

# The Outworld Authority

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# *TRAVELLER*

Zozer Games Design

*"We live as we dream--alone...."*

*- Joseph Conrad, Heart of Darkness*

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Thanks to Tom Chlebus for his useful ruling on calculating the distance to your destination world and Michael Thomas for suggesting a Colonial Marine campaign using Book 4: Mercenary, also thanks to Michael Siverling for recommending the JTAS #4 article Reticulan Parasite.

Chris Kubasik's wonderful blog about Classic Traveller is recommended reading, and can be found here: <https://talestoastound.wordpress.com/traveller-out-of-the-box/>

The Imperial Encyclopaedia, the ultimate repository of all things Traveller, was the source of the data for the Hercules cargo ship and the Mining Platform. Please find it here: [http://wiki.travellerrpg.com/Main\\_Page](http://wiki.travellerrpg.com/Main_Page)

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This setting has been inspired by the movies Alien, Aliens, Outland, Silent Running and probably a few others too. But it does not directly reference those films, nor does it tend to breach any copyright. It can be played with **Classic Traveller** (the LBBs) or **The Traveller Book**. Additional Traveller Supplements 1, 2, 4 and 6 might also be useful, these are: **1001 Characters**, **Animal Encounters**, **Citizens of the Imperium** and **76 Patrons**. You will find Zozer Games' solitaire book **SOLO** invaluable, too.

# Introduction

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Chris Kubasik in his wonderful blog called *Classic Traveller: Out of the Box*, has brought Traveller back to its beginnings, as a simple but flexible set of three ‘Little Black Books’ that can be used to create stories in the sci-fi setting of *your own imagination*. This is how Traveller was first meant to be played, and I’ve spent several days doing just that, creating my own Traveller universe based on what is in those three rulebooks.

But how flexible is it? My sci-fi interest was never really started by reading the classic novels of the genre, books by Jerry Pournelle, Poul Anderson, H.Beam Piper, E.C. Tubb and others. It was instead begun by seeing the movies Aliens, Outland, Dark Star, Silent Running and (in particular) Alien and Blade Runner, those last two both directed by Ridley Scott. That grim and gritty feel of a future in trouble, where realistic people are the heroes, creates a world that feels alive and almost modern. There are no princesses or alien races, no pleasure planets or luxury liners – space is occupied by the working man (and woman) trying to support a dying Earth and hundreds of off-world colonies.

Can the original Traveller rules-set let me adventure in that kind of dark and foreboding setting?

This is a short and simple setting, using only the tools and rules of Traveller Books 1, 2 and 3 to help build a rough facsimile of those movies. The setting is entirely original, and not actually connected to the settings of Ridley Scott’s Alien or Blade Runner movies, but it is inspired by his films, by the others in my list above and by later movies (the Alien sequels for a start). For those who play the Cepheus Engine RPG, and may have come across my in-depth

homage to these films called **HOSTILE**, rest-assured that this Traveller setting is not connected to that either.

In the spirit of Chris Kubasik's Traveller blog, let's stick to the rules as written if we can, and keep our game setting small, manageable and bursting with adventure opportunities.

*'Welcome to the universe of Traveller!'*



# The Autonomous Region

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The Autonomous Region is within the Hyades open star cluster about 153 light-years (or 47 parsecs) distant from Earth. From the perspective of observers on Earth, the Hyades cluster appears in the



constellation Taurus. In the frenzied dash for space, nations allied together to exploit the incredible resources that have been found there. The socialist based Great Eastern Congress was one of these, its rival, the League of Industrial Nations (LIN) established more than three hundred and fifty off-world colonies under its off-world agency, the Outworld Authority (OA); those colonies in the Autonomous Region are amongst the furthest from Earth.

## **OFFICERS OF THE OUTWORLD AUTHORITY**

Thirty worlds, varying widely in their development and population, must govern themselves under the watchful eye of a Consul-General, based on the planet Orpheus. Other federal officers of state are assigned to the more populous worlds and all act as intermediaries between the planetary governments as well as between the corporations, and the Outworld Authority, based in Washington. These federal officers hold their seats until they resign, die, or are removed from office, and they build up strong economic ties and financial relationships with the world that is under their purview – they are ambassadors and champions of their respective independent worlds. They are the nobility of this Traveller setting.

