

TRAVELLER^{LRP}

Live Roleplaying in the Far Future

The TravellerLRP system was designed by
Nick Gibbins, James Goodman and Tim Yeomans
for the Spring 2019 Callacon

The mission resolution system was inspired by
Alex Bayly and Mike Nudd's Adjective System

The ship-to-ship combat system was inspired by
Kasper Aagaard and Christian Marcussen's
Merchants and Marauders

Playtesters and co-GMs: Amy Taylor Saunders and Nils Brobakk

The Traveller game in all forms is owned by Far Future Enterprises.
Copyright 1977-2019 Far Future Enterprises.

This work is licensed under a Creative Commons
Attribution-NonCommercial-ShareAlike 4.0 International License.



Table of Contents

INTRODUCTION	6
HOUSEKEEPING	7
CHARACTERS.....	8
Politicians.....	8
Captains	8
Travellers	8
Identity Cards	9
SKILLS.....	10
Psionics	10
SYSTEMS	11
Trade Codes.....	11
Travel Zones.....	12
EXPEDITIONS.....	13
Flight Plans	13
Expedition Process.....	14
Encounters.....	15
Piracy.....	15
MISSIONS.....	17
Political Missions	18
Information War	18
False Flag Operation	19
Sedatives in Water Supply	19
Intelligence Gathering	19
Player-Defined Missions.....	19
STARSHIPS.....	20
Turret Upgrades.....	21
Subsystem Upgrades	22
STARSHIP COMBAT	24
Setup	24
Round Structure.....	24
1. Declaration.....	24
2. Pilot Contest	25
3. Action Resolution.....	25
Action: Shoot.....	25
Action: Board.....	25

Action: Flee	26
4. Damage Control	26
Winning and Losing	26
TRADING	27
Currency	27
Trade Goods	27
Demand	28
Trading Process	28
Selling Goods	29
Buying Goods	29
Passengers	30
NAVAL COMBAT	31
Units	31
System Defence Boats	31
Escort Squadrons	31
Destroyer Squadrons	31
Corsair Squadrons	31
Setup	32
Turn Sequence	32
Orders and Movement	32
Combat	33
Interactions	33
Expeditions	33
Missions	33
Victory Points	33
VICTORY POINTS	34
Renown	34
Conflict	35
Alignment	35
Influence	36
DESIGNERS' NOTES	37
APPENDICES	39
Map of the Spinward Marches	40
Gazetteer of the Spinward Marches	41
Political Missions	43
Research Politicians	43
Co-opt Political Leader	43

Coerce Political Leader	43
Assassinate Political Leader	43
Research Criminals	43
Co-opt Crime Lord.....	43
Coerce Crime Lord	43
Assassinate Crime Lord	43
Research Celebrities	44
Co-opt Celebrity	44
Coerce Celebrity	44
Assassinate Celebrity.....	44
Research Religions.....	44
Co-opt Religious Leader	44
Coerce Religious Leader.....	44
Assassinate Religious Leader	44
Research Businesses	44
Co-opt Media/Business leader	45
Coerce Media/Business leader.....	45
Assassinate Media/Business Leader	45
Trade Goods.....	46
Ship Types.....	49
Introduction for Imperial Players.....	50
Introduction for Zhodani Players.....	51
Introduction for Sword Worlds Players.....	52
Introduction for Darrian Players	53

Introduction

Welcome to the Imperial Fringe, a game in which the Dukes of the Imperium vie for the vacant title of Archduke, and with neighbouring powers for the loyalty of the neutral worlds between their borders. Meanwhile trade, the lifeblood of the economy, courses freely across the borders along with tourists, criminals and merchants.

The Imperial Fringe is a cross between a “traditional” live roleplay and a megagame, set in the classic Traveller universe: the Spinward Marches in late 1106. The game is designed to support three different playing styles, depending on player preferences:

Politicians are focussed on the broadest economic and political outcomes, and have a play style that is centred around negotiation. They have little direct power of their own, but must enlist other characters to do their bidding.

Captains are focussed on travel and trading, and have a sandbox play style. They are the only characters to have starships, and so have a monopoly on travel between systems.

Travellers are the everyday citizens of the Marches, and have a mission-oriented play style. They provide the bulk of the skills in the game.

This document contains the rules for the LRP; it doesn’t contain details of specific characters, missions or plots (although we will package those up separately in time) and is intended as a toolbox for others to use. To that end, it includes rules for the following:

- Missions that characters can undertake
- Trading between worlds
- Tactical ship-to-ship combat
- Strategic naval combat
- Diplomatic and political wrangling

Housekeeping

The playing area for this LRP is divided into two zones, ideally different rooms. One zone is the main game location, and represents a central world (in our game, Regina), where all players gather, and criminals and tourists mix with merchants and the political elite. The other zone represents 'space' in general. Players may only go into space if they are part of an expedition on a starship, where they may undertake various missions, buy and sell cargo and engage in combat with other starships.

There will be three large sector maps in use during the game. The main zone contains two of these maps. The political map records the positions of squadrons, the levels of unrest on conflict worlds, and the alignments of non-aligned border worlds towards the various polities. The trade map records which types of goods are currently in demand in various systems, and the economic influence of the trading companies on the systems in the sector. In the space zone, there is a single map which records demand for goods and the positions of corsairs.

The game calls for three types of GM: a Political GM who deals with events in the main zone, a Trade GM who deals with the mechanics of trading in the space zone, and one or more Expedition GMs who deal with the mechanics of missions and starship combat in the space zone. In addition, it may be useful to have one or more GM assistants who pass information between the zones and handle some of the routine updating of maps.

In order to best manage player demand and GM resources, expeditions are timetabled (see Flight Plans on page 13); it is therefore important that both zones have a clearly visible clock.

Characters

Player characters have between three and five skill levels drawn from the list of skills on page 10. Characters may be given more than one level in a skill to indicate a particular expertise.

POLITICIANS

Politicians fall into three groups:

- Imperial dukes and duchesses, who act in the best interests of the Imperium and who aspire to become the Archduke of Deneb
- non-Imperial ambassadors, who act in a way that will best benefit their polities
- Imperial service heads (scout leaders and admirals), who act in the best interests of the Imperium and who aim to promote their service

Their success is defined in terms of a number of abstract measures - see the section on victory points on page 34.

Politicians are based in the main zone (Regina) for the duration of the game and are unlikely to take part in missions, because this would require them to leave Regina. They should therefore be given few skill levels – two or three levels. Typical skills for politicians: Liaison, Admin, Bribery.

CAPTAINS

Captains are merchants who operate starships either on behalf of the four Imperial shipping lines in the Marches (Akerut, Oberlindes, Al Morai and Sinzarmes), or on their own behalf as free traders. Their primary goal is to make money (and in the case of captains affiliated to trading lines, to support the trading line). Each of the shipping lines is affiliated with a different duke, so each Captain indirectly supports a duke.



Captains need to be able to operate their ships. They have more skill levels than politicians – four levels in total, possibly with one skill at level two. Typical skill for captains: Pilot, Gunnery, Technical, Trader.

TRAVELLERS

Travellers will be carrying out most of the missions, and so need more skill levels than either politicians or captains – four or five levels in total, possibly with one at level two. Their goals are specified on a character by character basis.

IDENTITY CARDS

All characters are issued with an identity card which lists their skills. This must be provided to the Expedition GM if the character takes part in a mission.

 IMPERIAL IDENT
Name
Homeworld
Skills


Skills

There are sixteen possible skills in the game, as follows:

Admin: The ability to deal with and manage bureaucratic agencies. Uncommon

Bribery: The ability to bribe officials in order to circumvent regulations or ignore cumbersome laws. Used to deal with customs patrols. Uncommon

Combat: The ability to fight. Common.

Gunnery: The ability to operate starship weapons. Common.

Jack of all Trades: The ability to handle a wide variety of situations, and be resourceful in finding solutions and remedies. Used to substitute for any other skill a limited number of times (three times during the game per level of JOT - players will be given tokens to represent these uses). Rare.

Liaison: The ability to meet and mingle with strangers in unfamiliar surroundings. Uncommon.

Linguistics: The ability to communicate through the use of foreign or alien languages. Rare.

Medical: The ability to treat injuries and ailments. Rare.

Pilot: The ability to operate starships. Common.

Science: The knowledge of modern science. Uncommon

Stealth: The ability to remain unobserved and use clandestine methods to acquire goods that belong to others. Common.

Streetwise: The knowledge of the ways of illicit subcultures. Uncommon.

Survey: The ability to map and chart star systems and to scan for exploitable resources. Uncommon.

Survival: The ability to live off the land or stay alive in situations where most individuals would have trouble finding food, water, or shelter. Uncommon.

Technical: The ability to use, operate, and repair mechanical and electronic devices. Common.

Trader: The knowledge of the techniques and practice of commerce. Common

PSIONICS

In addition to skills, some characters may have psionic talents, which function in lieu of other skills:

Telepathy: The ability to read minds. (use for Bribery, Liaison)

Clairvoyance: The ability to sense (use for Gunnery, Survey)

Telekinesis: The ability to move objects with the power of one's mind. (use for Pilot, Technical)

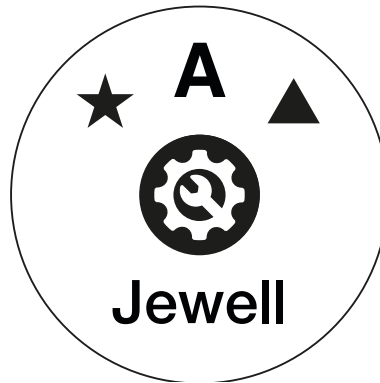
Awareness: The ability to control one's own body. (use for Medical, Survival)

Teleportation: The ability to instantaneously travel between locations. (use for Stealth)

Certain missions allow characters to be tested for psionic abilities; this is resolved by drawing a card from the Psionics deck; this gives a 1 in 4 chance of having a talent, with an equal probability for each of the talents.

Systems

The Imperial Fringe takes place in the Spinward Marches; a map and a gazetteer of systems in the appendix on pages 40 and 41. Systems are represented on the map as follows:



The single letter indicates the starport type, which determines the amount of goods which can be bought in the system. The symbol in the middle indicates the trade code for the system. The symbols to the left and right of the starport type indicate the presence of bases in the system: a star indicates a naval base, a triangle indicates a scout base, and a flask indicates a research station.

TRADE CODES

The trade code categorisation of a system determines both the type of trade goods which can be bought in the system, and the type of trade goods which can be sold in the system. Each system will have exactly one trade code. There are six possible trade codes, as follows:

Trade Code	Symbol
Agricultural	
Industrial	
High-Tech	
Barren	
Poor	
Rich	

TRAVEL ZONES

The background colour of a system may be coloured red or amber to indicate the travel zone for a world.

An Amber Zone world has been flagged as risky - think of it as an advisory of Not to Travel from the foreign office. It is still perfectly legal to go there, but the chances of problematic encounters on an Expedition goes up.

A Red Zone has been formally interdicted by the Imperium, and while not illegal to pass through, if you try to visit the world then you may need to bypass an Imperial Interdiction Satellite or Naval Patrol.

