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CHALLENGE

GDW's Magazine of Futuristic Gaming

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& Timothy B. Brown

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The JOURNAL of the Travellers' Aid Society®

No. 35

The Journal of the Travellers' Aid Society is Game Designers' Workshop's registered trademark for its science-fiction gaming magazine devoted to **Traveller**.

Traveller is Game Designers' Workshop's registered trademark for its role-playing game of science-fiction adventure set in the far future.

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 289-1118.

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

The Journal of the Travellers' Aid Society is published quarterly as a supplement to **Challenge** magazine.

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.

From the Management

Personally, I've never attended a convention on my own. I've always been a part of the GDW contingent, there to work the booth and run seminars. As such, I have attended virtually every large gaming convention since 1978. You know what? They're still just as fun as they've always been.

You say you've never been to a gaming convention? If not, you've been missing out on the very heart of the gaming world. Especially at the larger shows, all of the manufacturers show up with their latest products. Literally thousands of enthusiastic gamers travel from around the country and the world to attend. Seminars are organized on gaming topics you are interested in. Demonstrations are set up to introduce you to the cutting edge of gaming concepts. Open gaming can be found as far as the eye can see, where interested gamers get together and play lots of different games that you'd love to enjoy. It becomes a veritable orgy of intense gaming.

Conventions are an essential source of fresh ideas and opponents. This is especially true if you are isolated and cannot find opponents very often, or if you are in a group which refuses to play a game that you are compelled to at least try out. I have found gamers at conventions to be the friendliest people on Earth, eager and willing to get new people in their games, have fun, and make new friends. You can come once a year and get a tremendous "fix" of gaming.

I, myself, found gaming conventions to be a place to make long-term friends. I have played many play-by-mail games, the opponents in which I would never have met were it not for conventions across the country. Other friends will remember you from year to year, ready to meet up again for another round of gaming, or to avenge last year's defeat.

Above all, gaming conventions give gamers a sense of community. Nothing is quite as much fun as descending upon some unsuspecting campus or convention center, loaded for bear with games, pencils and dice, ready to indulge in some serious gaming and knowing the whole time you are a part of a fraternity which accepts you for what you are-a gaming fanatic!

By the time this editorial sees print, the summer convention season for 1988 will be winding to a close. The convention centers will be sweeping up and folding the chairs, and the convention organizers will be wiping their brows after a job well done. The manufacturers will be on their way home filled with new ideas and enthusiasm. The attendees will no doubt be poring over their new games, excited about their upcoming gaming sessions, and already looking forward to the next season's fun. Convention preregistration starts pretty early, you know.

-Timothy B. Brown

JUST DETECTED

WHERE ARE THE FEEDBACK RESULTS?

Our scheduling shift from quarterly to bimonthly has caused one problem-not enough time passes for feedback cards to come in. We'll be running the feedback results for 34 in the next issue (36) and will be off by two in subsequent issues.

-Loren K. Wiseman

MINIATURES

HARPOON

The first of a series of modern ships produced under license for GDW's **Harpoon** modern naval miniatures rules is now available. The ships are 1:2400 scale and can be used with other rules systems. There are two sets: HN1 (containing one Ticonderoga-c lass CG, two Perry-class FFG, and three Pegasus class PHM) and HS1 (containing one S/ava-class CG, two Sovremenny-class DDG, and three Nanuchka-class FFL), at $24.95 each.

Manufacturer: GHQ 2634 Bryant Ave South, Minneapolis, MN 55408.

ACCESSORIES

TERRAIN MAKER TM

Manufactured by GHQ, the Terrain Maker system is a package of styrofoam hexagonal tiles used to create terrain features for use with miniatures. The hexagonal tiles are five inches across (flat to flat) and are designed for use with GHQ's 1 /285 scale Micro-Armour TM line of miniature tanks and vehicles or other miniatures. They come in packages of 24 tiles, in various thicknesses. Four sets are available: TM1 Flatland Hexes (one-half inch), TM2 Stream and Shore Hexes (one-fourth inch), TM3 Low and rolling hill hexes (one inch), and TM4 Mountain Hexes (one and one-half inches), at $6.95 each.

Manufacturer: GHQ 2634 Bryant Ave South, Minneapolis, MN 55408.

BOOKS

HOW TO SELL YOUR GAME DESIGN

For those of you who are budding game designers, Gamescience has issued a 1988 edition of Lou Zocchi's book of advice on designing a game and getting it published. Lou has long been in the game business, and this book is good advice for those of you who are thinking about designing a game, even if you have no plans to try to sell it to a game company. Available for $6 (plus $3 postage and handling) from Gamescience, 1512-30th Ave, Gulfport, MS, 39501.

TRAVELLER NEWS SERVICE

CAPITAL/CORE (0508 A586A98 F)   **Date: 063 1118**
¶ Fleet command has issued sector by sector requisitions to reinforce the Vengeance Fleet in its campaign against Dulinor.
¶ "We face severe curtailment in ship strength," said an unnamed spokesperson. "Unless we can restructure our priorities, getting good ships out of the backwater areas and into the front lines." When questioned about reports saying Dulinor's fleets are somewhat better organized and prepared for battle, the spokesperson declined comment.

CAPITAL/CORE (0508 A586A98 F)   **Date: 114 1118**
¶ Military atrocities on the part of Imperial forces were categorically denied by a fleet spokesperson today.
¶ "The destruction of cities on three worlds in Gushemege sector has been investigated and has been attributed to enemy activity in the area. Several cities in that area were subjected to nuclear and chemical attack from orbiting ships during military cleanup operations. Though the cause of the catastrophe is still in question, the fact that a million plus individuals have been killed is 'an unfortunate accident of war.'

DLAN/ILELISH (110211 A8131ADE G)   **Date: 123 1118**
¶ Emperor Dulinor today accepted pledges of allegiance and support from the fringe worlds in Gushemege sector.
¶ "Seeing the vast superiority of our fleets in action, and the truth that Lucan is as much an imposter as the so- called Strephon, fully 23 worlds have recently aligned themselves with our cause. Their ships added to ours are quickly grinding the enemy away, and soon the ultimate end of resistance to my rule will be at hand."

WARINIR/DAIBEI   **Date: 197 1118**
¶ An emergency meeting was held today between Duke Craig and Moot of High Lords to discuss the demands from Emperor Lucan.
¶ In a prepared statement, the Duke's press secretary said, "An unnaturally great strain is being placed on the sector to provide ships for fleets in distant wars. It is not the duty of loyal sectors to strip themselves bare in order to support Lucan, when other more pressing matters threaten our own borders.
¶ "The Duke, with the blessing of the Moot, has appealed to the Emperor to lessen the ship quota at this time."

WARINIR/DAIBEI   **Date: 214 1118**
¶ Emissaries from Lucan arrived to begin a series of meetings with the Duke regarding the appeal of ship allocations from Daibei sector.
¶ After several hours of negotiations, which have been described by inside sources as "heated," the parties emerged with a universal "no comment." It is clear that the appeal has not yet reached the Emperor's ears, but has been instead intercepted and is being handled by more immediate diplomats on his behalf.

WARINIR/DAIBEI   **Date: 217 1118**
¶ After two days of negotiations with the Imperial emissaries, talks have completely broken down. The ambassadors have been given seven days to leave Warinir.
In a video interview, the Duke said, "it is unlikely that we will be sending massive numbers of our own ships into the hinterlands any time soon.
¶ "We shall instead be looking out for our own interests, despite Lucan's trepidation over fleet strengths."