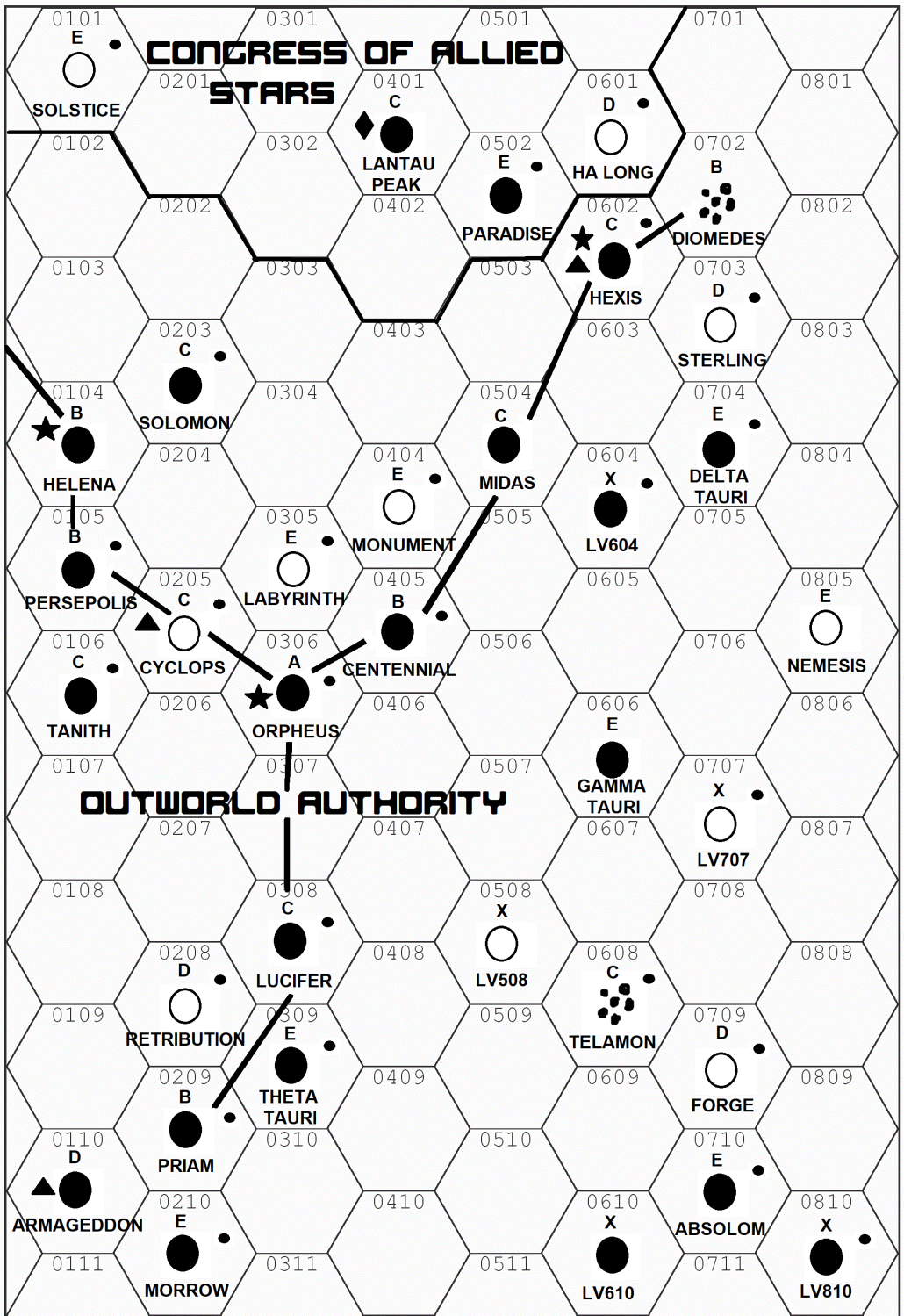
## **CORPORATIONS**

Corporate concerns are at work in the Autonomous Region, trying to make these off-world colonies work, to send raw materials

