that term receive a DM + 1. Further commendations do not produce further DMs. Promotions above IRIS rank 010 (Assistant Director) are handled in a special fashion since this changes the character's status considerably.

**Promotion to the Directorate.** This is a major step for a character since advancement into the Directorate effectively "marries" the character to IRIS for the rest of his life. At this level, characters become privy to information that is so confidential and sensitive that "retirement" is no longer an option for them; the inherent security risks are too great. Any character who advances into the Directorate is generating a player-character whose activities will be dictated to him by the upper echelons of IRIS (the referee), allowing him no freedom of action. IRIS characters of this rank are much better left as NPCs.

Upon completing 20 years of service with IRIS, operatives may become candidates for advancement into the Directorate. For Strike and Operations operatives, they must rank 010 before their candidacy is checked. Their candidacy is reviewed at the end of the term in which they attain rank 010. Covert operatives have their candidacy reviewed at the end of their 20 year hitch regardless of their rank.

In order for candidacy to the Directorate to be confirmed, the aspiring candidate character must roll less than or equal to 1/2 their Intelligence (round fractions down) on 2D6. DM for Strike operatives is + 3. DMs for Covert operatives are 2 for all characters, and +1 per operative rank less than 10. Operations operatives have no DM. Failure to be confirmed for the Directorate results in honorable discharge. Confirmation of candidacy permits the operative to continue to advance in rank and gives him an automatic promotion to 010 for any covert operatives of lower rank. Directors roll for assignments as Operations operatives, with

a DM -2 on all promotion rolls. Directors may only promote once per term.

### Skills

A character may receive skills as a result of his or her assignment. If the character rolls the indicated number or higher, then he or she becomes eligible for one skill to be determined immediately. Operatives may always roll on their Branch Skill Table and the IRIS Life Table. They may also roll on the Assignment Table that matches their duty assignment at the time of receiving a skill roll. Covert operatives who are assigned to other branches may roll on that other branch's Skill Table that year.

### Covert Operatives and Bonus Survival Skills.

Any covert operative that lives through three or more infiltration assignments in a single term may receive up to three bonus skills. They are rolled for separately at the end of that term and are gained on a roll of 5+ on 1D6. They are Recon, Tactics, Jack of All Trades.

### Special Duty

Characters may be assigned to special duty by the Assignment Tables. In that event, consult the appropriate assignment for resolution.

**Medical School:** The character receives two levels of Medical skill automatically. Characters who receive this assignment and already have Med 3 have a two-thirds chance of being assigned as an instructor (character automatically receives one skill level of Instruction). If the character is already Med 4+, he automatically receives one level of Instruction skill instead of any Medical skill.

**Interrogator School:** Roll 1/2 1D6 (round fractions up). The result equals the levels of Interrogation skill awarded. Characters who receive this assignment and already have Interrogator 3 have a two-thirds chance of being assigned as an instructor (character automatically receives one skill level of Instruction). If the character is already Interrogator 4, he automatically receives one level of Instruction skill instead of any Interrogation skill.

**Intelligence School:** Roll one die to determine receipt of each skill; 5+ for Interrogation, Liaison, Admin, Streetwise.

**Naval Studies:** Roll one die to determine receipt of each skill; 5+ for each of the following: Pilot, Ship's Boat, Navigation, Vacc Suit, Zero G Environment, Gunnery.

**Command College:** Roll one die to determine receipt of each skill; 5 + for each of the following: Tactics, Ship Tactics, Recon, Combat Engineering.

**Assassination Training:** Roll 1/2 1D6 (round fractions up). The result equals the levels of skill awarded in any of the following: Gun Combat, Blade Combat, Brawling (character's choice as to specific skill). Characters who receive this assignment and already have one of these skills at level 3 have a two-thirds chance of being assigned as an instructor (character automatically receives one skill level of Instruction). If the character is already at level 4 in one of these skills, he automatically receives one level of Instruction skill instead of any of the listed skills.

**Commando School:** As per Book 4, **Mercenary**, but substitute Battle Dress for Vacc Suit.

**Gun Combat:** Includes Combat Rifleman in addition to other categories indicated in **MegaTraveller**.

*Charles E. Gannon*

# IRIS' MINIMUM PREREQUISITE CRITERIA

Branch	Minimums					
	Str	Dex	End	Int	Edu	Soc*
Covert	7	9	7	A	A	5-A
Strike	8	9	8	8	8	5-A
Op'ns	5	7	5	A	A	5-A

## RANK

Rank	Title	Traveller Rank
T1	Trainee	(0)
O1	Jr. Operative	(1)
O2	Operative	(1)
O3	Sr. Operative	(1)
O4	Team Leader	(2)
O5	Captain	(3)
O6	Major	(3)
O7	Colonel	(3)
O8	Lt. Commander	(4)
O9	Commander	(4)

## TABLES FOR THE GENERATION OF IRIS CHARACTERS

Rank	Title	Traveller Rank
T1	Trainee	(0)
O1	Jr. Operative	(1)
O2	Operative	(1)
O3	Sr. Operative	(1)
O4	Team Leader	(2)
O5	Captain	(3)
O6	Major	(3)
O7	Colonel	(3)
O8	Lt. Commander	(4)
O9	Commander	(4)
O10	Asst. Director (candidate)	(4)
O11	Director	(5)
O12	Senior Director	(5)
O13	Regent	(6)

## ASSIGNMENT TABLE

2D6	Covert Branch	Strike Branch	Ops Branch
2	Ops Assignment	Security	Staff
3	Embassy	Security	Special Duty
4	Special Duty	Security	Staff
5	Embassy	Security	Cadre
6	Ops Assignment	Security	Staff
7	Strike Assign.	Cadre	Staff
8	Infiltration	Raid	Embassy
9	Infiltration	Raid	Embassy
10	Special Duty	Special Duty	Special Duty
11	Special Duty	Special Duty	Special Duty
12	Special Duty	Special Duty	Special Duty
13	Infiltration	Raid	Embassy

\*In the case of Social Standing, there is not an acceptable minimum, but rather an acceptable range.