WARINIR/DAIBEI   **Date: 289 1118**
¶ The Emperor's final denial of an appeal to retain ship strength in Daibei sector has sparked extreme sector patriotism and anti-Imperium sentiment.
"The Treaty of Ftahalr guarantees us the right to maintain reasonable ship strengths," pointed out Lord Guinth, advisor to the Duke. The Duke has prepared a written response to Lucan, the essence of which has been made available to the press.
¶ The Independent Federation of Daibei is officially formed as of this day, to incorporate worlds and subsectors of the sector and additional territories in Reaver's Deep sector.
¶ A pro imperial faction in the Moot of High Lords has been isolated and subjected to house arrest until the period of transition is completed.
¶ The Duke has assumed personal control over the new Federation until a more systematic government can be established.
¶ Rallies organized by the Duke's household have begun and are expected to dominate the Three Cities for the next several days.

DENTUS/REGINA (0601 C979500 A)   **Date: 063 1112**
¶ Informed sources today leaked information indicating that the group of renegade Vargr which have eluded capture since the end of the recent war has probably fled the Spinward Marches for parts unknown. Several alleged members of the group were reputed to have been captured when they attempted to hijack a merchant ship near here late last year, and have been held in communicado since that time.
¶ Admiralty public relations officer Captain Gaviin Ammern refused to comment when asked why the capture of some of the renegades has been kept secret for so long.

**QUAR/CHRONOR (0808 13532720 13)**   **Date: 092 1112**
¶ In an official statement issued today, the Imperial government formally declared all worlds in the Regina, Jewell, and Lanth subsectors to have reverted to their pre-war travel classifications.
¶ With this proclamation, the last of the emergency proclamations promulgated during the recent war are withdrawn, and life in the Marches returns to normal.
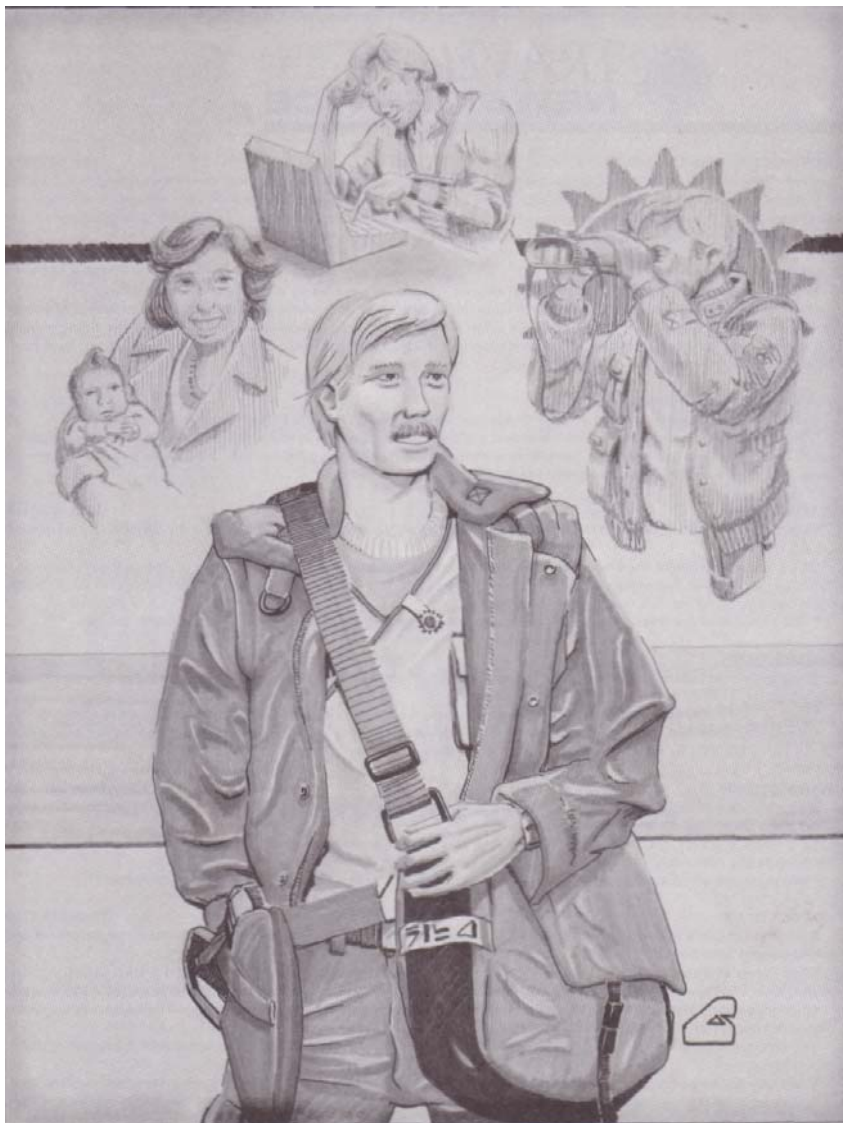
The Spice of Life

One of the most difficult and time-consuming tasks which confront any referee in the establishment of an ongoing **MegaTraveller** campaign is the creation of believable non-player-characters (NPCs). While each player has only a single character whose personality and background he must develop, the referee often has a dozen or more in each game session. Over even a brief period of time, this task can easily overwhelm any referee's creativity and patience.

> *Sometimes the true mettle of **MegaTraveller** characters cannot be assumed upon their creation but should be gleaned from their past.*

To reduce the time required to craft each unique NPC, the following tables are presented. By following them, the referee is able to quickly (in less than half an hour) define much of the NPC's background and motivation.

This system can also be used for player characters. Often, no matter how good a role-player someone is, his characters tend to become similar. By using random tables to generate some background and mental outlook, diversity is more certain.

1. FAMILY BACKGROUND

Once a character has been created through routine generation systems, use this section to determine the nature and background of the individual's family.

A. Number of Parents

Roll 2D6 on the table below for the number of parents. Many factors must be considered. For example, the Brinn (a minor race native to the Corridor sector) have three sexes (four if you count the sexless young), and so have three parents. A human whose parents have divorced and both remarried might have four parents.

TABLE 1A:
NUMBER OF PARENTS

No.	Number of Parents
2	2D6
3	1D6+1
4	1D6
5	2
6	2
7	2
8	2
9	2
10	1D6
11	1D6+1
12	2D6

B. Siblings

It is quite possible that the character has (or had) brothers and/or sisters. In order to determine this, roll 1D6 on the following table and apply the die modifiers listed below it. Once the number of siblings is determined, roll 1 D6 for each to determine their sex; even results indicate male and odd results indicate female. For some races, the referee may wish to alter this throw to reflect possible exceptions.

TABLE 1B:
NUMBER OF SIBLINGS

No.	Number of Siblings
1	The character is an only child
2	The character has one sibling
3	The character has two siblings
4	The character has 1D6 siblings
5	The character has 2D6 siblings
6+	The character has 3D6 siblings

DMs: -1 if Population Code of homeworld is High Population; +1 if Population Code of homeworld is Low Population.

C. Sibling Rank

To determine if a specific sibling is older or younger than the character, roll 2D6. A roll of 7+ indicates a younger brother or sister and an 8 + indicates an older one. A natural 2 indicates a twin (or triplet, etc.).