Name		UWP		Codes	
Solstice	0101	E200632-7		Vacuum, NonInd, NonAgri	G
Helena	0104	B699784-B	N		
Persepolis	0105	B968416-6		NonInd	G
Tanith	0106	C58A510-B		Waterworld, NonInd	G
Armageddon	0110	D65579A-6	S	Agricultural	
Solomon	0203	C995340-7		NonInd	G
Cyclops	0205	C330656-6	S	Desert, Poor, NonInd	G
Retribution	0208	DAAA685-A		Waterworld, NonInd	G
Priam	0209	BA85635-8		Agricultural, NonInd	G
Morrow	0210	D451421-8		Poor, NonInd	G
Labyrinth	0305	E630310-A		NonInd	G
Orpheus	0306	A77A868-C	N	Waterworld, Industrial	G
Lucifer	0308	C664212-8		NonInd	G
Theta Tauri	0309	E568313-5		NonInd	G
Lantau Peak	0401	C534456-A	C	NonInd	
Monument	0404	E201313-9		Ice-capped, Vacuum, NonInd	G
Centennial	0405	B473367-9		NonInd	G
Paradise	0502	E764167-4		NonInd	G
Midas	0504	C788210-6		NonInd	
LV508	0508	X990000-0		Desert	
Ha Long	0601	D9C6123-6		NonInd	G
Hexis	0602	C769774-A	NS	Rich	G
LV604	0604	X688000-0			G
Gamma Tauri	0606	E762100-6		NonInd	
Telamon	0608	C000216-A		Asteroid, NonInd	G
LV610	0610	X632000-0			
Diomedes	0702	B000425-B		Asteroid, NonInd	G
Sterling	0703	D100535-A		Vacuum, NonInd	G
Delta Tauri	0704	E542663-4		Poor, NonInd	G
LV707	0707	X7A6000-0			G
Forge	0709	D20068A-9		Vacuum, NonInd	G
Absolom	0710	E367331-7		NonInd	G
Nemesis	0805	E100110-7		Vacuum, NonInd	
LV810	0810	X578000-0			G

**Base Codes:** C Congress of Allied Stars,  
N Outworld Fleet,  
S Outword Scouts





‘upstream’ to the more resource hungry colonies, or even back to Earth itself. Yet this mining and development cluster at the tip of the snaking American Arm of the galaxy is many months of travel from Earth and the other over-populated planets of the core systems. The influence of events back on Earth are little felt out here. Several major trans-stellar corporations do business in the Autonomous Region; these corporations are highly diverse, super conglomerates with separate divisions focussing on manufacturing, technology, banking, mining, agriculture, transport and so on. The most important of these are Universal, Red Giant, Tanegashima, Seaborg and Meridian.

## **TECH LEVELS**

Technological Levels within the Autonomous Region vary widely, but most of the more populous worlds enjoy a TL of around 9 or 10, with three at TL 11 and one (Orpheus) at TL 12. Less well populated or poorer worlds are working with more basic or reused technologies, but it is equipment they can build and repair themselves, without recourse to buying more of it from the larger colonies – often many parsecs distant. These colonists are a hardy breed, and they are here for the long haul, determined to make their worlds habitable, profitable and survivable.

## **BASES**

There are three Outworld Fleet Bases in the region, at Helena, Orpheus and Hexis. The Outworld Scout Service has established three of its own bases, at Hexis, Armageddon and Cyclops. The Great Eastern Congress back on Earth, has created its own rival interstellar organization – the Congress of Allied Stars. The Autonomous Region is one of only three locations where the Outworld Authority butts up against the Allied Stars. It is a place of military tensions, incursions and tit-for-tat raiding. The Congress Stellar Navy has a base at Lantau Peak.

# Creating Characters

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Characters are created exactly as explained in Book 1: Characters. There are some notes that follow explaining how the careers fit into **The Outworld Authority**.

## CAREER TYPES

All of the careers in Traveller Book 1 are suited perfectly to this setting. The players will create their veteran characters who are assumed to have left the core systems to make their fortunes and reputations out here in the Hyades Autonomous Region. It is a place where the bold and the clever must plan and execute daring schemes for the acquisition of wealth and power.

**Navy:** Members of the Outworld Naval Squadrons.

**Marines:** Members of the Colonial Marines.

**Army:** Members of Colonial Territorial Forces - small defensive forces on colony worlds.

**Scouts:** Members of the Outworld Scout Service (OSS) operating the comms Network.

**Merchants:** Crews of the interstellar commercial ships.

**Others:** A variety of other careers.

Also consider using the careers below, from Supplement 4: Citizens of the Imperium. Note that Supplement 4 does reference several skills (for example Interrogation, Liaison and Carousing) which are not found in Book 1, but instead appear in Books 4, 5 and 6. Some GMs may prefer to use the Other career instead, perhaps swapping the Advanced Education table for its equivalent from Scientist to give access to some of the more legitimate skills.

**Belter:** Miners and roughnecks who live and work in space.  
**Doctor:** Medical personnel, trained and experienced, from paramedics to surgeons.  
**Scientist:** Individuals trained in research, who conduct investigations and experiments.  
**Bureaucrat:** Managers and executives within corporations or colonial governments.  
**Rogue:** Special agents and spies working for corporations and government agencies.