Expeditions

A journey to other systems is referred to in this game as an Expedition. An Expedition consists of a Captain with a starship (see page 20), plus up to four other players as passengers/crew. The starship is also likely to be carrying cargo to trade. An expedition can visit up to six worlds (although usually fewer), and on each of these worlds the expedition members can undertake different missions and find out about new missions. On one of the worlds visited, the Captain (and passengers) can also buy and sell cargo, consisting of different trade goods. During the course of an expedition, a ship may encounter other starships and engage in combat.

Each Expedition is facilitated by a dedicated Expedition GM, and should take 10-30 minutes; to avoid queuing there is a hard cut-off at 30 minutes, and the Expedition GM may terminate an Expedition early at any time after 20 minutes to help keep the game flowing for everybody else. When a group is on an Expedition they may not return to Regina until the whole Expedition is completed (including any Trade). Going on an Expedition is a commitment in time that takes you away from Regina for this whole period.

FLIGHT PLANS

Before a starship leaves Regina, its Captain must fill in its itinerary on a **Flight Plan**. Every Flight Plan has a specific time allocated by Air Traffic Control and **must** be used at this time; if a Flight Plan is not used at this time, its holder forfeits their take-off slot and the flight plan is discarded.

FLIGHT PLAN		TAS Form 4
Regina Departure Time	<input type="text"/>	
Ship Name	<input type="text"/>	
Company	<input type="text"/>	
Planned Itinerary	Land?	
1.	<input type="text"/>	<input type="checkbox"/>
2.	<input type="text"/>	<input type="checkbox"/>
3.	<input type="text"/>	<input type="checkbox"/>
4.	<input type="text"/>	<input type="checkbox"/>
5.	<input type="text"/>	<input type="checkbox"/>
6.	<input type="text"/>	<input type="checkbox"/>
For Official Use Only		
Trade at	<input type="text"/>	<input type="checkbox"/>
Demand for	<input type="text"/>	at <input type="text"/>

A valid flight plan for a Jump-1 starship must contain a list of systems that are adjacent to each other, while that for a Jump-2 ship can skip over an intermediate system in each step. For example, a Jump-2 ship travelling from Regina to Jewell could choose to stop at either Alell or Pixie. A Jump-1 ship (or a higher jump ship choosing to travel at Jump-1) would also require stops at Roup and Efate (see map on page 40).

Captains choose to either **visit** or **transit** each of the worlds in the Flight Plan – this decision is made on arrival at each system, and does not need to be specified when filling in the Flight Plan. A system must be visited in order to trade there, carry out any missions in the system, or engage in piracy there.

If a ship has less than six systems on its itinerary, its Captain receives kCr50 per system less than this (so kCr100 for visiting four systems). This provides a source of additional income, and helps reduce the workload on the Expedition GMs.

Flight Plans may be traded or exchanged between players; by design, Captains do not typically have Flight Plans of their own, but must rely on the patronage of Politicians or Travellers. Consequently, Flight Plans are probably the most valuable resources in the game. In a four-hour game, with three Expedition GMs working in parallel, you should expect to have a Flight Plan every ten minutes; allowing for warm-up time at the beginning, this equates to a total of twenty Flight Plans overall. A Traveller player can expect on average go on 2-3 Expeditions over the course of the game (assuming they want to).

EXPEDITION PROCESS

To embark on an Expedition, the Captain of a ship needs to have a completed Flight Plan. At the departure time on the Flight Plan, the Captain and any players they are taking along as passengers move into the 'space' area of the game. The next available Expedition GM will:

1. Check their Flight Plan;
2. Pay the Captain any money for going to fewer than 6 systems;
3. Take the group to their ship.

The captain, crew and passengers then take their seats in a mocked-up Bridge. The Expedition GM then walks through the itinerary system-by-system using the following process:

1. For each system on the itinerary:
 - 1.1. Does the Captain wish to engage in **Piracy** in that system? This is only possible *once* in each Expedition, and is instead of visiting that system.
 - 1.2. Does the Captain wish to **visit** the system?
 - 1.3. Draw and resolve the requisite number of **encounter** cards (three if visiting a system or engaging in piracy, and just one if transiting).
 - 1.4. If the Captain chose to **visit** the system, the group may now:
 - 1.4.1. Resolve any **missions** they have previously collected that are linked to that system (group's choice)
 - 1.4.2. Possibly find new items or new missions triggered by their arrival. These may be resolved immediately if the skills are present.
 - 1.4.3. Optionally undertake a **player-defined mission**. This is only possible *once* in each Expedition.
2. On which visited system does the Captain wish to trade?. The Expedition GM passes the Captain on to the Trade GM to resolve trading (see page 27).

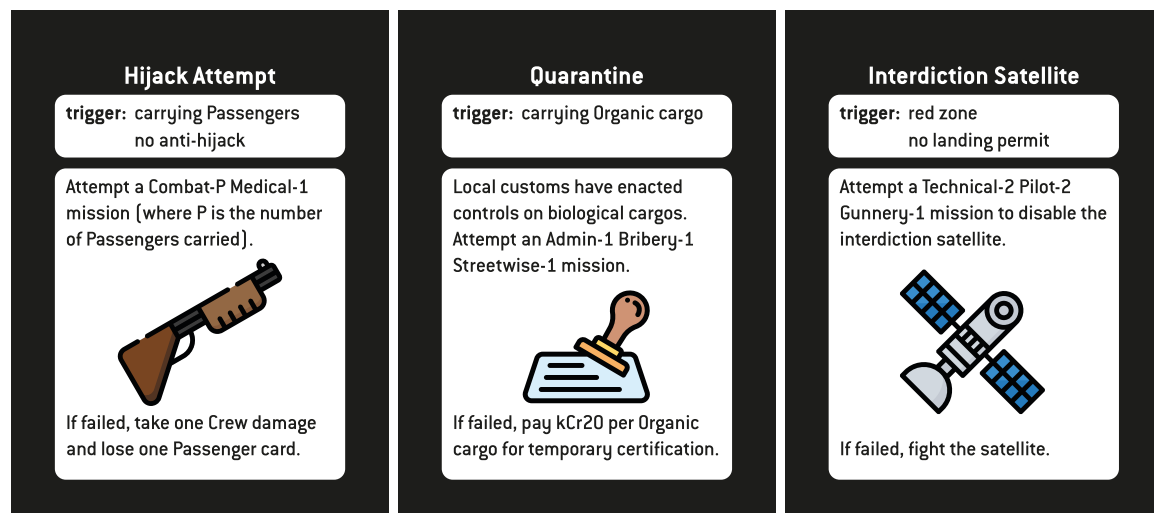
If there is disagreement about any decisions required on the Expedition (that are not specific to a mission) then the Captain of the ship has final say. The Captain is also responsible for the cargo hold of the ship. There is an envelope for this, and if a cargo is not in the envelope, then it is not on the ship (so passengers can't pull a card out of their pocket mid-Expedition).

On a mission, the final say rests with the person who handed the Mission card to the GM as the **mission leader**.

Any damage suffered in combat during an Expedition will stay for the rest of the Expedition, but be automatically repaired at the end of the Expedition at no cost. If a starship is destroyed during an Expedition, then the Expedition ends immediately. Any cargo carried by the ship is lost, but the ship is replaced from the insurance payout.

ENCOUNTERS

When travelling through any system, one or more cards are drawn from the encounter deck: one if only transiting, three if visiting or engaging in piracy. Each card lists a trigger condition (as shown below): if this is not met, then the encounter card is ignored (in the examples below, the Hijack Attempt card is ignored if no passengers are being carried, or if the ship is fitted with an Anti-Hijack upgrade (see page 22). If the conditions are met, the group must attempt the mission listed on the card or accept the consequences.



The cards in the encounter deck are distributed roughly as follows:

- One quarter are mishaps relating to cargo (explosions, hijacks, etc)
- One quarter are corsair encounters (based on the presence of corsair squadrons in the system – see page 31)
- One quarter are related to contraband goods (naval checks, customs inspections, etc)
- One quarter are related to red or amber travel zones (interdiction, etc)

PIRACY

Captains may engage in piracy; this can be done once per Expedition, in a system of their choosing that they visit. The Piracy attempt must take place **before** the three Encounter cards for the visit are drawn, and if any of these are a Naval (or similar) ship, then they will have to do battle with that as it is drawn to the SOS broadcasts of their quarry.

In a piracy attempt, the Captain's ship encounters a single Free Trader, with basic weaponry (1 Laser Turret). This will always try and Flee from combat. If it is successfully boarded, then it will have three cargo cards that can be looted - pick each card from the relevant deck based on the chart below:

- Poor
- Industrial
- Consumer
- Luxury
- Hi-Tech
- Basic

Regardless of whether the Piracy attempt was successful or not, the following consequences occur:

- A Corsair token is added to the system in which the piracy attempt took place.
- The ship gains "WANTED" status. "WANTED in \$name" is written on the Ship's Papers, where \$name is the polity (or independent world) in which the piracy attempt took place. This ship will now be attacked on sight by ships from the relevant Navies or Customs/Interdiction services, or by Bounty Hunters. A WANTED ship is not able to visit any world where it is WANTED.

Missions

Missions in this game are defined in terms of the skill levels and resources that are needed for the mission to be successfully completed. For example, a mission might be described as "Combat-2 Medical-1 Stealth-1"; amongst the group which is attempting the mission, they must be able to field two levels of Combat (which may come from a single character with skill level 2, or by combining the skills of two characters with skill level 1), one level of Medical, and one level of Stealth.

In order to ensure that mission difficulties are roughly consistent, the following descriptors are used as a shorthand for both the total skill levels required for a mission, and for the maximum level required in any one skill.

Difficulty	Skill Levels	Maximum Skill
Easy	1-3	1
Routine	3-5	2
Difficult	5-7	3
Impossible	7-9	4

Missions for this game may come from a variety of sources:

- Missions possessed by characters at the start of the game
- Missions triggered by events (for example, by the first visit to a system)
- Missions issued by politicians (see Political Missions below)
- Missions triggered by encounters (see page 15)
- Missions created by players (see Player-Defined Missions below)

Missions are represented by mission cards (see below) that state the location (system) of the Mission and list the skills that are needed to succeed (there may be rare exceptions to this).

M001 Paper Chase

FRENZIE

A minor noble, Sir Emblus Osbick of Vanejen, is trying to retrieve records from the subsector administration on Frenzie in order to prove the validity of his claim to a small estate on his homeworld. He is struggling to deal with the bureaucracy, and is looking for assistance. He will pay kCr100 for support that enables him to successfully prove his claim.

Admin-2, Liaison-1

The **Mission leader** is the person who holds the mission card (or gave it to the Expedition GM), and they get to make any decisions required on the mission. Any number of players can assist with the mission (provided they are part of the Expedition), and you do this by handing your Identity Card to the GM. If you do not wish to help on the

mission, simply keep your card to yourself. (players should be encouraged not to show other players their identity cards, but to **tell** them their skills).