## ASSIGNMENT RESOLUTION TABLES

Assignment	Survive	Commend.	Promote	Skill
Infiltration	7+	9+	4+	4+
Security	5+	11+	7+	6+
Raid	6+	10+	5+	5+
Cadre	4+	11+	8+	6+
Embassy	4+	12+	9+	6+
Staff	3+	None	11+	6+

Survival DMs: +1 for skill level -2 in any Branch skill; +1 for Dexterity B+; +2 for Intelligence C+.

Promotion DMs: +1 if commendation received that term.

## SPECIAL DUTY ASSIGNMENTS

- Medical School
- Interrogator School
- Intelligence School
- Naval Studies
- Command College
- Commando School
- Assassination Training
- Commando School

DMs: Covert operatives +1; Strike operatives +2.

## SKILL TABLES

D6	IRIS Life	Covert Branch	Strike Branch	Ops Branch
1	+1 Ed	<b>Technical*</b>	<b>Personal Cbt*</b>	Admin
2	+1 Int	Martial Arts	<b>Gun Combat</b>	Streetwise
3	+1 Ed	Streetwise	<b>Gun Combat</b>	<b>Influence*</b>
4	+1 Int	<b>Vehicle</b>	Medical	Forgery
5	+1 Dex	<b>Gun Combat</b>	<b>Vehicle</b>	Computer
6	+1 Dex	Interog.	Battle Dress	<b>Vehicle</b>
7	+1 End	<b>Infiltration*</b>	Recon	<b>Invest.*</b>
8	+1 Str	<b>Invest.*</b>	Tactics	Admin

Note: Cascade skills are in bold.

\* = new cascade skill.

IRIS Life DMs: Covert operatives +1; Strike operative +2.

Branch Skill DMs: +2 for rank O5+.

# IRIS Characters

## ASSIGNMENT SKILL TABLES

D6	Infil*	Security	Raid	Cadre	Embassy	Staff
1	Demo	<b>Vehicle</b>	<b>Vehicle</b>	Recruit	Admin	Admin
2	<b>Vehicle</b>	<b>Gun Cbt</b>	<b>Gun Cbt</b>	<b>Gun Cbt</b>	<b>Gun Cbt</b>	Commo
3	<b>Infil*</b>	<b>Gun Cbt</b>	<b>Gun Cbt</b>	Instr	Carouse	Inter
4	Comput	<b>Cbt Sup*</b>	Recon	<b>Infil*</b>	Street	Comput
5	<b>Gun Cbt-2</b>	<b>Cbt Sup*</b>	Demo	Tactics	<b>Infil*</b>	<b>Tech*</b>
6	<b>Tech*</b>	Zero-G Env	<b>Cbt Sup*</b>	J-o-T	<b>Invest*</b>	Forgery
7	<b>Sp Veh*</b>	Tactics	<b>Environ</b>	Leader	Liaison	<b>Infil*</b>
8	<b>Infil*</b>	Tactics	Leader	Leader	Inter	Tactics

Note: Cascade skills are in bold.

\* = new cascade skill.

DMs: +2 for rank O5 and greater.

## ADDITIONS TO MEGATRAVELLER CASCADE SKILLS

**Gun Combat:** Includes Combat Rifleman in addition to other categories indicated in **MegaTraveller**.

## NEW CASCADE SKILLS

**Influence:** Persuasion, Liaison, Carousing, Streetwise.

**Investigation:** Interview, Interrogation, Forensic.

**Infiltration:** Intrusion, Stealth, Recon, Hunting.

**Personal Combat:** Martial Arts, Short Blade, Long Blade, Polearm.

**Combat Support Systems:** Battle Dress, Forward Observer, Heavy Weapons, Tac Missiles.

**Space Vehicles:** Pilot, Navigation, Ship's Boat, Vacc Suit.

**Technical:** Computer, Electronic, Sensor Ops, Jack-of-All-Trades, Communications, Medical.

## MUSTERING OUT TABLES

D6	Covert		Strike		Operations	
	M Ben	Cash	M Ben	Cash	M Ben	Cash
1	Mid Pas	1KCr	Mid Pas	2KCr	H Pas	5KCr
2	Gun	5KCr	H Pas	5KCr	H Pas	10KCr
3	Gun	10KCr	Gun	10KCr	Gun	20KCr
4	+1 Int	25KCr	Gun	20KCr	+1 Int	50KCr
5	+2 Ed	50KCr	+1 Int	50KCr	+2 Ed	75KCr
6	Trav	100KCr	+1 Dex	60KCr	Trav	100KCr
7	+1 Soc	200KCr	Trav	75KCr	+1 Soc	150KCr