TABLE 1C:
SIBLINGS

No.	Sibling
2	Twin
3	Younger
4	Younger
5	Younger
6	Younger
7	Younger
8	Older
9	Older
10	Older
11	Older
12+	Older

D. Parent/Sibling Status

Now that we know the number of parents and siblings a character has, we need to know how many are actually still alive. For each existing family member, roll 2D6 on the following table to determine if he is dead or alive.

TABLE 1D:
PARENT/SIBLING STATUS

No.	Status
2	Dead
3	Dead
4	Dead
5	Ill
6	Ill
7	Ill
8	Alive
9	Alive
10	Alive
11	Alive
12+	Alive

DMs: 4 if homeworld tech code is PreIndustrial; 2 if homeworld tech code is Industrial; 1 if homeworld tech code is PreStellar; + 1 if homeworld tech code is Early Stellar; +2 if homeworld tech code is Average Stellar; +4 if homeworld tech code is High Stellar; subtract a character's terms of service when rolling for parents (not siblings).

Dead: Results indicate that the person is no longer alive.

Ill: Results represent an individual who is currently in very poor health. This could range from someone in a coma following a Speeder crash to an individual suffering from a seemingly incurable disease.

Alive: Results indicate the person is not yet dead and is in fairly good health.

If the person is dead, roll 2136 on the following table to determine how they died. The cause of death may be a seed for future adventures or could provide background information for the character's actions. For instance, a character whose mother died from homicide might be on a quest to find the killer and bring him to justice.

E. Cause of Death

Determine the reason why each individual died.

TABLE 1E:
CAUSE OF DEATH

No.	Cause of Death
2	Suicide
3	Executed
4	Homicide
5	War/Battle
6	Natural Causes
7	Natural Causes
8	Natural Causes
9	Accident
10	Unusual Illness
11	Natural Disaster
12	Vanished

Suicide: Indicates that the person being generated took his own life for some reason. In some cultures, this brings shame to a family and is a sign of weakness. In others, if the circumstances are altered, it may have been a very honorable thing to do. In some cases, it is possible to include political or religious martyrs in this category.

Executed: Signals that the individual was convicted as a criminal (rightly or wrongly) and sentenced to death by his government. The character being generated may or may not believe that the person was truly guilty, regardless of the actual facts. Religious or political martyrs may fall in this category.

Homicide: Results indicate that the person was slain intentionally by another individual or group. It may be that he or she was singled out for death (i.e., a political assassination) or the victim may have fallen afoul of a random criminal event (such as walking in on a holdup).

War/Battle: Indicates that the individual lost his life during a military conflict of some sort. In a volume of space as great as that dealt with in **MegaTraveller**, there are any number of possible struggles to claim lives.

Possibilities include the Fifth Frontier War or the rapidly developing Second Civil War.

Natural Causes: Account for the vast majority of deaths in the **MegaTraveller** universe. Despite outstanding advances in the medical sciences, people die from either old age or fairly common (but untreatable) illnesses every day.

Accident: Results show that the individual was caught in some sort of man-made tragedy (for instance, the crash of an air/raft, the misjump of a starship, or the occasional meltdown of a low tech level nuclear fission reactor).

Unusual Illness: Indicates that the character in question died from a rare, perhaps even unique, medical problem, which baffled the doctors who treated him. To draw an analogy to 20th Century Terra, AIDS is an unusual illness while dying from cancer might well be considered to be a natural cause.

Natural Disasters: Come in all shapes and sizes. They range from the truly impressive supernovae (which don't happen all that often, knock on wood) to the comparatively mundane tornadoes or volcanic eruptions which reign on some worlds.

Vanished: Relations hold the utmost promise for future adventures. In short, the person in question is missing and presumed to be dead. What actually happened may or may not be known to the players, but the referee should certainly work it out for future reference. It is even possible that the individual is still alive but unable (or unwilling) to contact his loved ones.

2. ACQUAINTANCES

During the course of the average person's life and career, he will come to make friends (and enemies). For purposes of this generation system, all of these fall into the category of Acquaintances.

A. Number of Acquaintances

Each character begins the game with a number of acquaintances equal to 2D 7 plus his Social Standing. Obviously, a person may know far more people than indicated by this throw, but these are the most important ones.

TABLE 2A:
NUMBER OF ACQUAINTANCES

No.	Number
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12

B. Time Known

Another aspect that should be taken into account when considering the role which each character's acquaintances will play in his life is the amount of time that the character and his acquaintances have known each other. To determine this amount of time, roll 2D6 on the table below. Results which exceed the age of one or both of the characters should be reduced to "since childhood" or should be otherwise altered to correct this paradox.

TABLE 2B:
TIME KNOWN

No.	Time Known
2	Since Childhood
3	5D6 Years
4	4D6 Years
5	3D6 Years
6	2D6 Years
7	1D6 Years
8	4D6 Months
9	3D6 Months
10	2D Months
11	1D Months
12	Less than 1 month

3. RELATIONSHIPS

Although we might wish it to be otherwise, not all of our characters will be loved by everyone they meet. After all, somebody has to shoot at the player characters every so often, just to keep things moving in the campaign, and your friends don't usually do that. In order to determine how a specific acquaintance or family member feels about your character, roll 2D6 on the following table.

TABLE 3:
RELATIONSHIPS

No.	Relationship
2	Absolute Devotion
3	Great Devotion
4	Close Friendship
5	Friendship
6	Well-Inclined
7	Neutral
8	Poorly Inclined
9	Dislike
10	Hatred
11	Very Hostile
12	Overwhelmingly Hostile

Absolute Devotion: Indicates that the relative or acquaintance feels nothing but admiration for the character and would gladly lay down his life for the betterment of his idol. An example of this might be a feeling similar to the extreme dedication which a martyr feels for his religious or political leaders.

Great Devotion: Results show that the person in question is willing to do everything in his power to make the character's life better. These people are certainly willing to face great dangers to save or assist their friend in any way. Possible examples include a spouse or a very close sibling.

Close Friendship: Indicates that the character and his acquaintance are on excellent terms and will undergo hardships to aid each other. An example might be a childhood best friend or a very loyal employee.

Friendship: Results show that the characters often see each other socially and will take steps to help each other out in times of crisis. For instance, the two might be working together toward a common goal at their place of employment, or they may be members of the same social club.

Well-Inclined: Acquaintances are fairly common and have no special interest in the character. They will be polite and helpful to some extent, but will not go out of their way to aid the character in any special way. Typical examples include coworkers or neighbors.

Neutral: Acquaintances are the most common type of all. They don't care one way or another about the character and will take no special actions to help the character. The most typical example might be a store clerk.

Poorly Inclined: Persons have a slight dislike for the character, but will not go out of their way to harm or hinder them. Examples might include a co-worker who feels a small amount of competition with the character or a class rival.