Several missions may be carried out in a system during an Expedition – usually each player on the Expedition only has time to take part in one Mission, but the GM can allow a player to help with two or more at their discretion.

POLITICAL MISSIONS

As noted on page 8, Politicians are intended to be hands-off characters who don't necessarily get their hands dirty by going on missions. However, in order for them to achieve their goals (see page 34), they need to be able to recruit other characters to do their dirty work for them in order to influence the alignment of border systems or de-escalate (or escalate) a conflict system. Politicians have a variety of different tools they can use, so that they have a choice in-game of how they proceed, and what interests them.

Each of the border systems has a number of influential NPCs associated with it. These NPCs come from one of five walks of life:

- Political
- Religious
- Celebrity
- Criminal
- Business

The Politician may create one of three mission types to influence these NPCs and so the alignment of their system:

Co-opt: Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this NPC supports the correct alignment of their world in interstellar relations.

Coerce: Kidnap a close relative of the NPC (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Assassinate: Hopefully self-explanatory.

The skills required for each of these mission types varies with the type of NPC; a full list is given in the appendix on page 43. Each Politician starts with a number of these template missions (and the precise number they have of each can vary by Politician, so some might have more resources suitable to assassination, others to friendly co-option). The Politicians may start off with knowledge about the influential NPCs in particular systems, or they may need to create a mission to research the NPCs; again, these vary with the type of NPC, and are listed in the appendix.

In addition to the NPC missions above, Politicians have a number of general missions that they can create to influence Conflict and Alignment, as follows:

Information War

Apply advanced media manipulation techniques to spread a memetic wave through the population to advance a particular political interest or suppress aggressive impulses.

Effect: -1 Conflict or +1 Alignment to polity of choice (chosen by mission leader)

Resources: kCr500

Difficulty: Routine

Typical Skills: Admin, Liaison, Linguistics, Technical

False Flag Operation

Stage a terrorist/criminal/military operation in such a way that someone else gets the blame for this. Can be used to sway an Unaligned world or ramp up the tension on a Conflict world.

Effect: +1 Conflict or -1 Alignment to the implicated polity (chosen by mission leader)

Resources: MCr1 or military goods with value of at least kCr500

Difficulty: Difficult

Typical Skills: Bribery, Combat, Stealth, Survey, Technical

Sedatives in Water Supply

Remove aggressive impulses from the population by fluoridating the water supply or adding mind-control chemicals to grav-car and plane exhausts.

Effect: -1 Conflict

Resources: kCr300 or a cargo of Natural opioid 'herbal medicine', Biological Hallucinogens or Platinum-Bru energy drink

Difficulty: Routine

Typical Skills: Admin, Science, Stealth, Technical

Intelligence Gathering

When used in a system with a corsair or fleet belonging to an interstellar power, this will give a temporary advantage to any other fleet that fights them.

Effect: +1 Attack Strength (see page 31)

Skills: Stealth-1, Survey-1, Technical-1

PLAYER-DEFINED MISSIONS

As well as the pre-printed Missions on cards, players may define their own missions. These are free-form and allow the players to say what they want to do, and which skills they are bringing to bear on the task. The GM will either determine that this is an automatic success or ask you to roll some dice....

The more story-oriented the mission, the more generous the GM will be; the GMs should be especially supportive of any use of player-defined missions that engages with the background and work off flavour-text on cargo cards, world descriptions etc.

Every Expedition may do **one** player-defined mission at any point (but only one, to keep things moving). The Captain of the Expedition has the final say of when this mission is used if there is any disagreement. Additionally, some Players may have a 'Player-Defined Mission' card as an Asset, and this can be used at any time.

Starships

Starship details are recorded in a **Ship's Papers** form, as shown below. A list of starships and their details is given in the appendix on page 49.





SHIP'S PAPERS		TAS Form 3	
Type	Far Trader		
Name			
Owner			
Performance	Maneuver	1	Jump 2
COMBAT DATA			
Hull	<input type="checkbox"/> <input type="checkbox"/>		
Drives	1	<input type="checkbox"/> <input type="checkbox"/>	
Crew	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Cargo	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Hardpoints	4		
Subsystems			

The Crew track indicates the base number of crew (solid boxes) and the maximum number of crew (dashed boxes); a starship can carry a number of PCs equal to the maximum number of crew, not including the Captain (they're assumed to displace NPC base crew). The Cargo track indicates the maximum number of trade good cards that can be carried by a starship on an Expedition. In order to avoid arguments, the cargo hold itself is represented by an envelope attached to the back of the Flight Plan form (see page 13).

This form is also used to track damage during ship combat (see page 24).

TURRET UPGRADES









Empty hardpoints may be filled with turrets:

Turret	Price (MCr)	Icon	Effect	Availability
Laser	1		Hits do single damage, but Any A or B starport may be used defensively to cancel out one missile hit	
Missile	1		Hits do single damage	Any A or B starport
Sand	0.5		Hits do not do damage, but Any A or B starport may be used defensively to cancel out one laser or plasma hit	
Plasma	2		Hits do single damage. May re-roll die when determining damage location in combat.	Darrian Arsenal (if authorised)

SUBSYSTEM UPGRADES

Empty subsystem slots may be filled with a variety of upgrades:

System	Price (MCr)	Icon	Description	Availability
Auto Evade	1		+1 Pilot (during Pilot contest in combat)	Any A or B starport
Selective Fire	1		+1 Gunnery (to nominate hit locations in combat)	Any A or B starport
Anti-Hijack	0.2		Cancels the effect of any Hijack Encounter card	Any A or B starport
ECM	1		Cancels out one missile hit	Any A or B starport
Predict	1		Cancels out one laser or plasma hit.	Any A or B starport
Passenger Lounge	0.5		+1 Demand for any Passengers carried	Rich world with starport A
Tradebot	0.2		+1 Trader One single cargo may be purchased at -1 price step than would otherwise be possible	High tech world with starport A
Transponder Scrambler	1		This can only be used once, and is then discarded. It enables a ship to engage in one Piracy attempt anywhere in space, without triggering the ship as 'Wanted'.	Amber Zone world if you have Streetwise skill
Tractor Beam	2		If you ever get no successes on a Pilot roll when an opponent is trying to flee, then you may re-roll (and must keep this second result).	From Darrian Arsenal (with authorisation)

Cold Storage	0.1		Prevents any Perishable or Organic (non-Living) cargo from perishing due to an Encounter card	Any A or B starport
Hazardous Cargo Handling System	0.5		Prevents any negative effects of Encounter cards that affect 'Explosive' cargo.	Any A or B starport
Repulsors	1		Allows ship to ignore certain hazards (meteoroid hits, contraterrene matter in Shionthy, later gravitational wave effects)	High tech world with starport A, or from research station
Long Range Sensors	0.5		+1 Survey Requirement for certain missions	High tech world with starport A
Ancient Black Globe	-		Ignore the first hit taken in any encounter or combat	Unique! Obtain from Ancients site mission.
Experimental Black Globe	2		As for Ancient Black Globe, but after each hit is absorbed, the system is damaged irreparably if a success is rolled on one die.	From Darrian Arsenal (if authorised)
Afterburner	0.2		+1 Maneuver for a single combat round during an encounter.	Purchase from any A or B starport
Astromech Droid	0.5		+1 Technical Repairs one hit during an encounter.	Any A or B starport

Starship Combat

These are the rules for ship-to-ship combat that are used on Expeditions. A list of starships and their details is given in the appendix on page 49.

These combat rules require special six-sided dice with 1-4 faces as normal, and a mark indicating success (a starburst) on the 5 and 6 faces.

SETUP

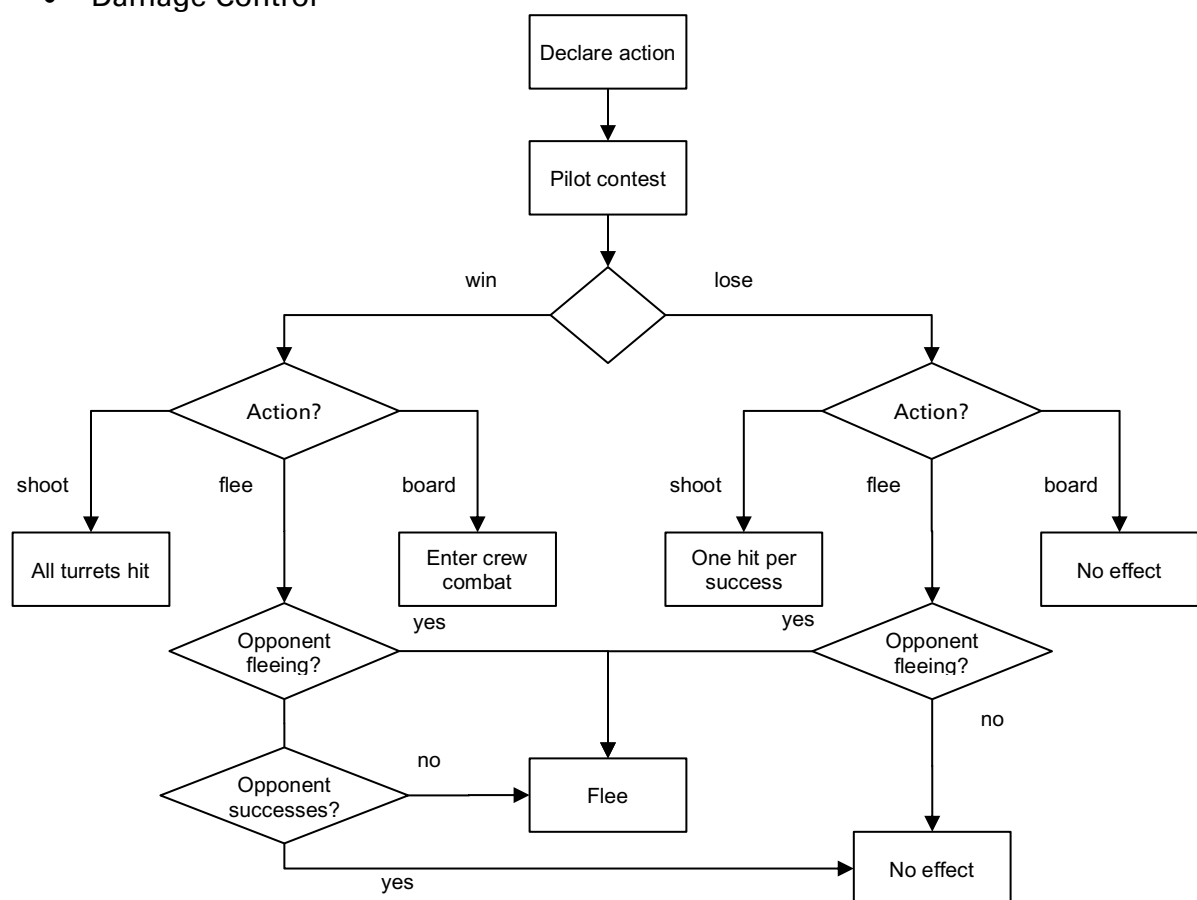
At the start of an Expedition, place tokens on the damage tracks in the **COMBAT DATA** section of the ship's papers as follows:

- One token on each square of the Hull and Drives tracks.
- One token on each solid square of the Crew track. If the ship is carrying PC crew, add tokens to the dashed squares for each PC crew member.
- One token on the Cargo track for each cargo card carried.