**RANK AND SERVICE SKILLS**

The skills offered to military characters in the Rank and Service Skill Table require a slight change:

Marine .....	Carbine-1
Marine Lt .....	Auto-Pistol-1
Army .....	Carbine-1
Army Lt. ....	SMG-1

**BLADE COMBAT**

Blade weapons are not very common in this setting, therefore when the skill is rolled on a career table, the player gets a choice:

- Army or Marines:** Stick with Blade Cbt, or swap for either Gunnery or Forward Observer.  
**All Remaining Careers:** Stick with Blade Cbt, or swap for Brawling.

**FORWARD OBSERVER**

A rarely used skill. I recommend expanding it to include calling in ‘anything’, including artillery barrages and airstrikes, helicopter assault squadrons, search and rescue assets, surveillance aircraft, fire-bombers, parachute drops (maybe from orbit) and anything else you can think of. The Forward Observer is the guy with the radio who can co-ordinate multiple assets and get them to your location, set up drop or landing zones and identify hazards and targets for those incoming assets.

# Weapons

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The weapons in Book 1: Characters require no modification. However, the Colonial Marines in this setting are pretty tough hombres, and utilise some weaponry above and beyond that found in the rules. Here we offer some guidelines and two new pieces of kit: grenades and the grenade launcher.

## COLONIAL MARINE ARMS & ARMOUR

The Marines are equipped with automatic pulse rifles that feature an underslung grenade launcher. One squad member carries a squad machinegun on a load-bearing harness. Each Marine wears hard-shell ballistic plate armour and a helmet.

**Pulse Rifle:** This is simply a carbine capable of auto-fire. When using auto fire use the Range DMs of the SMG. Remember also to use the Full Auto Fire and the Group Hits By Auto Fire rules. It has an under barrel grenade launcher (see below).

<b>Grenade Launcher</b> (1000 grams unloaded; Cr200; ammunition weighs 200 grams; ammunition Cr5; TL 7) This holds one grenade ready to fire and does 6D damage. Use the Armour DMs for the automatic rifle, and the following Range DMs:	<i>Close/Short</i> no
	<i>Medium/Long</i> +2
	<i>V/Long</i> -4

**Hand Grenade** (500 grams; Cr10; TL 5) This inflicts 6D damage on a single victim. Roll 16+ to hit the target at Medium range only; add the Dexterity characteristic, and Armour DMs for the automatic rifle. A new rule, Additional Damage from HE Rounds should also come into play – after hits on the target have been determined, blast effects may cause damage to individuals adjacent to the target hit. Apply half damage, in this case 3D.



**Squad Machinegun:** This is simply the automatic rifle with the 100 rounds of ammo given as an option in the weapon's text. This is loaded into a box magazine.

**Marine Hard Shell Armour:** Marine armour includes a ballistic helmet with squad radio and flip-down infra red sight, chest and back plates of ballistic composite, as well as armour for the shins. Treat as Cloth. Cr1000.

### **BOOK 4: MERCENARY**

If you wanted to expand on the Book 1-3 minimums for **The Outworld Authority**, you could look at importing more weaponry from Book 4: Mercenary. Colonial Marines would use ACRs as their sidearm, autocannon might equip robotic sentry guns and the LMG would serve as a squad machinegun, whilst the field artillery offers weaponry for the marine APC as well their dropship. Treat this suggestion as an option, should the GM and players want to run a Colonial Marines campaign.



# Combat

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The combat rules in Book 1: Characters and Combat are perfectly adequate for small scale combat in this setting, but there are one or two rules introduced in slightly later Traveller Book that would make life even easier.

## COVER

Targets are considered under cover if they are behind a solid object which a shot cannot penetrate. A character who has attacked from a covered position is allowed a defending DM of -4 when attacked. If the individual has not attacked from cover, he or she is not visible at the moment and may not be attacked.

## DARKNESS

Total darkness restricts engagements to close and short range. Attacks with guns at greater than short range have DM -9. Partial darkness reduces visibility to medium range; attacks with guns at greater than medium range are subject to -6. Electronic sights negate these negative DMs,

## VEHICLE COMBAT

Andy Slack's article called **Vehicle Combat**, was originally published in White Dwarf 43 in 1983, it is a perfect compliment to the Book 1 combat rules, providing a simple, fast and quite effective rules for handling combat between vehicles and between vehicles and characters. The article is available on the internet, search for the title 'Rants, Rogues & Rules'. For those without it, use the following guidelines.

Some sort of conflict involving vehicles is very likely during adventures. The rules to resolve this conflict are simple and abstract in order to keep the action moving. Most vehicles can be

categorised as either Soft Skin (buses, cars, aircraft, grav carriers, etc), Light Armour (APCs, space-capable small craft, self-propelled guns) or Heavy Armour (usually Main Battle Tanks and starships).

Who is shooting at whom?