Dislike: Results indicate that the individual will take some steps to hinder
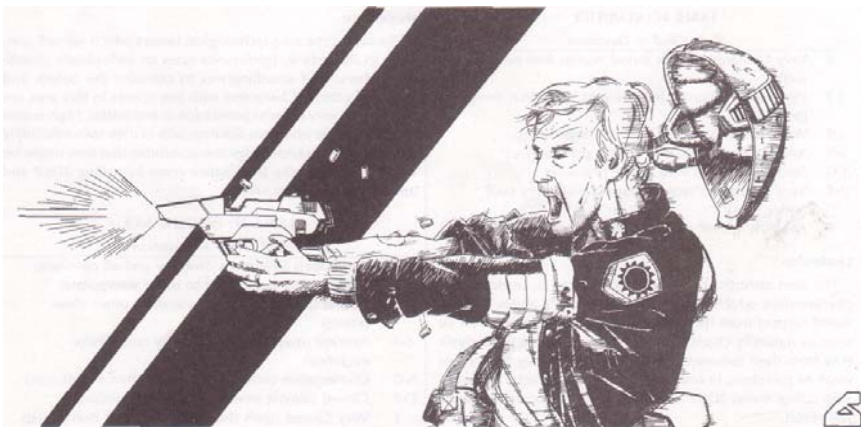
the character and may, in unusual circumstances, resort to limited physical violence. Possibilities include a bully or rival suitor.

Hatred: Indicates that the individual will go well out of his way to harm, or perhaps even kill, the character. Such individuals can be sources of great excitement and peril in a campaign. One possible example might be a rival pirate captain or a criminal leader who works the same territory as the player.

Very Hostile: Individuals will take great steps to secure the death of the character by some means. It is quite possible that they blame him or her for some mishap which has befallen them in the past. For instance, a character might be blamed (wrongly or rightly) for the death of a lover or family member.

Overwhelmingly Hostile: Acquaintances will devote their every effort and resource to causing the death of the character, and, perhaps, his friends and family as well. There is nothing that can be done to persuade them to act otherwise. Every erg of energy which they can muster will be directed at harming the character. Having an Overwhelmingly Hostile acquaintance can certainly spice up a campaign for the player. Examples of such persons

might be disgraced political or business figures who believe the player has been the cause of all their problems.

4. PERSONALITY GENERATION

Once the character's family history is determined, generate his psychological profile. With this data, you can discover what motivates an individual and how he relates to others.

A. Allegiance

The first aspect of a character's personality which we will address is his Allegiance. Low scores indicate that the individual is loyal only to himself or perhaps to a small circle of friends. High results show a person who feels a loyalty to large numbers of people, maybe even to all life in the cosmos. Such individuals are often seen as idealists by those who are more closed-minded. To determine the character's Allegiance score, throw 2D6 7, add his Social Standing, and consult the table below.

TABLE 4A:
ALLEGIANCE
Roll 2D 7 + Social Standing

0	No loyalty to anyone other than self
1	A single other person (a spouse, brother, or friend)
2	A few other people (a few friends or shipmates)
3	A small group of people (family, etc.)
4	A medium sized group (a small company or club)
5	A large group (a large company, political party)
6	A city or town
7	A region or nation (includes megacorporations)
8	A world
9	A system
A	A subsector
B	A sector
C	A domain (such as The Julian Protectorate)
D	A single race
E	A group of races (for example, the major races)
F	All life everywhere

B. Devotion

The next area to be rated is Devotion. Devotion serves as a measure of the individual character's degree of support for those to whom he feels a sense of loyalty. It is possible that, although the character claims to be loyal to a specific group, he is really quite apathetic in his support of the cause. This condition is the case when, for example, someone is registered as a member of a certain political party (and often loudly proclaims his support for its policies) but then fails to vote when elections come around. In order to generate a person's Devotion score, roll 2D6 7 and add his Allegiance to the die roll result.

TABLE 4B:
DEVOTION
Roll 2D6 7 + Allegiance

0	Nonexistent (claims to care, but it's wholly superficial)
1 2	Minimal (pays lip service to the group but little more)
3 5	Low (makes minimal efforts to support the group)
6 9	Average (makes some efforts to support the group)
A C	Devoted (makes major efforts to support the group)
D-E	Fanatic (dedicates much time / money to the group)
F	Obsessed (uses all of their resources for "the cause")

C. Stability

This area is perhaps the most important for judging the character's actions during times of great stress. An individual's Stability score will indicate to the referee how that character will act when the going gets tough. It can be used to determine the chance of panic overwhelming cool thought. To generate this attribute, roll 2D6 7 and add the character's Devotion score.

TABLE 4C:
STABILITY
Roll 2D6 7 + Devotion

0	Very Unstable (severe mood swings and personality shifts)
1 2	Very Weak (almost always freaks out when things get hot)
3 5	Weak (often loses his cool in rough spots)
6 9	Average (may cave in if things get too crazy)
A C	Stable (performs well under pressure)
D E	Very Stable (withstands trauma well, very cool under fire)
F	Absolute (never cracks, even during disasters)

D. Leadership

The next attribute that needs to be rated is Leadership, a characteristic which governs the individual's ability to command respect from those around him. Some people will be seen as naturally charismatic and so will inspire great devotion from their followers, while others may only be seen as weak or spineless. In order to generate a character's Leadership rating, throw 2D6 7 and add his Stability score to the die roll result.

TABLE 4D:
LEADERSHIP
Roll 2D6 7 + Stability

0	Worthless (inspires no devotion at all in others)
1 2	Almost Worthless (virtually ignored by others)
3 5	Not Respected (inspires only minor confidence from others)
6 9	Average (can lead very small groups with success)
A C	Respected (can lead large groups with success)
D E	Highly Respected (a good leader for very large groups)
F	Natural Leader (instantly commands the respect of all)

E. Respect for Authority

This attribute is used as a gauge for the character's belief in governments and his support for them. It is important to consider when an individual is called upon to violate local or planetary laws, since characters with very high scores in this category will refuse to do so under any circumstances, while those with very low ratings will often be wanted by the authorities for previous violations. To determine this, throw 2D6 7 and add the character's Social Standing.

TABLE 4E:
RESPECT FOR AUTHORITY
Roll 2D6 7 + Social Standing

0	Anarchist (absolutely no respect, freely ignores laws)
1 2	Very Disrespectful (does not care about law breaking)
3 5	Disrespectful (feels some guilt over laws broken)
6 9	Average (obeys laws with only minor exceptions)
A C	Respectful (obeys all laws and regulations)
D E	Very Respectful (never even considers law breaking)
F	Absolute Respect (may turn in friends for any violations)

F. Intolerance

The last of the six psychological factors which we will consider in this article, Intolerance rates an individual's closed-mindedness and unwillingness to consider the beliefs and values of others. Characters with low scores in this area are prone to be very open to persuasion in any matter. High scores indicate people who have absolute faith in their own infallibility and will never acknowledge the possibility that they might be wrong. Generate the Intolerance score by rolling 2D6 7 and adding the Devotion score.

TABLE 4F:
INTOLERANCE
Roll 2D6 7 + Devotion

0	Very Open (embraces diversity and all opinions)
1 2	Open (easily persuaded to other viewpoints)
3 5	Liberal (always willing to consider other view points)
6 9	Average (may be persuaded by convincing evidence)
A C	Conservative (seldom considers other viewpoints)
D E	Closed (almost never changes an opinion)
F	Very Closed (feels that other opinions don't exist)

EXAMPLE OF USE

In order to demonstrate the use of these tables, we will consider how they apply to Dur Telemon, one of the regular characters from The *Traveller's Digest* magazine. Those who are familiar with the *Digest* will find the following data informative and helpful in running Dur as a character. Those who are not familiar with the Digest group products should definitely become so, as they are all very useful for any **MegaTraveller** campaign.

DUR'S FAMILY

Our first step will be the generation of Dur's family background. First, we roll 2D6 and check table IIA to determine how many parents Dur has. The throw is 9, indicating that Dur has only two parents.