ROUND STRUCTURE

Each round comprises the following phases:

- Declaration
- Pilot Contest
- Action Resolution
- Damage Control



1. DECLARATION

Each Captain declares their combat action (shoot, board or flee), aggressor first.

2. PILOT CONTEST

Each Captain rolls a number of dice equal to their Pilot skill to see who out-maneuvers whom.

- +1 die if a ship has a higher Maneuver than the other ship
- +1 die if ship has Auto Evade program

A 5 or 6 on a die counts as a success (marked with a starburst); the Captain with the most successes wins.

3. ACTION RESOLUTION

Action resolution is performed differently depending on which combat action was declared by a Captain.

Action: Shoot

If the Captain won the pilot contest, inflict a hit with each functional turret.

If the Captain tied or lost the pilot contest, inflict a hit for each success that was rolled, up to the number of functional turrets.

Some turrets may be used defensively to cancel out offensive hits (sandcaster beats laser, laser beats missile); each defensive success cancels out one offensive success. The Predict and ECM programs may respectively be used to cancel out offensive successes by lasers and missiles.

In order to determine hit-location, a die is rolled for each turret that hits its target. All locations except "Hull" have a number next to them and when that number is rolled, the location is hit.

For every success rolled on the hit-location roll, the target decides which of the five locations is hit. Inflict the "number" hits first and then the success hits. Damage to the Hull, Drives, Crew and Cargo tracks is recorded by removing tokens. Damage to turrets and subsystems is recorded by covering the turret/subsystem. Further hits to destroyed locations are transferred directly to the starship's Hull.

Hull

If destroyed, you must discard all cargo and return to Regina.

Drives (roll of 1)

If destroyed, only roll one die during Pilot contests, and can only select shoot as an action (cannot flee or board).

Crew (roll of 2)

If all crew are incapacitated, a Captain can't initiate boarding, and will automatically lose crew combat.

Cargo (roll of 3)

Each point of damage destroys one item of cargo; discard a random cargo card.

Subsystems (roll of 4)

Each point of damage disables one turret or subsystem. If a turret is damaged, a starship inflicts one less hit for the remainder of the combat. If all turrets are disabled, it cannot attack.

Each level of Gunnery skill among the crew allows a Captain to nominate which location a turret hits; the Selective Fire program similarly allows a hit location to be nominated.

Action: Board

If the Captain won the pilot contest, enter crew combat.

Each round during crew combat, both starships rolls a number of dice equal to their crew rating plus the number of Combat skill levels of PC passengers or crew. Each success inflicts a hit to the enemy crew (NPCs first), with a maximum number of hits equal to the number of crew before rolling. If all crew are lost, but the other ship still has able-bodied crew, the starship surrenders and may be plundered.

Action: Flee

If the Captain won the pilot contest and their opponent rolled no successes, they successfully flee.

If both ships attempted to flee, both will successfully flee.

4. DAMAGE CONTROL

At the end of each round, each ship may elect to repair damage.

Each crewmember with Technical skill who did not use their Pilot or Gunnery skill during the round may roll one die for each level of Technical skill. On a success, one hit to Hull, Drives or Turrets/Subsystems is repaired (player's choice).

Each crewmember with Medical skill who did not use their Pilot, Gunnery or Technical skill may roll one die for each level of Medical skill. On a success, one hit to Crew is healed.

WINNING AND LOSING

Combat continues in rounds until:

- Either or both ships successfully flee
- One ship is disabled:
 - Crew hits are reduced to 0, or
 - Drive and turret hits are reduced to 0
- One ship is destroyed:
 - Hull hits are reduced to 0

If a player's ship is disabled or destroyed, they will lose any cargo that they are carrying (either from plundering by corsairs, or from confiscation by customs or naval vessels, or to the cold vacuum of space) and the ship will immediately be returned to Regina. If it is on the outward journey, the ship will not visit the destination. Any travellers who have been dropped off at intermediate systems will be returned to Regina after they have completed their missions. On arrival back at Regina, the Captain will receive a new ship equivalent to that destroyed (thanks to comprehensive insurance cover from Zirunkariish), less any upgrades.

If an enemy ship is disabled and successfully boarded, it may be plundered by rolling one die and drawing that many trade good cards from any deck other than illegal goods (starburst counts as zero).

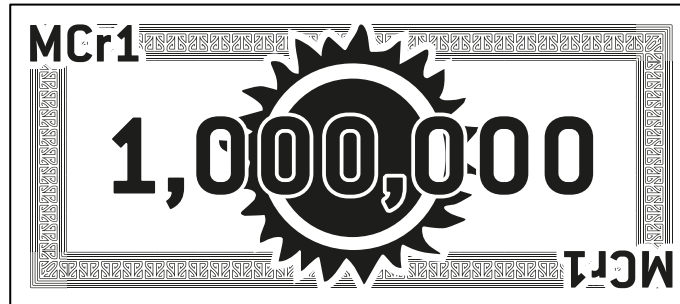
If an enemy ship is destroyed, it may not be plundered.

Trading

After each Expedition, the Captain of the ship selects one of the systems that was visited as the location for trading.

CURRENCY

The currency used for trading throughout the Spinward Marches is the Imperial Credit.

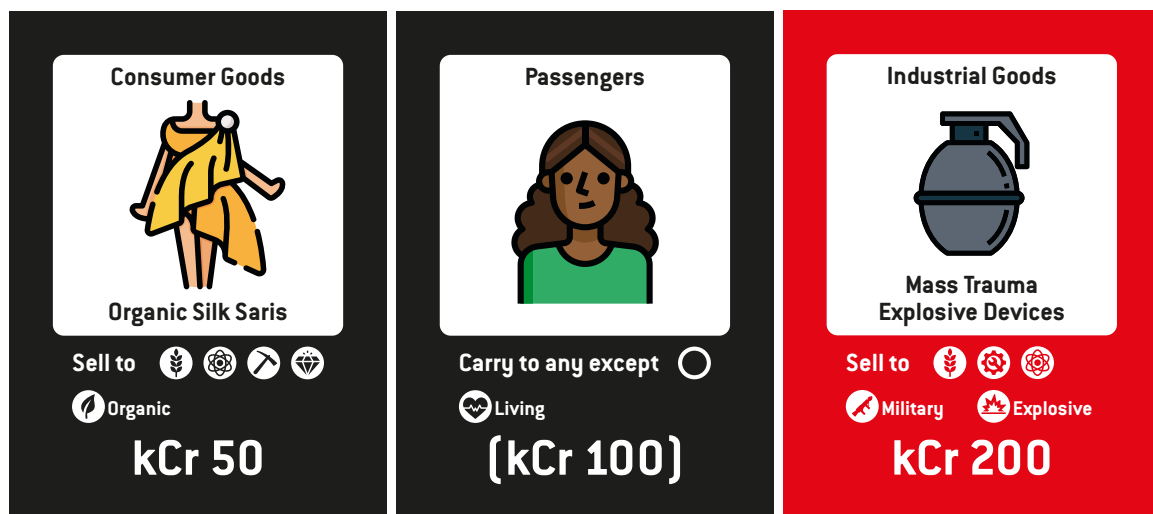


The denominations of Credit notes form a value ladder which is used to adjust the buying and selling prices of goods:

- MCr10
- MCr5
- MCr2
- MCr1
- kCr500
- kCr200
- kCr100
- kCr50
- kCr20
- kCr10

TRADE GOODS

Trade goods in the game are represented by poker-sized cards:



Each card lists the name of the specific good ("Organic Silk Saris"), the general category of good ("Consumer Goods"), the base price for which it sells (which will always be one

of the denominations of a Credit note) and the trade codes to which it can be sold (see page 11). The background of the card indicates whether it is legitimate (black) or contraband (red).

The goods categories are:

- Mineral Goods
- Agricultural Goods
- Industrial Goods
- Consumer Goods
- Luxury Goods
- Passengers

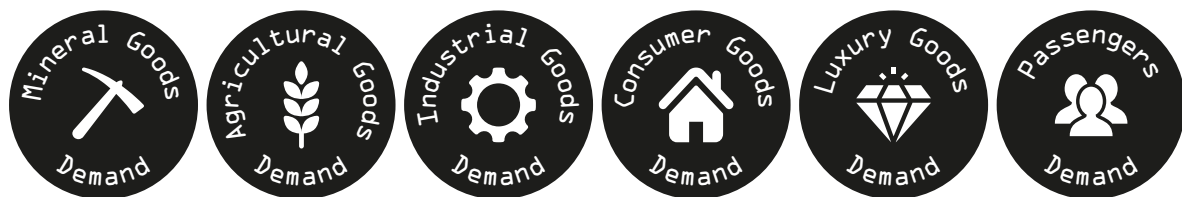
In addition, each card may contain notes about other characteristics of the good which may change the effects of encounter cards or have effects on the political game:

- Perishable (may be damaged by high temperatures)
- Medical
- Military
- Living (may breed en route)
- Explosive (may cause damage to the starship)
- Organic (may be subject to quarantine)

A full list of trade goods is given in the appendix on page 46.

DEMAND

The general idea in trading is to sell goods where they are in **demand**. Demand in a system for a particular category of goods is indicated on the sector maps (on Regina and in space) with a marker like those shown below. At any given time, there will be three markers on the map for each category (so 18 demand markers).



Demand for a category of goods affects the price for which those goods can be sold; each demand token shifts the price up the value ladder one step.

TRADING PROCESS

When trading at a system, selling cargo always takes place before buying cargo (i.e. you may not sell goods you have just bought). This means that cargo will generally need to be taken back to Regina, and then sold on another Expedition.

Only cargo in the hold may be sold (you can't pull 20 units of Unprocessed Ore out of your pocket at the last minute), and all cargo purchased must be able to fit into the hold (any excess is discarded). On Regina, cargo is freely tradeable between characters, but once you go into space, it **must** be in the ship's hold (which the Captain of the ship looks after – it's an envelope on the back of the Flight Plan) to be valid.

Two skills are of particular use while Trading:

- Trader - this allows extra cards to be drawn when Buying, giving more choice

- Streetwise - this allows Contraband cards to be drawn when buying

SELLING GOODS

A system's trade code determines whether a given category of good can be sold in that system. If the answer is not 'Yes', then you can never sell that cargo at that world (with in-game exceptions based on missions/encounters).

Trade Code	Goods Category					
	Mineral	Agricultural	Industrial	Consumer	Luxury	Passenger
Agricultural	No	No	Yes	Yes	No	Yes
Industrial	Yes	Yes	Yes	No	No	Yes
High-Tech	Yes	No	Yes	Yes	No	Yes
Barren	No	No	No	No	No	No
Poor	<kCr100	<kCr100	<kCr100	<kCr100	No	Yes
Rich	No	Yes	No	Yes	Yes	Yes

Poor worlds will buy up to **one** cargo of each type with a base price of kCr100 or less.