### **Vehicle versus Vehicle**

When a military vehicle wishes to engage another vehicle at a range of Medium to Very Long, the GM rolls 2D6 for a result of 8+. Apply the following DMs: + gunner's skill, apply TL advantage or disadvantage between the vehicles, -2 if Distant range, - driver's skill if his vehicle is evading and not returning fire. If a hit is scored check the damage result, below.

### **Small Arms versus Vehicle**

When characters attack a vehicle with grenades or the weapons found in Book 1, the chances of inflicting any damage are significantly reduced. Shooting at a Soft Skin vehicle uses the Combat Armour DMs, shooting at a Light Armour vehicle uses the Combat Armour DMs -4. Heavily armoured vehicles are immune from small arms fire and grenades. If a hit is scored, check the damage result, below.

### **Vehicle versus Characters**

Military vehicles in this setting will often have a main gun, either a cannon (like a modern tank), an autocannon or other rapid fire gun (like many APCs), or an energy weapon (perhaps a laser, plasma or fusion gun). In addition, many vehicles mount a secondary weapon, typically some kind of auto-firing gun. Use the characteristics of the automatic rifle for the secondary weapon. The range of the main weapon against characters is Long or Very Long and the roll required is 8+; Apply the following DMs: +/- Automatic Rifle Armour DMs, + gunner's skill, -2 if Distant range. No main gun can fire at Medium range or less.



- Auto Guns do 4D6 damage and use the Full Automatic Fire and Group Hits By Automatic Fire rules.
- Cannon do 6D6 and use the Additional Damage From HE Rounds rule (see grenades)
- Energy Weapons do 8D6 and use the Additional Damage From HE Rounds rule (see grenades)

If a hit is scored check the damage result, below.

## **Damage Result**

A successful hit allows the firer to roll 2D6. Apply a DM +2 if the target is lightly armoured, or a DM +4 if the target is Soft Skin. Apply the difference in the tech levels between the vehicles (if applicable) in favour of the more sophisticated vehicle. If the final result is 8+, the target vehicle has been disabled; if the roll is 11+, then the target vehicle has been destroyed.

Disabled vehicles cannot move, and may or may not be able to use their main weapon at the discretion of the GM. They can be repaired with a roll of 8+. Apply DMs for appropriate skills when the damage is first inspected; success indicates that the damage can be repaired in 1-6 hours, failure indicates that the damage will require a workshop and 1-6 days to repair. The mechanic will know roughly how long repairs will take before he starts work. Destroyed vehicles may not be repaired. Occupants of a destroyed vehicle take 1-6D6 damage and if conscious and mobile, can evacuate the wreck along with their armour, life support kit and a single weapon or item of their choice.

If a starship or smallcraft is the target, then a Disable shot indicates one hit on the Hit Location table in Book 2. A Destroyed result indicates *two hits* on a single location rolled on the Hit Location table. See Damage Definitions on page 32 of Book 2: Starships.

## **FIGHTING THE XENOMORPH**

Somewhere out in the empty space of the Autonomous Region hides a terrifying alien predator, a perfect and deadly hostile organism. Details of this creature were published in Issue 4 of the Journal of the Travellers' Aid Society back in 1980. The article was called Reticulan Parasite, was written by Chuck Kallenbach and featured in that issue's 'The Bestiary' Feature. Track it down; Far Future Enterprises still publish reprints of all the JTAS issues - the article should prove invaluable! I can't lie to you about your chances...

## **MILITARY FORCES**

**Colonial Territorial Forces:** Military forces are made up of locally recruited Colonial Territorial Force (CTF) Brigades, each brigade contains combat elements and their support units. Typical brigade strength is around 4,000 personnel, commanded by a colonel. They are a combined fighting unit, with armour, APCs, logistics, trains and sometimes air support. Territorial brigades usually double as emergency personnel - firefighters, rescue workers and so on. Roughly 0.5% of the population will be a full-time member of the Territorials.

### **Colonial Reserve:**

Some of the population will be in the Colonial Guard Reserve, on call for emergency work or some security crisis. Each reservist is given training in Carbine-0 and level-0 in either: Forward Observer, Vehicle, Automatic Rifle, Computer, Tactics or Gunnery. Reserve members use the Army commission and promotion throws for commission and rank, whilst they pursue their own civilian colonial career.

# Starships

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The rules for starships in Book 2: Starships need almost no addition or modification. But it is still worth looking at a few of the book's sections to see how those rules should be interpreted within **The Outworld Authority**.