We move on to siblings now, and roll 1D6 on table 1B to determine how many children Dur's parents had. Dur's homeworld, Mora, has a High Population, and thus we apply a 1 to this die roll. The throw comes up a 4, which is reduced to a 3 when we apply the die modifier. Dur has two siblings.

The sex of the siblings is determined by a simple odds or evens die roll, which indicates that one is male and one is female. Further, by following the instructions in section 1C, we roll for each, and find that his brother is older while his sister is younger.

We move on to section 1D now, and roll to determine each parent's and sibling's status. Before doing so, we take into account Dur's homeworld, Mora, which receives die modifiers. It has High Stellar technology, which allows a +4 to be added to the die roll. An additional die modifier is indicated by Dur's career (three terms in the Scouts), which adds a further -3 to the roll for his parents.

Rolling for his mother, we get a 12. After applying the two die modifiers, this becomes a 13. She is alive and well. For his father, we roll a 7 (which becomes an 8 with the modifiers). His father is also alive.

Moving on to roll for his brother and sister, we check the die modifiers and find that only the +4 for Mora's tech level applies. For his sister, we roll a 5 (+4=9) and for his brother a 7(+4 =11). Both of his siblings are still alive and in good health.

DUR'S ACQUAINTANCES

We begin the generation of those persons who are important in Dur's life by rolling 2D6 -7 and adding his Social Standing. Throwing the dice, we get a 2 (7 + 11 = 6).

In Dur's life, there are six persons who are of special importance to him.

In the interest of brevity, we will roll for Dur's relationship with only one of these individuals in detail. For further information, readers should consult the character's ongoing adventures in *The Traveller's Digest.*

Let us consider Whocco Tehn, one of Dur's six acquaintances. The next step

in determining the details of Dur's relations with Tehn is the discovery of how long they have known each other. For this, we roll 2D6 on table 2B and get a 7. Dur and Tehn have known each other for 1D6 years (we toss the die and get a 3).

Next, we roll for their relationship by throwing 2D6 and checking table 3A. The dice roll comes up as a 10, indicating that Tehn hates Dur and will take some pretty drastic measures to injure or kill him, if the chance arises.

DUR'S PERSONALITY

The last step in this process is the generation of Dur's psychological profile. To begin with, we roll for his Allegiance on table 4A. The roll is 2D6 (an 8) 7+ 11 (Dur's Social Standing) for a total of 12, which indicates that Dur feels loyalty to a domain (in this case, the Third Imperium).

How deeply committed is Dur to the Imperium? To answer this, we must determine his Devotion by rolling on table 4B. The dice roll comes up as a 4, 7 and +12 (his Allegiance score), for a total of 9. Dur is solid in his support of the Imperiurn and is willing to go slightly out of his way for its service, if called upon to do so.

Next, we come to his Emotional Stability. The dice are thrown, coming up as an 11. This is modified by 7 and + 9 (his Devotion score), for a total of 13. Dur is very stable; even under great stress he won't crack. This score indicates that he is a good man to have at your side in a fight.

The fourth rating to be generated is his Leadership ability. Rolling the dice, we get a 6. This is modified by a -7 and a +11 (for his Social Standing score) to obtain the final score of 10. Dur is well-respected and can assume the role of a leader with ease, when called upon to
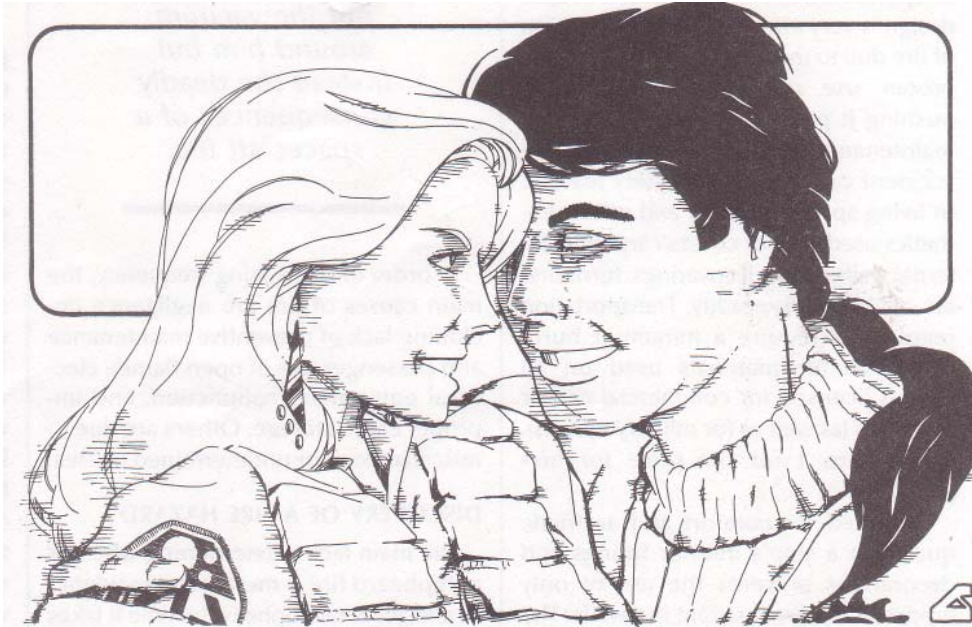
do so. Others often look to him for advice in times of crisis.

The fifth score which must be generated for Dur is his Respect for Authority. Roll 2D6 and receive a base of 4. Modifications of -7 and + 11 (Social Standing again) give us 8 for a final value. Dur has as much respect for law as the next guy but has been known to ignore regulations when he must. Last, we generate a value for his Intolerance rating. Again, 2D6 are thrown to get a total of 7. The modifiers are - 7 and +9 (his Devotion score), for a final result of 9. Dur is somewhat stubborn, but more than willing to listen to logical arguments and examine other viewpoints.

PSYCHOLOGICAL PROFILES

The values generated above can be listed in order in a manner similar to that used for the Universal Physical Profile (UPP). In the example, Dur has a Psych Profile of C9DA89.

Once placed in this format, the Psych Profile can be added to the already existing UPP scores for characters by simply "tacking" it on after the character's Social Standing. In this format, Dur's UPP would be listed as B7A85B-C9DA89.

This method makes it simple for referees and players to incorporate it into an already-existing campaign without the addition of extensive notes to current character record sheets.

-William W. Connors
and Rob Caswell

TABLE 1A:
NUMBER OF PARENTS

No.	Number of Parents
2	2D6
3	1D6+1
4	1D6
5	2
6	2
7	2
8	2
9	2
10	1D6
11	1D6+1
12	2D6

TABLE 1B:
NUMBER OF SIBLINGS

No.	Number of Siblings
1	The character is an only child
2	The character has one sibling
3	The character has two siblings
4	The character has 1D6 siblings
5	The character has 2D6 siblings
6+	The character has 3D6 siblings

DMs: -1 if Population Code of homeworld is High Population; +1 if Population Code of homeworld is Low Population.