Cargo sells at face value in a system, but this may increase depending on the level of demand for that category of goods. Selling price is adjusted using the value ladder; +1 Demand corresponds to a shift up the value ladder by one step, which roughly doubles the selling price. Illegal goods are **always** in **demand** (they still require a 'Yes' on the category/trade code table above).

Where there are several sources of demand (e.g. from a constant effect on a world that gives +1 Demand for Military goods), then the sales price is increased by one step for each +1 Demand. For example, if a unit of Mass Trauma Explosive Devices (an Industrial Good) was sold in a system with two demand tokens for Industrial Goods and a special +1 Demand for Military goods, the selling price would be adjusted upwards by four steps (+2 for demand tokens, +1 for contraband, and +1 for Military goods) for a final selling price of MCr5.

A demand token will apply to all cargo of that type sold by one Expedition. Demand is then satisfied, and it disappears (to appear somewhere else). Be aware that the demand token that was there on the Regina map when you planned your flight, might not be there when you land.

BUYING GOODS

If a Captain decides to buy goods at a system, she (or her delegate) draws a number of cards determined by the system's Starport: A=5, B=4, C=3, D=2, E=1, X=0. Additional cards can be drawn up to the value of the combined Trader skills of the group. The cards available are determined once per starship, **not** once per character. The cards may be drawn from any of the available decks that match the trade codes of the world:

- **Basic** (always available unless **Barren** or **Poor**).
Base value range: kCr50-100
- **Mining** (only on **Poor** worlds, and any **Asteroid Belt**).
Base value range: kCr50-1000
- **Poor**.
Base value range: kCr50-100
- **Agricultural**.
Base value range: kCr50-200

- **Industrial.**
Base value range: kCr100-500
- **Hi-Tech.**
Base value range: kCr200-1000
- **Contraband.**
Base value range: kCr100-1000. This may only be selected if at least one player present has Streetwise skill.

Barren worlds do not produce or demand any goods (so, one never trades there).

A **Poor** world does not provide **Basic** goods but has a similarly priced deck of cargos that cannot be found elsewhere, and is also a source of **Mining** raw resources. A poor world will buy any good with a base value of kCr100 or less (but no more than one of each specific type, including passengers)

A **Rich** world does not produce any goods - its deck contains only **Passengers**. (The Basic deck is still available.) However Rich worlds are the focus of smuggling, and *any* type of Contraband good can be found there.

You may purchase a number of cards equal to the free cargo space of your vessel, if you have sufficient credits. The default purchase price is one step below the face value of the card (i.e. about half the base price).

If multiple cards of the same exact cargo (not just the cargo type) are drawn, then the cost per card is shifted one step downwards on the value ladder for each additional card drawn. For example, if a Captain draws two Cargo cards for 'Unprocessed Ore', which has a Base Value of kCr50, then each of the cards could be purchased at two steps lower on the value ladder (one step because goods are being purchased, one step because a second card of the same type was drawn) or for kCr10 each. If only one had been drawn, then it would cost kCr20.

While any player on the ship can buy a cargo, it **must** go into the cargo hold under the control of the Captain. The Captain will then unload cargo and distribute the cards once back on Regina.

PASSENGERS

While passengers count as a Cargo in the same way as any other card, one does not 'buy' them. Carrying a passenger cargo gains kCr100 – this is received when the passenger cargo is delivered to a world, and they are free to 'buy'.

One downside of passengers is that they may trigger Hijack and other event types if they are on board ship when these encounter cards are drawn.

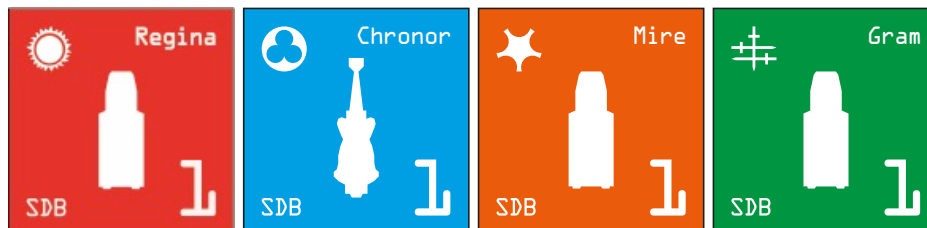
Naval Combat

These rules are principally intended for the Politicians and simulate the use of naval fleets to suppress piracy in the Spinward Marches.

UNITS

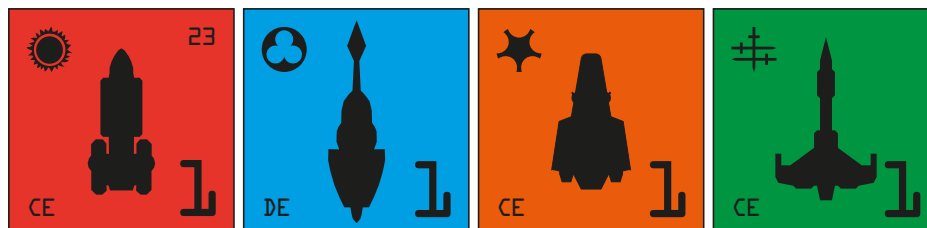
System Defence Boats

Non jump-capable squadrons of light warships with an Attack Strength of 1. Home system is indicated in the top right corner.



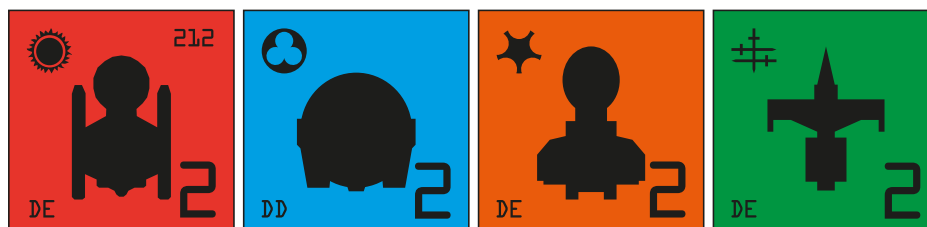
Escort Squadrons

Light warships with an Attack Strength of 1. Fleet number is indicated in the top right corner for Imperial squadrons.



Destroyer Squadrons

Heavy warships with an Attack Strength of 2. Fleet number is indicated in the top right corner for Imperial squadrons.



Corsair Squadrons

Light warships operated by Vargr corsair bands with an Attack Strength of 1.



SETUP

SDBs are placed on their systems (all naval bases). Other naval squadrons are placed on any naval base in their home duchy or polity. The GM places initial corsairs: two pirate squadrons per system in conflict.

TURN SEQUENCE

The naval game is asynchronous; units are moved whenever given orders.

ORDERS AND MOVEMENT

A fleet (a group of allied squadrons in a single system) may be moved up to two jumps by means of a fleet order.

FLEET ORDERS		IN Form 76
Move squadrons at	<input type="text"/>	
Via	<input type="text"/>	
To	<input type="text"/>	
If defeated, withdraw to	<input type="text"/>	

Fleet orders may be issued by:

- The sector admiral (for Imperial Navy squadrons)
- The subsector duke in whose duchy the squadron is based (for Imperial Navy squadrons – for example, a squadron of the 213th Fleet is based in the Duchy of Regina and so may be issued fleet orders by the Duke of Regina)
- An ambassador (for squadrons of other navies)

The sector admiral and ambassadors are given an initial allocation of orders and receive extra orders at the start of each hour. Subsector dukes may purchase orders for the price of kCr500. Orders are executed in the order in which they are received.

Corsair squadrons are moved either at GM fiat, or as the result of combat (see below). Corsair squadrons may not be moved to a system containing naval squadrons.

COMBAT

Combat occurs whenever two opposing fleets are in the same system. The fleet with the greater total Attack Strength is the winner.

The losing fleet must withdraw to an adjacent system nominated by the owner of the fleet that is not occupied by hostile fleets. If a fleet is unable to withdraw because all adjacent systems contain hostile fleets it is destroyed, and the squadron counter is removed from the map.

Non-jump capable squadrons cannot withdraw and so are destroyed if they are part of a losing fleet.

INTERACTIONS

The naval combat rules interact with other parts of the LRP as follows:

Expeditions

The presence of corsair squadrons in a system increases the chance of a corsair encounter, while the presence of naval squadrons increases the chance of a naval encounter.

Missions

Politicians may issue intelligence gathering missions to groups of travellers; if successful, these give a fleet a temporary advantage in naval combat.

Victory Points

When a naval fleet successfully drives a corsair fleet from a system, each Duke with a squadron in the naval fleet gains a point of renown.

Victory Points

There are four measures of victory used on the political side of this LRP: Renown, Conflict, Alignment and Influence.

RENOWN

Renown is a measure of the influence of the four subsector dukes/duchesses who are vying to gain the Emperor's favour and become the Archduke of Deneb. All four dukes or duchesses start with an initial Renown of 5. Renown may be gained or lost through the following events:

Event	Cause	Effect
System in duchy gains corsair squadron	a Corsair squadron spawned or displaced into system	-1 Renown
System in duchy becomes corsair-free	Politician issues fleet order	+2 Renown
Affiliated company gains control of a system	Captain affiliated with the company buys or sells at the system	+1 Renown
Affiliated company loses control of a system	Captain affiliated with another company buys or sells at the system	-1 Renown
Conflict system in duchy is pacified (conflict 1)	Various	+3 Renown
Conflict system in duchy goes to war (conflict 5)	Various	-3 Renown
Invests a new knight	Direct action of duke	+1/-1 Renown
Invests a new baron	Direct action of duke	+2/-2 Renown

In addition to the above, Renown may be gained for a duke or duchess if a group of travellers successfully complete certain missions.

Note that the effect of an investiture depends on the mood of the players witnessing the investiture (as interpreted by the GM). If the new knight or baron is felt to deserve their appointment, the duke will gain Renown. If it's felt that the duke has appointed the new knight or baron for less noble reasons, the duke will lose Renown.

Renown is tracked in the main zone where all players can see the running totals.

CONFLICT

Systems in a state of unrest have a Conflict level that ranges from 5 (war) to 1 (peace). All such systems will have an initial Conflict level of 3. Conflict changes through the following events:

Event	Cause	Effect	Triggers
Military goods of value >kCr200 sold in the system	Action of Captain	+1 Conflict to that system	Changes system conflict - affects Renown of duke
Corsair squadron arrives in the system	Corsair squadron spawned or displaced into system	+1 Conflict to that system	Changes system conflict - affects Renown of duke
Friendly naval squadron arrives in the system	Politician issues orders to naval squadron	-1 Conflict to that system	Changes system conflict - affects Renown of duke
Successful Information War mission	Politician issues mission	-1 Conflict to that system	Changes system conflict - affects Renown of duke
Successful False Flag mission	Politician issues mission	+1 Conflict to that system	Changes system conflict - affects Renown of duke
Successful Sedatives mission	Politician issues mission	-1 Conflict to that system	Changes system conflict - affects Renown of duke

Conflict is tracked on the naval map in the main zone by means of conflict tokens placed on a system.