## **PIRATES!**

Who are the pirates in this setting? They are men and women pushed to the brink, who find they have no other alternative. They might be asteroid miners, desperate to make ends meet, who have discovered that piracy, smuggling and theft pays better than 100 tons of magnetite. Similarly, they might be bankrupt merchant crews, who cannot pay their debts and go AWOL, skipping out and carrying out piracy if the opportunity arises, perhaps using their ship and papers as a legitimate front for their activities. Or they might be rogue colonial elements, anti-corporate guerrillas, terrorists and 'freedom fighters'.

## **WHAT IS THE NAVY FOR?**

The Outworld Naval squadrons are used to deter and eradicate piracy within the Authority. But its primary role remains to challenge any aggression from the military forces of the Congress of Allied Stars, the Outworld Authority's only major rival. Incursions, raids, and sporadic world take-overs have occurred in the past. The Squadrons are poised for more ...

## **LOW BERTH**

Low berth, also called 'cryo' or 'stasis', was designed for shipping hundreds of farm animals out to start-up colonies. The system is now in use for human traffic, but its reliability has not increased since those early days. Stasis is a dangerous way to travel, but for most it is the only way they can reach the stars and make a new life

on the off-world colonies. Military, corporate and private (and wealthy) travellers do not go into stasis, but spend the journey in staterooms of varying levels of comfort. The Low Lottery exists on colonial transport vessels.

## **DISTANCE TO THE DESTINATION WORLD**

Sometimes you'll want to know how much time it takes to get to your destination, so here's a quick-n-dirty Jump Navigation append: Roll 2d6 for 8+, on a success you come out of jump space 2D6 hours from the destination planet. Subtract 1 hour per skill level, minimum 1 hour.

On failure you come out 1D6 days from the destination. Subtract 5 hours per skill level.

## **SIMPLIFIED SHIP COMBAT**

If a starship combat encounter should occur it should be possible to use the combat rules in Book 2 as written. However, there may be others wishing to focus on trading, planetary adventures and interpersonal conflicts; a simple fast resolution space combat system is provided for that here, based on rules found in the skill entry for Small Craft, in Book 1.

For a ship wanting to escape an attack, throw 2D6 for a 10+, add Pilot skill to this throw. If this escape attempt fails, then roll 8+ to avoid being hit by incoming laser or missile fire. Again, add Pilot skill to this roll. Alternate between these two task rolls until the ship escapes or is hit. Add a DM here or there to simulate pursuit by a fighter, attack from a heavy missile barrage or from several laser turrets. If the ship is hit then roll 2D6, on a result of 5-12 it is crippled and may be boarded, on a result of 2-4 then the craft is destroyed and must be abandoned. If the player's starship is attacking another vessel, then make the same set of rolls on behalf of the fleeing ship. For those times when two ships go toe to toe in a stand-up space battle, then let both sides roll 2D6 to avoid being

hit as above. Skip the attempt to escape task. This system requires some adjudication and improvisation - err on the side of drama and fun! I feel that this rule perfectly fits the improvisational, free-wheeling nature of Classic Traveller.

## STANDARD SHIP DESIGNS

The Classic Traveller ship designs can be given a little setting flavour. We have added the Lab Ship and Safari Ship from The Traveller Book, the Hercules class cargo ship from **The Traveller Adventure** and also the 5000-ton mining platform from **Beltstrike**. The Hercules vessel evokes the huge Nostromo ('a Bison M-Class Starfreighter') from the Alien movie, a bulk carrier travelling slowly from star system to star system.

## STARSHIPS

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<b>Scout/Courier</b>	Delta S-Class Scout Craft
<b>Scout</b>	Serpent SB-Class Scout Craft
<b>Seeker</b>	Mojave J-Class Mining Craft
<b>Free Trader</b>	Nomad A-Class Light Transport
<b>Far Trader</b>	Conestoga AF-Class Light Transport
<b>Subsidized Merchant</b>	Buffalo R-Class Starfreighter
<b>Subsidized Liner</b>	Argus M-Class Starliner
<b>Yacht</b>	Zenith Y-Class Executive Transport
<b>Mercenary Cruiser</b>	Huron C-Class Light Assault Carrier
<b>Patrol Cruiser</b>	Crusader T-Class Patrol Ship
<b>Laboratory Ship</b>	Geneva L-Class Research Vessel
<b>Safari Ship</b>	Snowcat K-Class Exploration Craft
<b>Hercules Cargo Carrier</b>	Hercules AH-Class Starfreighter
<b>Mining Platform</b>	Missouri NS-Class Mining Platform