TABLE 1C:
SIBLINGS

No.	Sibling
2	Twin
3	Younger
4	Younger
5	Younger
6	Younger
7	Younger
8	Older
9	Older
10	Older
11	Older
12+	Older

TABLE 1D:
PARENT/SIBLING STATUS

No.	Status
2	Dead
3	Dead
4	Dead
5	Ill
6	Ill
7	Ill
8	Alive
9	Alive
10	Alive
11	Alive
12+	Alive

DMs: 4 if homeworld tech code is PreIndustrial; 2 if homeworld tech code is Industrial; 1 if homeworld tech code is PreStellar; + 1 if homeworld tech code is Early Stellar; +2 if homeworld tech code is Average Stellar; +4 if homeworld tech code is High Stellar; subtract a character's terms of service when rolling for parents (not siblings).

TABLE 1E:
CAUSE OF DEATH

No.	Cause of Death
2	Suicide
3	Executed
4	Homicide
5	War/Battle
6	Natural Causes
7	Natural Causes
8	Natural Causes
9	Accident
10	Unusual Illness
11	Natural Disaster
12	Vanished

TABLE 2A:
NUMBER OF ACQUAINTANCES

No.	Number
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12

TABLE 2B:
TIME KNOWN

No.	Time Known
2	Since Childhood
3	5D6 Years
4	4D6 Years
5	3D6 Years
6	2D6 Years
7	1D6 Years
8	4D6 Months
9	3D6 Months
10	2D Months
11	1D Months
12	Less than 1 month

TABLE 3:
RELATIONSHIPS

No.	Relationship
2	Absolute Devotion
3	Great Devotion
4	Close Friendship
5	Friendship
6	Well-Inclined
7	Neutral
8	Poorly Inclined
9	Dislike
10	Hatred
11	Very Hostile
12	Overwhelmingly Hostile

The Spice of Life
Creating A Character's Family and Personality

TABLE 4A:
ALLEGIANCE
Roll 2D 7 + Social Standing

0	No loyalty to anyone other than self
1	A single other person (a spouse, brother, or friend)
2	A few other people (a few friends or shipmates)
3	A small group of people (family, etc.)
4	A medium sized group (a small company or club)
5	A large group (a large company, political party)
6	A city or town
7	A region or nation (includes megacorporations)
8	A world
9	A system
A	A subsector
B	A sector
C	A domain (such as The Julian Protectorate)
D	A single race
E	A group of races (for example, the major races)
F	All life everywhere

TABLE 4B:
DEVOTION
Roll 2D6 7 + Allegiance

0	Nonexistent (claims to care, but it's wholly superficial)
1 2	Minimal (pays lip service to the group but little more)
3 5	Low (makes minimal efforts to support the group)
6 9	Average (makes some efforts to support the group)
A C	Devoted (makes major efforts to support the group)
D-E	Fanatic (dedicates much time / money to the group)
F	Obsessed (uses all of their resources for "the cause")

TABLE 4C:
STABILITY
Roll 2D6 7 + Devotion

0	Very Unstable (severe mood swings and personality shifts)
1 2	Very Weak (almost always freaks out when things get hot)
3 5	Weak (often loses his cool in rough spots)
6 9	Average (may cave in if things get too crazy)
A C	Stable (performs well under pressure)
D E	Very Stable (withstands trauma well, very cool under fire)
F	Absolute (never cracks, even during disasters)

TABLE 4D:
LEADERSHIP
Roll 2D6 7 + Stability

0	Worthless (inspires no devotion at all in others)
1 2	Almost Worthless (virtually ignored by others)
3 5	Not Respected (inspires only minor confidence from others)
6 9	Average (can lead very small groups with success)
A C	Respected (can lead large groups with success)
D E	Highly Respected (a good leader for very large groups)
F	Natural Leader (instantly commands the respect of all)

TABLE 4E:
RESPECT FOR AUTHORITY
Roll 2D6 7 + Social Standing

0	Anarchist (absolutely no respect, freely ignores laws)
1 2	Very Disrespectful (does not care about law breaking)
3 5	Disrespectful (feels some guilt over laws broken)
6 9	Average (obeys laws with only minor exceptions)
A C	Respectful (obeys all laws and regulations)
D E	Very Respectful (never even considers law breaking)
F	Absolute Respect (may turn in friends for any violations)

TABLE 4F:
INTOLERANCE
Roll 2D6 7 + Devotion

0	Very Open (embraces diversity and all opinions)
1 2	Open (easily persuaded to other viewpoints)
3 5	Liberal (always willing to consider other view points)
6 9	Average (may be persuaded by convincing evidence)
A C	Conservative (seldom considers other viewpoints)
D E	Closed (almost never changes an opinion)
F	Very Closed (feels that other opinions don't exist)

The Spice of Life
## Creating A Character's Family and Personality

Fire Aboard Ship

Isolated in a spacecraft, at least hours, perhaps days, maybe even a jump away from help, fire is one of the last problems any traveller wishes to confront. Not only are the resources which are available to fight a fire limited, but the fire can be destroying those very resources, as well as limiting access to them, with every passing moment.

The highly diverse areas on spaceships have a variety of possible ignition sources. In the engineering section, there are high voltage power lines, machinery with high operating temperatures, and volatile fluids.

Proper design is very effective in the prevention of fire due to these causes. However, improper use of equipment (such as pushing it past its design limits), poor maintenance, combat, or even a simple accident can negate any safety feature. In living spaces, plastics and other synthetics used in floor covers/carpeting, internal walls and wall coverings, furniture, etc., all burn very readily. Transportation regulations require a minimum burn resistance for materials used on all vessels licensed for commercial carrier purposes (as well as for military vessels). (See

Figure 1 for the price for fireproofing).