ALIGNMENT

Alignment is tracked for each non-aligned system and represents the affiliation of the system to the surrounding polities. The Alignment of the system to each polity is measured separately; when a polity gains a substantial lead over the next polity (+5, or GM discretion), the system enters negotiations to join that polity.

Event	Cause	Effect	Triggers
Polity invests MCr1 in a neutral system	Direct action of politician	+1 Alignment of the system to that polity	Changes system control - affects Renown of duke

In addition to this event, the Alignment of a system may be affected by missions that can be issued by politicians (see page 18):

Event	Cause	Effect	Triggers
Co-option influential citizen in system	Politician issues mission	+1 Alignment to the sponsoring polity	Changes system control - affects Renown of duke
Coercion of influential citizen in system	Politician issues mission	+1 Alignment to the sponsoring polity	Changes system control - affects Renown of duke
Assassination of influential citizen in system	Politician issues mission	-2 Alignment of the system to the implicated polity	Changes system control - affects Renown of duke
Successful Information War mission	Politician issues mission	+1 Alignment of the system to a polity of choice	Changes system control - affects Renown of duke
Successful False Flag mission	Politician issues mission	-1 Alignment of the system to the implicated polity	Changes system control - affects Renown of duke

Alignment is tracked on the naval map in the main zone by means of alignment tokens on each non-aligned system.

INFLUENCE

Influence is a measure of the commercial reach of a merchant company. Each When a ship belonging to a company trades at a system, the company places a token on that system. The company with the most tokens on a system gains economic control of that system.

Event	Cause	Effect	Triggers
Captain affiliated with company trades in system	Action of Captain	+1 Influence for company in that system	Changes economic control of system - affects Renown of duke

Influence is tracked on the trade map in the main zone by means of tokens for the merchant companies.

Designers' Notes

The initial impetus for this live roleplay was a conversation that Tim Yeomans and I had in 2017 about our plans for writing an LRP based on Flash Gordon for an upcoming Callacon.

Callacon is effectively a small private games convention. It started in 1997 with a group of friends skulking off twice a year for a long weekend to play board and role-playing games in a remote location, but has grown over the last twenty years as people brought along their friends, who then brought their friends and so on. We're now up to almost a hundred members of the Callacon community, with around fifty attending any given event, and the long weekend is now most of a week.

The centrepiece of every Callacon is a live roleplay on the Saturday evening. These vary enormously from one event to the next; the settings have included science fiction (cyberpunk, Babylon 5, steampunk, post-apocalyptic), fantasy (Discworld, the faerie court, mystic China), historical (the Field of the Cloth of Gold, the Congress of Vienna, the Hindenburg, the Blitz, ancient Rome), comedy ('Allo 'Allo, Eurovision vs Austin Powers) and horror (everything is better with Cthulhu). In terms of playing styles, they've varied from intricately-plotted, narrative-driven games to much looser sandbox games that promote player initiative.

I'd written one previous LRP – a narrative-driven weird science LRP inspired by Charlie Stross' Laundryverse, set at a science and technology conference – and had two or three ideas for future LRPs in varying degrees of completion (a joint USA/USSR manned mars mission in 1985; a post-apocalyptic mashup of Russell Hoban's Riddley Walker with Neal Stephenson's Anathem and John Searle's Chinese Room; the 1970s heyday of BBC Television Centre). There has been a long-running joke amongst the Callacon crowd that we would run a Flash Gordon game as soon as the attendance at an event passed fifty – and this first happened in 2017.

As Tim and I thrashed out some basic ideas for the Flash Gordon game, he mentioned in passing that we'd never done a space opera game, and suggested that we could modify the rules for Merchants and Marauders (by Kasper Aagaard and Christian Marcussen) for use in ship to ship combat. This didn't sound to me as though it fitted too well with the Flash Gordon universe, but would work perfectly with the Traveller universe. And with that, the seeds of this LRP were sown...

James Goodman offered to help write the LRP, an offer we gratefully accepted because Tim and I had little experience with sandbox-style LRPs. The division of labour meant that James took the lead with the missions and mission resolution mechanics, Tim handled the main plot arc (a black hole created by an Ancients artefact threatens the Marches), and I wrote the naval rules, the ship combat rules and the political game as well as spending far too much time on the graphic design work (cards, maps, forms, credit notes).

Fairly early during the writing process, we agreed that we needed to strike a balance between being faithful to Traveller's Third Imperium setting, and not overwhelming players who were unfamiliar with the background; I have James to thank for keeping me on the straight and narrow. The most significant simplification we made was to the system data, which may require a little explanation for the Traveller grognards:

- We pruned the Spinward Marches to leave only the "good parts"; we felt it was more useful to have a smaller number of detailed worlds with missions, than a

larger number of worlds, many of which would be unlikely to be visited during the game.

- We moved away from the traditional hex-based map to a “ball and stick” representation that we felt better represented the routes that could be taken between worlds. In particular, the routes are designed so that a Jump-1 ship can reach any world from Regina in six jumps.
- The starport rating of a system encapsulates both the facilities available to starships and the population of the system; it’s a single value that indicates how many goods will be on offer.
- Each system has only a single trade code; we used our judgement to determine which trade code we felt was dominant. In particular, we’ve turned Non-Industrial systems into Poor systems.

In addition, there was some judicious shuffling of worlds between duchies so that each duke or duchess started with roughly the same assets: a shipping line and eight worlds, one of which was a conflict world. As an Imperium-focussed game, we downplayed the size of the Consulate, the Darrians and the Swordies in terms of the number of systems they occupy, but provided them with disproportionately many squadrons. We made no attempt to represent the different tech levels of the fleets (canonically, the Sword Worlds are TL-12 compared to the Consulate’s TL-14 and the Imperium’s TL-15) on the grounds that it didn’t seem to add much to the player experience.

The game ran at the Spring 2019 Callacon with around 40 players, aged from three to early middle age, and lasted for four hours. In terms of alien species, we had an Aslan, a Vargr, a Lllelweyloly and a Droyne (all with decent costumes).

We ended up running with a total of five GMs (myself as the Regina GM, James, Tim and Amy as Expedition GMs, and Nils as Trade GM) and two GM assistants to move information between us. We also provided the players with an electronic form of the Traveller library data that they could access on their mobile phones (using a Tiddlywiki served on a private network using PirateBox on a Raspberry Pi), and had a departure board projected on a wall (thanks to some last minute hacking by Tristram Oaten) which listed the take-off slots and provided a useful visual indication of progress through the evening.

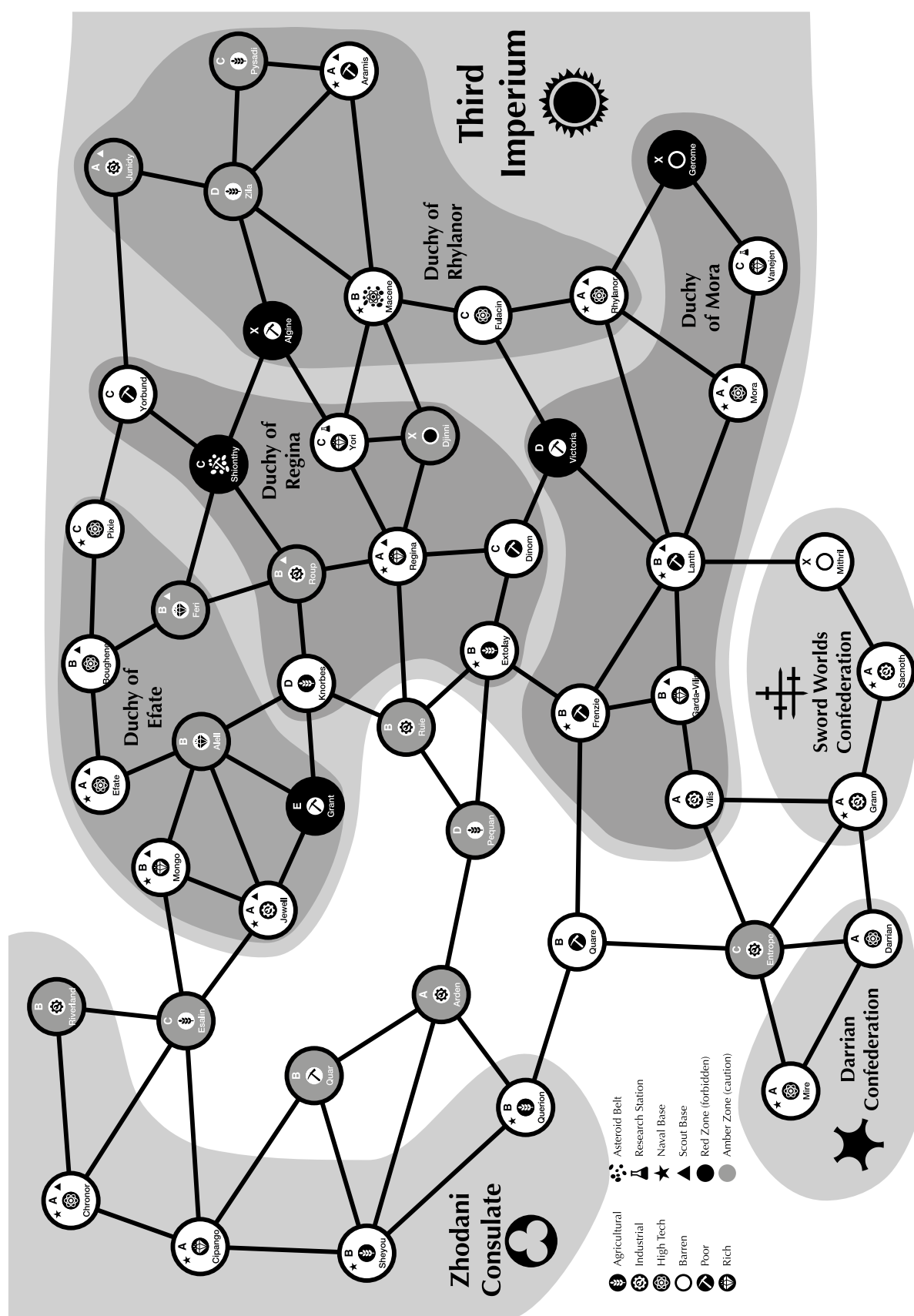
Overall, it was a success – we’ve not yet been cast out from the Callacon community – and this document is our attempt to write it up in a form that the community can use.

We’ve yet to start writing the Flash Gordon game, of course.