## SMALL CRAFT

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<b>Launch</b>	Lotus UA-Class Lifeboat
<b>Ship's Boat</b>	Ranger UB-Class Light Shuttle
<b>Slow Boat</b>	Falcon UC-Class Light Shuttle
<b>Modular Cutter</b>	Comanche UD-Class Military Dropship
<b>Pinnacle</b>	Condor UE-Class Medium Shuttle
<b>Fighter</b>	Sabre UF-Class Interceptor
<b>Slow Pinnacle</b>	Osprey UG-Class Medium Shuttle
<b>Shuttle</b>	Orion UH-Class Heavy Shuttle

**Hercules (Class AH):** Using a 5000-ton hull, the Hercules bulk carrier is a heavy cargo and containerized cargo transport. It mounts jump drive-W, manoeuvre drive-W and power plant-W, giving performance of Jump-1 and acceleration 1G. Fuel tankage for 510 tons supports the powerplant and one jump-1. Adjacent to the bridge is a computer Model 2/bis. There are fifteen staterooms and no low berths. The ship has four hard-points and four tons allocated to fire control. Installed on the hard-points are four single turrets, but not mounting weaponry. There is one ship's vehicle, a 40-ton Condor Medium Shuttle. Cargo capacity is 2911 tons. The hull is streamlined.

The Hercules bulk carrier requires a crew of 12: captain, pilot, navigator, 7 engineers, medic and shuttle pilot. Often relief flight crew are carried on board, typically an additional pilot, navigator and executive officer. The ship does not carry passengers. The ship costs MCr973.2 (including 1% architect's fee and 10% volume production discount) and takes 36 months to build. Because jump-1 drives make large distances difficult, 500-ton demountable fuel tanks (valued at Cr500,000 each) can be fitted in two weeks at a C, B or A class starport. Hercules ships can be fitted with one, two or three demountable tanks in their cargo holds , thus displacing cargo capacity.

**Mining Platform (Type NS):** Corporations or wealthy independents can sometimes afford to operate mining platforms, which substantially increase mining productivity. Mining platforms are huge, 5,000-ton non-starships designed to actually 'land' on large asteroids and begin intensive mining operations. The superior efficiency of the platform enables a fully-manned vessel to process an average of 200 tons of ore per watch. Ore, once processed, is funnelled through a mass driver which kicks the material in small loads into a free flight path to a specific location elsewhere in the system, there to be collected for transshipment out-system.

The mining platform is designed for prolonged independent operations, carrying fuel and supplies for a year's voyage. The ship carries several small craft, and has hangar space and extra quarters to accommodate 10 seeker-class prospecting ships. These special features make the platform a versatile ship; they are often used for purposes other than mining, serving well as semi-permanent research stations, survey ships, and the like.

Using a 5000-ton hull, the mining platform is a non-starship intended for resource exploitation operations. It has no jump drive, but mounts manoeuvre drive-W and power plant-W, giving a performance of 1-G acceleration. Fuel tankage of 1700 tons supports prolonged independent operations by the ship and its support vessels and vehicles. Adjacent to the bridge is a computer Model/5. There are 175 staterooms and no low berths. The ship has 50 hardpoints, and mounts 50 single turrets fitted with pulse lasers used for mining; 50 tons are allocated for fire control. There are fourteen ship's vehicles: one shuttle, one launch, two pinnaces. and ten prospecting buggies. Up to ten 100-ton seekers can also be accommodated on board. Cargo capacity is 30 tons, a 25-ton mass driver system and a 400-ton processing bay are also installed. The hull is unstreamlined.

The mining platform requires a crew of seven for interplanetary travel (pilot, navigator, three engineers, two medics): it also carries ten administrative and management personnel, and 132 workers, technicians, boat crewmen and others. Quarters for 175 are provided, allowing 36 passengers (crewmen from the seekers, company officials, etc.). The ship does not engage in commercial passenger service. The mining platform costs MCr1330.7 (including the 1% naval architect's fee, but not including costs for ten seekers, which are optional) and takes 36 months to build. Mining platforms are transported from one system to another in bulk carriers. Once they arrive in a system, they usually remain there for the rest of their useful service life and are eventually sold to interested parties or broken up for spares/scrap.





# Worlds

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World generation should be limited to the one subsector that covers the Hyades Autonomous Region. We may, in fact, ‘zoom’ in to a smaller part of that subsector – creating a tighter focus for more world-for-world adventure detail.

## POPULATION

Worlds in the Outworld Authority are not quite as populous as those in Book 2 suggest. To that end, we determined the Population digit by rolling simply 1D, +1 for an A Type starport, -1 for an E type starport. We left the population at zero if the starport was type X. This rule could be relaxed in the Core systems, surrounding Earth and far from the frontier. Colonies with low populations (2-3) can request that the League of Nations provide a police force for the maintenance of order, these officers are marshals of the Colonial Marshals Service. Worlds with higher population levels establish their own police forces, usually modelled around the standard Protection and Security (PAS) teams common to the Outworld Authority.