The need for comfort and aesthetic quality in a ship's interior fittings and decorations prevents the use of only fireproof and fire resistant materials. The most that is usually achieved is the use of sufficient quantities to delay a fire's spread. Aboard private vessels there may be no intentional use of fire resistant materials. (See Figure 2 to determine the amount for any randomly encountered vessel.) Those individuals who purchase a vessel may replace its fittings with fire resistant ones (see Figure 1 for
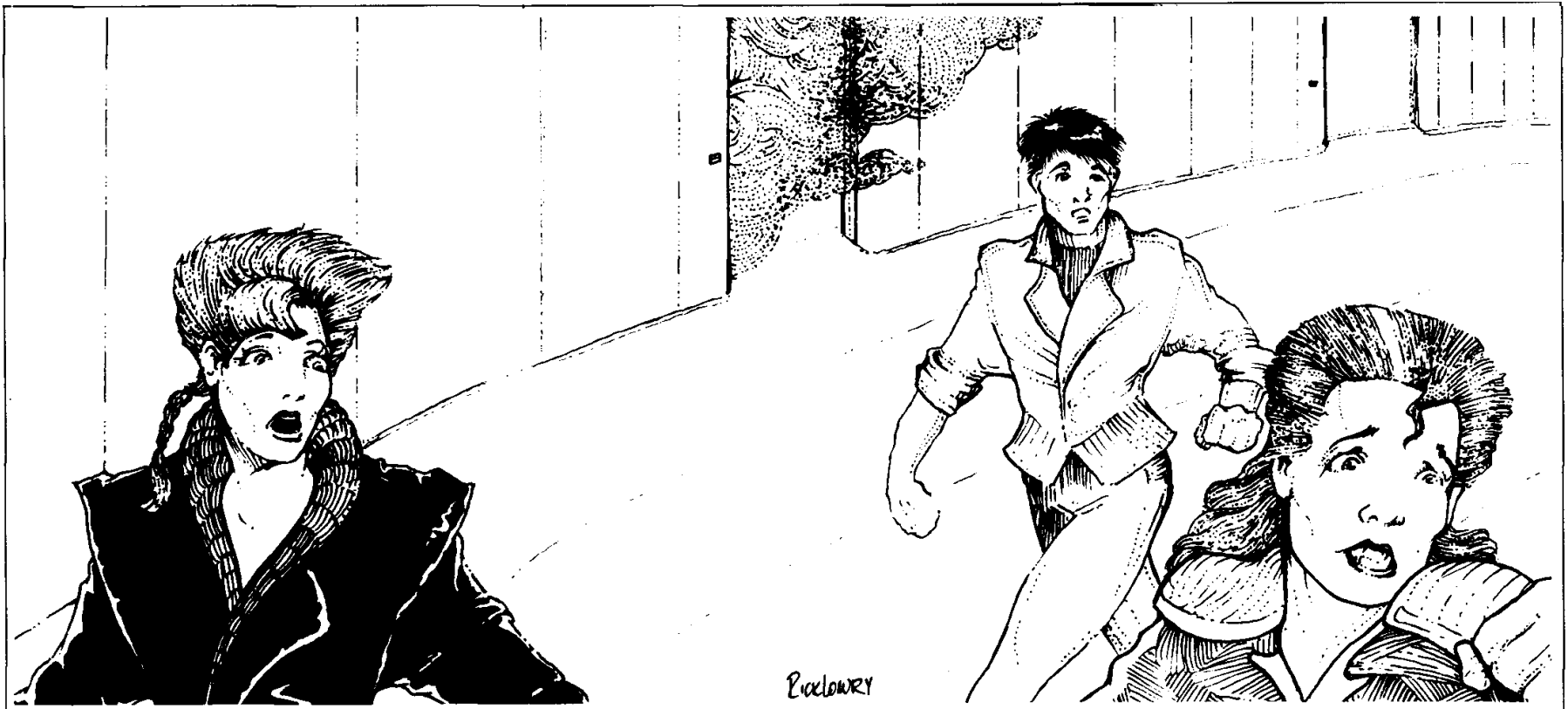
prices).

In order of decreasing frequency, the main causes of fire are negligence (including lack of preventive maintenance and passenger use of open flame), electrical equipment malfunction, and improper cargo storage. Others are due to miscellaneous or undetermined causes.

DISCOVERY OF A FIRE HAZARD

The main factor determining whether a shipboard fire is merely an "incident" or a major catastrophe is the time it takes to discover and combat the fire. Since most areas onboard a spacecraft frequently have people in them, this may not seem to be much of a problem; but consider an even moderately sized passenger vessel. Despite warnings to the contrary, passengers commonly leave personal items connected to power outlets, for recharging purposes, when leaving their cabins. Furthermore, storerooms are notorious for the jumbled conditions they can attain without frequent cleaning, and may not be visited for days. (Which explains why many captains are known for their attention to cleanliness in all areas.)

Fires, in the above situations, can generally be discovered early on because of the large number of passengers and crew in the area to smell the smoke. If a fire breaks out in a luggage or cargo compartment, on the other hand, discovery by "human means" is much less likely. There may also be a long delay in discovery if the ship is keeping to a single standard time and a fire starts while most of the passengers are asleep. This is one reason for a "night" steward, who walks rounds to ensure that all is well, a practice frequently found on larger vessels. Another problem is intra-hull and intra-deck spaces and conduits (those spaces between the hull and interior spaces, and between decks). All ships are designed with fire partitions, which do limit a fire from spreading in these areas, but severe damage can still result easily because of the important data trunks, etc., which run through them. (Having the best maneuver program available doesn't mean a thing if the computer can't communicate with the drives.)

Since rapid detection is of paramount importance, and discovery by crew or passenger is only partially effective, there are a number of detection and reporting systems available on the market. The detection system consists of sensors, which are either a simple bimetal device which completes an electric circuit upon heating up, a slightly more expensive electronic thermometer, or an electro-optical device for smoke detection. With the bimetal type, a choice must be made between a slight time delay before the device triggers from a real fire, or more frequent false alarms. Thermometers, on the other hand, being more complex, are slightly more subject to failure. Smoke detectors are useful in detecting fires which produce a large amount of smoke, but are of limited use in other cases. For this reason they are always used in conjunction with the other sensor types. All types need to be inspected and tested regularly to ensure that they are functioning properly (e.g., calibrated to the proper triggering temperature). On commercial and military vessels, one temperature sensor is required every 50 square meters for intra-hull space (see Figure 3 for approximation), one for every 35 square meters in intra-floor spaces, and one for every 10 tons of cargo or luggage hold. One smoke detector is required for every 50 tons of living space. Smoke detectors are usually placed in common areas (such as halls) to provide better coverage.

A spacefarer's greatest fears sometimes concern not the vacuum around him but instead the deadly consequences of a spacecraft fire.

The reporting, or "alerting," systems range widely in complexity. The simplest type is just an alarm-board wired to all the sensors, with lights to show which are indicating. This type is only used in vessels where someone will always be present to be alerted by the alarm, and it is only effective in smaller vessels. The remaining types are all computer-controlled and tie into the ship's main computer. The most basic types broadcast an alarm throughout the ship; some send the alarm to a predetermined location, or locations, such as the bridge and engineering; some can forward the alarm to the captain (or duty officer), provided his portable mini-comp is tied onto the ship's computer with the required interface devices.

On large vessels, there are usually several computerized "substations," each receiving input from between 20 and 50 sensors. These substations report any abnormal status (and its location) to the main computer. Reporting is often divided into "warnings" and "alarms." A warning results from either a temperature increase reported by a single thermometer, or the sound of a single bimetal or electro-optical sensor. An alarm results from a single thermometer rising to a pre-set temperature level, two thermometers simultaneously reporting any temperature increase, or two of either bimetal or electro-optical sensors sounding.

METHODS OF CONTROL

The first actions taken to combat a fire aboard ship are to shut off electricity to the area and to slow down ventilation by cutting the oxygen supply. Ventilation for a fire is supplied not only by the blowers of the life support system, but also by a gravity field ("hot air rises"). Gravity may be artificial or induced through ship acceleration/deceleration. In the case of small fires, these actions alone may be enough to smother a fire in its own waste gases. For larger or rapidly spreading fires, direct action with a firefighting agent is required. Water is an unsuitable agent for use against shipboard fires. Most vessels do not have enough water aboard to fight even a moderately-sized fire; besides, all that water sloshing around could wreak havoc with gravitics and other electrical systems below the deck. Hish Expansion Foam is suitable for non electrical fires (turn power off, and it's non-electrical). The foam is made by passing compressed air through a screen wetted with a special aqueous solution. The foam acts by smothering the fire, and by using it, it is possible to keep water damage to a minimum. Foam cannot be used in an area where electricity must remain on, and any electrically-powered equipment which gets foam in it must dry out for at least several hours before being used. In cases where foam cannot be used, a fire smothering gas is used instead. One of the gases most commonly used for firefighting is CO_2. It can be stored as a compressed gas, or as a liquid if cryogenically cooled. Another type of gas used is Halon (halogenated hydrocarbons). These gases are available in hand-held extinguishers; they can be used in equipment dump systems (in which a cylinder, which is fixed in place, has lines which dump the gas

directly into a specific piece of equipment, such as the main computer), and both can be used in area dump systems (in which the gas is discharged into a closed room). Discharged control can be either manual, directed through the computer, or automatically controlled by the computer in highly advanced systems. (See Figure 4 for equipment prices.)