*Nick Gibbins
Southampton, April 2019*

Appendices

MAP OF THE SPINWARD MARCHES



GAZETTEER OF THE SPINWARD MARCHES

Name	Owner	Duchy	Star port	Trade Code	Bases	Notes
Regina	Im	Regina	A	Rich	Both	Capital
Dinom	Im	Regina	C	Poor		Conflict (industrial unrest)
Djinni	Im	Regina	X	Barren		Amber Zone
Extolay	Im	Regina	B	Agricultural	Navy	
Knorbes	Im	Regina	D	Agricultural		
Roup	Im	Regina	B	Industrial	Scout	Amber Zone
Shionthy	Im	Regina	C	Poor		Red Zone. Asteroid Belt
Yorbund	Im	Regina	C	Poor		
Yori	Im	Regina	C	Rich		Research Station
Rhylanor	Im	Rhylanor	A	Hi-Tech	Both	Capital
Algin	Im	Rhylanor	X	Poor		Red Zone
Aramis	Im	Rhylanor	A	Poor	Both	
Fulacin	Im	Rhylanor	C	Hi-Tech		
Junidy	Im	Rhylanor	A	Industrial	Scout	Amber Zone. Conflict (racial tensions)
Macene	Im	Rhylanor	B	Hi-Tech	Navy	Asteroid Belt
Pysadi	Im	Rhylanor	C	Agricultural		Amber Zone
Zila	Im	Rhylanor	D	Agricultural		Amber Zone
Mora	Im	Mora	A	Hi-Tech	Both	Capital
Frenzie	Im	Mora	B	Poor	Navy	
Garda-Vilis	Im	Mora	B	Rich	Scout	Conflict (insurrection)
Gerome	Im	Mora	X	Barren		Red Zone
Lanth	Im	Mora	B	Poor	Both	
Vanejen	Im	Mora	C	Rich		Research Station
Victoria	Im	Mora	D	Poor		Red Zone
Vilis	Im	Mora	A	Industrial		
Efate	Im	Efate	A	Hi-Tech	Both	Capital
Alell	Im	Efate	B	Rich		Amber Zone
Boughene	Im	Efate	B	Hi-Tech	Scout	
Feri	Im	Efate	B	Rich	Scout	Conflict (world war)
Grant	Im	Efate	E	Poor		Red Zone
Jewell	Im	Efate	A	Industrial	Both	
Mongo	Im	Efate	B	Rich	Both	
Pixie	Im	Efate	C	Hi-Tech	Navy	Prison
Chronor	Zh	n/a	A	Hi-Tech	Navy	
Cipango	Zh	n/a	A	Rich	Navy	
Querion	Zh	n/a	B	Agricultural	Navy	Capital

Riverland	Zh	n/a	B	Industrial	Amber Zone
Sheyou	Zh	n/a	B	Agricultural Navy	
Mire	Da	n/a	A	Hi-Tech Navy	Capital
Darrian	Da	n/a	A	Hi-Tech	
Gram	Sw	n/a	A	Industrial Navy	Capital
Sacnoth	Sw	n/a	A	Industrial Navy	
Mithril	Sw	n/a	X	Barren	
Quar		n/a	B	Poor	Amber Zone
Esalin		n/a	C	Agricultural	Amber Zone
Pequan		n/a	D	Agricultural	Amber Zone
Ruie		n/a	B	Industrial	Amber Zone. Conflict (civil unrest)
Entrope		n/a	C	Industrial	Amber Zone. Conflict (disputed ownership)
Quare		n/a	B	Poor	
Arden		n/a	A	Industrial	Amber Zone

Im = Imperial

Zh = Zhodani Consulate

Da = Darrian Confederation

Sw = Sword Worlds Confederation

POLITICAL MISSIONS

Research Politicians

Work out who the key politicians are who need to be influenced to swing an unaligned world to one of the major or minor local powers.

Skills: Admin-1, Liaison-1

Co-opt Political Leader

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this Politician supports the correct alignment of their world in interstellar relation.

Resources: kCr300

Skills: Bribery-1, Liaison-2, Trader-1

Coerce Political Leader

Criminal. Kidnap a close relative of a political personage (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Skills: Admin-1, Combat-3, Medical-2, Stealth-2

Assassinate Political Leader

Criminal. Self-explanatory.

Resources: kCr500 or Military cargo with base price of at least kCr500

Skills: Combat-2, Stealth-3, Survey-2, plus

Research Criminals

Work out who the key crime lords are who need to be influenced to swing an unaligned world to one of the major or minor local powers.

Skills: Streetwise-1, Stealth-1

Co-opt Crime Lord

Criminal. Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this criminal mastermind supports the correct alignment of their world in interstellar relation.

Resources: kCr300

Skills: Bribery-2, Combat-1, Streetwise-2

Coerce Crime Lord

Criminal. Kidnap a close relative/partner of a criminal leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Skills: Combat-3, Liaison-1, Stealth-1, Streetwise-2

Assassinate Crime Lord

Criminal. Self-explanatory.

Resources: kCr500 or Military cargo with base price of at least kCr500

Skills: Combat-3, Medical-1, Stealth-2, Survey-1

Research Celebrities

Work out who the key celebrities are who need to be influenced to swing an unaligned world to one of the major or minor local powers.

Skills: Liaison-2

Co-opt Celebrity

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this celebrity supports the correct alignment of their world in interstellar relations.

Resources: kCr300

Skills: Liaison-2, Technical-1, Bribery-2, 300 kCr

Coerce Celebrity

Criminal. Kidnap a close relative/partner of a celebrity (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Skills: Bribery-3, Combat-1, Medical-1, Stealth-1, Survey-1, Streetwise-1

Assassinate Celebrity

Criminal. Self-explanatory.

Resources: kCr500 or Military cargo with base price of at least kCr500

Skills: Combat-2, Stealth-3, Survey-1, Technical-1

Research Religions

Work out who the key religious leaders are who need to be influenced to swing an unaligned world to one of the major or minor local powers.

Skills: Liaison-1, Linguistics-1

Co-opt Religious Leader

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this religious potentate supports the correct alignment of their world in interstellar relation.

Resources: kCr300

Skills: Admin-1, Liaison-2, Linguistics-1, Science-1

Coerce Religious Leader

Criminal. Kidnap a close relative/acolyte of a religious leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Skills: Bribery-2, Combat-1, Liaison-1, Streetwise-2, Stealth-2, Survey-1

Assassinate Religious Leader

Criminal. Self-explanatory.

Resources: kCr500 or Military cargo with base price of at least kCr500

Skills: Bribery-2, Combat-2, Stealth-2, Technical-2

Research Businesses

Work out who the key media and business personages are who need to be influenced to swing an unaligned world to one of the major or minor local powers.

Skills: Bribery-1, Trader-1

Co-opt Media/Business leader

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this media/business leader supports the correct alignment of their world in interstellar relations.

Resources: kCr300

Skills: Admin-2, Trader-2, Liaison-1

Coerce Media/Business leader

Criminal. Kidnap a close relative/partner of a media or business leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Skills: Combat-2, Liaison-2, Medical-1, Stealth-2, Streetwise-1

Assassinate Media/Business Leader

Criminal. Self-explanatory.

Resources: kCr500 or Military cargo with base price of at least kCr500

Skills: Admin-2, Combat-2, Stealth-2, Technical-2

TRADE GOODS

This is a list of the trade goods in the LRP, and their comparative frequencies in the decks described on page 29.

Category	Description	Price kCr	Deck	Special
Consumer	Video games	100	Basic x6	
Industrial	Cogs and sprockets	50	Basic x6	
Consumer	Military uniforms	100	Basic x6	Military
Mineral	Plasteel sheeting	50	Basic x6	
Agricultural	Survival rations	50	Basic x6	Military Medical
Mineral	Unprocessed ore	50	Basic x6 Mining x6	
Consumer	Holographic entertainment suites	500	Hi-Tech x3	
Industrial	Hostile environment suits	200	Industrial x3	
Industrial	Atmospheric filters	200	Industrial x3	
Consumer	Hunting Plasma Rifles	700	Hi-Tech x3	Military
Industrial	Mining charges	200	Industrial x3	Explosive
Consumer	Grav vehicles	300	Hi-Tech x3	
Agricultural	Fructose syrup	100	Agricultural x3	Organic
Mineral	Rock salt	50	Poor x3 Mining x3	
Luxury	Automated adult cyber-prosthetics	200	Hi-Tech x3	
Luxury	Penkwhar - the Perfect Purry Pet™	100	Agricultural x3	Living
Luxury	Fine wines and liquors	200	Agricultural x3	Organic
Luxury	Native jewellery and textiles	100	Poor x3	Perishable
Consumer	Medicine supplies	200	Hi-Tech x3	Perishable Medical
Mineral	Crude oil	50	Poor x3	
Luxury	Anagathic drugs	500	Hi-Tech x3	Medical
Industrial	Durable polymer fabric	300	Industrial x3	
Mineral	Lanthanum ore	300	Mining x3	
Mineral	Alloy bars	500	Industrial x3	
Mineral	Radioactive medical isotopes	700	Mining x3	Medical
Industrial	Automated cargo drones	700	Hi-Tech x3	
Consumer	Advanced combat drones	1000	Hi-Tech x3	Explosive Military
Luxury	Alien herbs and spices	50	Poor x3	Perishable
Consumer	Organic silk saris	50	Poor x3	Organic
Industrial	Lead/zinc ore	50	Mining x6	
Luxury	Flawless marble blocks	100	Poor x3	

Industrial	White Cloud-Mahogany furniture planks	50	Agriculture x3 Organic	
Consumer	Ground vehicle spare parts	100	Industrial x3	
Agricultural	Feed-grade vegetation	50	Agricultural x3 Perishable	
Consumer	Platinum-Bru energy drink	50	Agricultural x3 Organic	
Mineral	Semi-precious crystals	100	Mining x6	
Mineral	Zuchai crystal geodes	700	Mining x2	
Special	Salvaged spaceship - gain free upgrade (or Ancient Artefact if in Shionthy)	-	Mining x2	
Mineral	Gold ore	300	Mining x3	
Industrial	High-quality phosphate fertilizer	100	Basic x6	
Agricultural	Semi-automated farm machinery	200	Industrial x3	
Consumer	Ultra-caffeinoid drugs	100	Basic x6	Contraband
Industrial	Genetic mutagens	1000	Hi-Tech x3	Contraband Perishable
Industrial	Combat implant additives	1000	Industrial x3	Contraband Military
Luxury	Combat prosthetics	1000	Hi-Tech x3	Contraband Military
Luxury	Biological hallucinogens	200	Poor x3	Contraband Organic
Consumer	Psi-activation serum	500	Agricultural x3	Contraband Organic
Luxury	Cloning vats	500	Hi-Tech x3	Contraband
Consumer	Child slaves	200	Poor x3	Contraband Living
Industrial	Weapons-grade uranium	700	Industrial x3	Contraband Military
Industrial	Mass trauma explosive devices	300	Hi-Tech x3	Contraband Explosive Military
Consumer	Natural opioid 'herbal medicine'	200	Agricultural x3	Contraband Organic
Luxury	Endangered species exotic pets	300	Agricultural x3	Contraband Living
Passengers	Passengers	(100)	Basic x 18 Rich x 24 Others x 3 each	Living

SHIP TYPES

Type	Man.	Jump	Hull	Drives	Crew Base	Max	Cargo	Upgrade Turret	Slots Other
Scout	2	2	1	1	1	4	3	1	2
Free Trader	1	1	2	1	2	4	8	2	2
Far Trader	1	2	2	2	2	4	6	2	2
Sub. Merchant	1	1	4	3	3	6	16	2	1
Sub. Liner	1	3	4	4	4	6	12	2	2
Escort	3	3	4	8	6	6	2	4	4
SDB	3	0	4	6	4	4	0	4	4
Interdiction Satellite	2	0	2	1	2	2	0	2	0
Corsair	3	2	4	4	6	6	8	4	2
Destroyer	3	2	8	8	8	8	2	8	4

INTRODUCTION FOR IMPERIAL PLAYERS

Welcome to the Spinward Marches! This sector is a crossroads that lies between two major human-dominated powers: the Third Imperium and the Zhodani Consulate. These two great powers have had a tempestuous history, with no fewer than four Frontier Wars, the most recent of which ended twenty-two years ago.

You are a citizen of the Third Imperium, a thousand year old interstellar state that encompasses some 11,000 worlds. The Spinward Marches has been settled by the Imperium for less than 700 years and lies some 160 parsecs from the Emperor in Capital. This distance would take over four years to travel, so Imperial power is devolved down to local nobility. In the Marches, four dukes are vying to be recognised as the preeminent noble in order to be promoted to Archduke of Deneb by the Emperor: the Dukes of Regina, Rhyllanor and Efate, and the Duchess of Mora.

The Zhodani Consulate is about half the size of the Imperium, and is populated by humans who were transported to the Zhdant system from Terra some 300,000 years ago by a long-vanished alien race known only as the Ancients. The Zhodani are known for their enthusiastic embracing of psionic powers, around which their whole society is structured. The bulk of their population is ruled by a psionic elite who use the dreaded Tavrchedl' to root out those who are guilty of thoughtcrimes and brainwash them into compliance. This has led to a significant level of distrust between the states; in the Imperium, the use of psionics has been prohibited for several centuries for good reason.

In addition to the Imperium and the Consulate, the Marches is also home to two smaller human-dominated powers: the Darrian Confederation, and the Sword Worlds Confederation. The Daryen are the descendants of a group of humans transported to Darrian by the Ancients, and their confederation has technology which rivals that of the Imperium. This high technology has not always benefitted the Daryen; 2000 years ago, they accidentally caused their star to emit a series of energetic flares, which devastated their homeworld. When the Daryen recovered from this catastrophe several centuries later, they developed this technology into a fearsome weapon: the Star Trigger.

The Sword Worlds are inhabited by descendants of Terran settlers of Scandinavian heritage who emigrated to the Marches some 1500 years ago, and have clashed with the Daryen on a number of occasions, most notably over the disputed world of Entrope. The threat of the Darrian Star Trigger has kept the Sword Worlders at bay so far.

Corewards (in the direction of the galactic core) from the Marches lie the Vargr Extents. Like the Zhodani and the Darrians, the Vargr are descendants of creatures transported from Terra by the Ancients – in this case wolves. Vargr psychology has meant that Vargr-dominated interstellar states tend to be short-lived; this instability has encouraged the Vargr to gather together in corsair bands to loot and plunder worlds in Imperial space.

During the Frontier Wars, the Imperium allied with the Darrians, whereas the Zhodani, the Sword Worlds and the Vargr banded together to attack the Imperium.

INTRODUCTION FOR ZHODANI PLAYERS

Welcome to the Spinward Marches! This sector is a crossroads that lies between two major human-dominated powers: the Zhodani Consulate and the Third Imperium. These two great powers have had a tempestuous history, with no fewer than four Frontier Wars, the most recent of which ended twenty-two years ago.

You are a citizen of the Zhodani Consulate, an interstellar state that encompasses some 6,500 worlds, and which is populated by humans who were transported to the Zhodant system from Terra some 300,000 years ago by a long-vanished alien race known only as the Ancients. The Zhodani are proud of their enthusiastic embracing of psionics, around which their whole society is structured; the psionically-gifted nobility lead the less fortunate masses, using their powers to make sure that all receive what they need for a happy and productive existence. The nobility organise their efforts in a hierarchy of democratic councils which ensure that the voices of all are heard. The Consulate is virtually free of crime, thanks to the Tavrchedl', a psionically-based public health service which identifies those who are thinking of committing crimes and helps them to understand the error of their ways.

The Third Imperium is roughly twice the size of the Consulate, and has been present in the Marches for less than 700 years. As the most far-flung part of their empire, the Marches are ruled by local nobility in the name of their emperor, but there's little collegiality between them; at the current time, four dukes are squabbling amongst themselves to be recognised as the preeminent noble by their emperor. The Imperium has prohibited all use of psionics, and as a result their society is riven by distrust and crime.

In addition to the Imperium and the Consulate, the Marches is also home to two smaller human-dominated powers: the Darrian Confederation, and the Sword Worlds Confederation. The Daryen are the descendants of a group of humans transported to Darrian by the Ancients, and their confederation has technology which rivals that of the Imperium. This high technology has not always benefitted the Daryen; 2000 years ago, they accidentally caused their star to emit a series of energetic flares, which devastated their homeworld. When the Daryen recovered from this catastrophe several centuries later, they developed this technology into a fearsome weapon: the Star Trigger.

The Sword Worlders are descendants of Terran settlers of Scandinavian heritage who emigrated to the Marches some 1500 years ago, and have clashed with the Daryen on a number of occasions, most notably over the disputed world of Entrope. The threat of the Darrian Star Trigger has kept the Sword Worlders at bay so far.

Corewards (in the direction of the galactic core) from the Marches lie the Vargr Extents. Like the Zhodani and the Darrians, the Vargr are descendants of creatures transported from Terra by the Ancients – in this case wolves. Vargr psychology has meant that Vargr-dominated interstellar states tend to be short-lived; this instability has encouraged the Vargr to gather together in corsair bands to loot and plunder worlds in Imperial space.

During the Frontier Wars, the Zhodani led a coalition containing the Sword Worlds and the Vargr, whereas the Darrians sided with the Imperium.

INTRODUCTION FOR SWORD WORLDS PLAYERS

Welcome to the Spinward Marches! This sector is a crossroads that lies between two major human-dominated powers: the Third Imperium and the Zhodani Consulate. These two great powers have had a tempestuous history, with no fewer than four Frontier Wars, the most recent of which ended twenty-two years ago.

The larger of these two is the Third Imperium, a thousand year old interstellar state that encompasses some 11,000 worlds. The Spinward Marches has been settled by the Imperium for less than 700 years and lies some 160 parsecs from the Emperor in Capital. This distance would take over four years to travel, so Imperial power is devolved down to local nobility. In the Marches, four dukes are vying to be recognised as the preeminent noble in order to be promoted to Archduke of Deneb by the Emperor.

The Zhodani Consulate is about half the size of the Imperium, and is populated by humans who were transported to the Zhodan system from Terra some 300,000 years ago by a long-vanished alien race known only as the Ancients. The Zhodani are known for the enthusiastic embracing of psionic powers, around which their whole society is structured. This has led to a significant level of distrust between the states; in the Imperium, the use of psionics has been prohibited for several centuries.

In addition to the Imperium and the Consulate, the Marches is also home to two smaller human-dominated powers: the Darrian Confederation, and the Sword Worlds Confederation. The Daryen are the descendants of a group of humans transported to Darrian by the Ancients, and their confederation has technology which rivals that of the Imperium. This high technology has not always benefitted the Daryen; 2000 years ago, they accidentally caused their star to emit a series of energetic flares, which devastated their homeworld. When the Daryen recovered from this catastrophe several centuries later, they developed this technology into a fearsome weapon: the Star Trigger.

You are a citizen of the Sword Worlds, a proud confederation of descendants of Terran settlers of Scandinavian heritage who emigrated to the Marches some 1500 years ago. Your society is based around notions of honour and loyalty – things which the Imperium claims to believe in, but which are more honoured in the breach. The Sword Worlds have clashed with the Daryen on a number of occasions, most notably over the disputed world of Entrope, but the threat of the Darrian Star Trigger has held you back from outright war so far.

Corewards (in the direction of the galactic core) from the Marches lie the Vargr Extents. Like the Zhodani and the Darrians, the Vargr are descendants of creatures transported from Terra by the Ancients – in this case wolves. Vargr psychology has meant that Vargr-dominated interstellar states tend to be short-lived; this instability has encouraged the Vargr to gather together in corsair bands to loot and plunder worlds in Imperial space.

During the Frontier Wars, the Sword Worlds have tended to side with the Zhodani and the Vargr, whereas the Darrians have sided with the Imperium.

INTRODUCTION FOR DARRIAN PLAYERS

Welcome to the Spinward Marches! This sector is a crossroads that lies between two major human-dominated powers: the Third Imperium and the Zhodani Consulate. These two great powers have had a tempestuous history, with no fewer than four Frontier Wars, the most recent of which ended twenty-two years ago.

The larger of these two is the Third Imperium, a thousand year old interstellar state that encompasses some 11,000 worlds. The Spinward Marches has been settled by the Imperium for less than 700 years and lies some 160 parsecs from the Emperor in Capital. This distance would take over four years to travel, so Imperial power is devolved down to local nobility. In the Marches, four dukes are vying to be recognised as the preeminent noble in order to be promoted to Archduke of Deneb by the Emperor.

The Zhodani Consulate is about half the size of the Imperium, and is populated by humans who were transported to the Zhodan system from Terra some 300,000 years ago by a long-vanished alien race known only as the Ancients. The Zhodani are known for the enthusiastic embracing of psionic powers, around which their whole society is structured. This has led to a significant level of distrust between the states; in the Imperium, the use of psionics has been prohibited for several centuries.

In addition to the Imperium and the Consulate, the Marches is also home to two smaller human-dominated powers: the Darrian Confederation, and the Sword Worlds Confederation.

You are a citizen of the Darrian Confederation, and are a descendant of a group of humans transported to Darrian by the Ancients. The technology of the Confederation rivals that of the Imperium, but this high technology has not always benefitted the Daryen; 2000 years ago, your ancestors accidentally caused your star to emit a series of energetic flares, which devastated your homeworld. When the Daryen recovered from this catastrophe several centuries later, this technology was developed into a fearsome weapon: the Star Trigger.

The Sword Worlds are a belligerent group of Terran settlers of Scandinavian heritage who emigrated to the Marches some 1500 years ago, and who have spent much of the subsequent time squabbling amongst themselves. Sword Worlds have clashed with the Daryen on a number of occasions, most notably over the disputed world of Entrope, but the threat of the Darrian Star Trigger has kept them from attacking you outright..

Corewards (in the direction of the galactic core) from the Marches lie the Vargr Extents. Like the Zhodani and the Darrians, the Vargr are descendants of creatures transported from Terra by the Ancients – in this case wolves. Vargr psychology has meant that Vargr-dominated interstellar states tend to be short-lived; this instability has encouraged the Vargr to gather together in corsair bands to loot and plunder worlds in Imperial space.

During the Frontier Wars, the Darrians have been allies of the Imperium, whereas the Sword Worlds have tended to side with the Zhodani and the Vargr.