Depressurization: The most effective way to extinguish a fire would be to just open the affected area(s) to space. However, there are several things which need to be considered before taking such drastic action; most important is the amount of air that will be lost. The majority of a vessel's air supply is always in the gaseous state, being used for breathing and for maintaining a comfortable pressure. Life support systems consist primarily of purificaton scrubbers and ventilation fans, with only a minimal replacement capability. (The number and placement of airtight bulkheads and doors has a strong influence upon how much of the ship's atmosphere will be lost if the airlock is opened to space.) Military vessels, and others which expect to encounter combat situations, have systems which enable them to pump all or part of their air into holding tanks, preventing any loss if the hull is breached. Pumping the air into these tanks will, of course, also put out a fire. The problem with these systems is that they require time, generally 15 to 30 minutes, which is not always available when fighting a fire. Also, most vessels larger than about 5000 tons only pump out the areas closest to the outer hull. They usually have airtight bulkheads, forming a second hull inside the main outer hull; only the air between this "hull within a hull" and the outer hull can be pumped into tanks.

Besides the potential loss of the ship's atmosphere, there are other things which must be considered before venting. First, are there enough spacesuits, rescue balls, emergency pods, etc., for everyone who is in an affected area? Regulations require rescue devices for all aboard, and commercial vessels are inspected periodically for compliance to safety standards, but the fire may have already destroyed some of this equipment. If there is not enough for everyone, then is there some place where they can take refuge, and will they be

FALSE ALARM

Even false alarms present their own form of danger. Sometimes an automatic response to fire may cause trouble of its own.

Players' Information: The ship's computer reports a fire in a room in the ship's main compartment. Upon investigation, no fire is found, but the room is a little warm.

Referee's Information: It's a false alarm; the severity is determined by a die roll.

1 2: The sensor needs adjusting.

3 4: The sensor needs replacing.

5 6: The sensor was wired incorrectly; its input is being interpreted by the subsystem, or main computer, as two different sensors. With the warm room, it is indicating as two sensors reporting a rise in temperature, interpreted as a fire. If the ship has an automatic gas dump system, it may have already dumped into the area, displacing the air. CO_2 has no odor, but can cause minor irritation to the eyes, nose, and throat in this high concentration. Halon is odorless and undetectable. If there were loose papers in the room, they will have been blown around, creating a mess. The characters can check the computer or pressure gauges on the gas holding tanks to determine if the dump has occurred. If the ship's computer is "too smart," it may conclude that the initial dump was not sufficient, and continue to dump as long as the bad reading persists, resulting in total contamination of the ship's air and overcoming everyone who doesn't don a spacesuit within four minutes of the last dump. In a large vessel, it would have overcome others sooner as the gas spread. Even a filter mask won't help; the ratio of oxygen to other gases won't be high enough to sustain life. Death occurs within 10 minutes of losing consciousness.

If the ship's computer is "too smart," it may conclude that the initial dump was not sufficient, and continue to dump as long as the bad reading persists, resulting in total contamination of the ship's air and overcoming everyone who doesn't don a spacesuit within four minutes of the last dump.

To shut off an automatic gas dump sequence:
Simple, Computer, 10 sec (safe).
Referee: Task must be done from the main computer (by just stopping the control program), or subsystem involved (by removing the bad sensor from the reporting loop; this requires knowing which sensor is indicating).

To identify an indicating fire detection sensor:
Simple, Computer, 10 sec (safe).
Referee: Task must be done at main computer terminal or sub system involved.

To physically locate a specific fire detection sensor:
Simple, Int, 20 sec (safe).
Referee: Must have ship's plans, or sensor installation plans, to perform the task (or retrieve plans from the computer); if not, the task becomes Difficult and Uncertain (since it may not be known how many sensors are in the area). If character has not first consulted the compute, or the sensor's identity, the task becomes Uncertain (since it is not known exactly which sensor is indicating).

Dale Hanych

FIGURE 1—PRICE FOR FIREPROOFING

Area	Cr Per Ton
Hull Size	100
Bunk	200
Small Stateroom	400
Stateroom	1000

Prices listed are for 10-percent fire-resistance (maximum 100 percent). For every 10-percent fire-resistance, the spreading of a fire is reduced by 5 percent. Minimum fire-resistance for commercial and military vessels is 30 percent.

Optional: Prices given and both stateroom sizes are for basic accommodations. Multiply by two for first class, and by three for luxury class.

FIGURE 2—TABLE A

Die Roll (2D6)	Percentage
2-5	0
6	Roll on Table B
7	30
8	40
9	50
10-12	100

These figures may be used for determining fireproofing of randomly encountered vessels.

FIRE
Aboard Ship

FIGURE 2—TABLE B

Die Roll (1D6)	Percentage
1	10
2	20
3	60
4	70
5	80
6	90

These figures may be used in situations when the fire-resistance of a particular vessel needs to be determined.

FIGURE 3—TABLE A

Hull Size	Sensors	Hull Size
100	12	8000
200	19	9000
300	25	10,000
400	30	20,000
500	35	30,000
600	39	40,000
700	43	50,000
800	47	75,000
900	51	100,000
1000	55	200,000
2000	87	300,000
3000	114	400,000
4000	138	500,000
5000	161	700,000
6000	181	900,000
7000	201	1,000,000

FIGURE 3—TABLE B

Sensors	Config.	Modifier
220	Sphere	1.0
238	Needle/Wedge	1.9
255	Cone	1.4
404	Cylinder	1.1
530	Cube	1.3
642	Dome	1.2
744	Dish	1.7
974	Planetoid	0.9
1182	Buffered	0.6
1876	Irregular—depends upon shape	
2458		
2977	(Multiply the basic number from	
3455	Table A by the modifier from	
4325	Table B)	
5112		
5484		

FIGURE 4—PRICE LIST

Figure 4 is a basic list of prices.

A. Basic Wiring, etc.

Cr125 per 100 tons hull size

B. Computer Modifications

Cr75 per detector directly wired to computer.
Cr200 per substation wired to computer.
Cr550 per every dump system controllable from computer.
Cr1150 per every dump system which can be automatically dumped by the computer.
Note: The above charges represent computer connections, programming, and such. The ship's entire fire detection and reporting system runs as one task under the direction of the ship's monitoring program.

C. Reporting Panels

Cr3 per tons hull size. (Maximum hull size is 1000 tons.)

D. Substations

Cr150, plus Cr25 for every 10 reporting lines accepted. (Maximum input: 50 lines.)

E. Detectors

Cr10 per bimetal temperature sensor.
Cr25 per electronic thermometer.
Cr20 per smoke detector.

F. Hand Extinguishers

Cr65 for CO_2.
Cr125 for Halon.
Cr85 for portable foam blower (requires power source).

G. Equipment Dump Systems (1)

Cr1500 for CO_2, refill Cr250.
Cr1100 for Halon, refill Cr800. (Price is for 1/4 ton equipment size, adjust as needed.)

H. Area Dump Systems

Cr3500 for cryogenic CO_2, (requires .001mw power source for refrigeration).
Cr4200 for compressed CO_2, refill Cr1100.
Cr4000 for Halon, refill Cr3800. (Prices are for an area of one ton, adjust as needed.)
Note: All equipment and area dump systems have manual dump controls included in the price of the system.