## STARPORTS

Related to the lower population levels, there are fewer A and B class starports in the Hyades Autonomous Region. Roll for the System Contents on 2D6+1. There should be a maximum of **one** type A starport per subsector. This rule can be relaxed in the Core systems, surrounding Earth. Starports are built and run by corporations and/or local governments.

## GOVERNMENT

The off-world colonies of the Outworld Authority have been given the right to govern themselves by the League of Industrial Nations. However, Government digit 6 (Captive Government), represents an

unincorporated territory of the Authority and is, instead, run either by an unelected League of Nations' governor, by the US Treasury, the Colonial Marines or the Outworld Naval Fleet. We did not allow government type 0, instead changing such results to 1 – Company/Corporation.

## **DETERMINING TECH LEVELS**

No colonial settlement has been allowed by the Outworld Authority to drop down to a TL less than 4. Allow D type and E type starports a +2 DM on the Tech Level Table, just like C type starports. If a TL of 0-3 is ever rolled, then reroll.

## **TRAVEL ZONES**

In **The Outworld Authority**, the travel zone does not discourage visitors. It is a Crisis Zone, a world in turmoil requiring immediate political, military, medical or other assistance. Perhaps it is a long running situation. Crisis Zones become hot spots for mercenaries, aid workers, diplomats, doctors, con-men, or opportunistic merchants. The Crisis Zone is an adventure signpost.

## **INDUSTRIAL WORLDS**

With lower population levels in this setting, where humans live on a frontier that has only recently been colonised, it occurred that there would be a good deal of non-industrial worlds, and certainly no industrial ones (which require a population of a billion). To provide some variety for traders, we lowered the bar slightly, demanding that an industrial world have an atmosphere of 0, 1, 2, 4, 7 or 9, a population of 8 or more **and** A type starport. This last requirement would ensure that there would only ever be one industrial world in a subsector (if there was one at all). Orpheus is the only industrial world in the Autonomous Region.

# Patrons

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## EXECUTIVE

**Alec Sorenson**                      865A99      Age 34      4 Terms  
Admin-2, Computer-3, Leader-1, Air/Raft-1, Streetwise-1

Sorenson runs a special operations department for Universal Corporation and often requires people for industrial espionage, sabotage and security. He doesn't want to get his hands dirty himself. Sorenson is all happy smiles and blue eyes but his handsome good looks and sympathetic manner belie his cunning and ruthlessness. In the office he wears a sharp grey suit, well-tailored and in-fashion. Out in the field he favours black cargo pants and a brown leather jacket with the collar turned up.

## COLONIAL MARSHAL

**Marshal Kurt McAndrew**      998986      Age 42      6 Terms  
Wheeled Vehicle-1, Shotgun-2, Streetwise-2, Brawling-2

Marshal McAndrew is Chief of Special Investigations, with a remit to deal with organised crime throughout the Autonomous Region. He often recruits trusted personnel for criminal investigations, bounty hunting, criminal stings or infiltration. McAndrew has a tall, rangy physique, tousled blonde hair and a nose bashed and broken. He looks like a fighter, but his voice is deep and rich - people listen to him. He wears the regulation blue fatigues of the Colonial Marshal Service, a uniform baseball cap and (when 'dirtside') a navy-blue military-style jacket.

## **INTEL OFFICER**

**Sirona Sanchez**

568888

Age 38 5 Terms

Admin-2, Computer-2, Bribery-3, Forgery-2

Sanchez is a senior intelligence officer within the civilian Outworld Authority. Her job is to monitor the activities of the corporations, the governments of the Autonomous Region's worlds, as well as any plots hatched by terrorist or the Congress of Allied Stars. She often requires personnel for espionage and intelligence work, mercenary contracts, and the investigation of corporate of colonial activities. Beautiful by any standard, Sanchez has put her hair into a single plait falling down her back. She wears a black and grey trouser suit, with short black boots for practicality. Her tan is too even to have been gained on a beach.

## **INDUSTRIALIST**

**Marlo King**

76785A

Age 30 3 Terms

Electronics-1, Computer-1, Bribery-2, Streetwise-1, Forgery-2

Marlo King is a successful entrepreneur who established a high-tech business called Zen Corporation in the Autonomous Region two decades ago; it has grown to become a cutting edge concern. But Marlo often plays by other rules to compete with the big corporations and has been known to hire talented individuals to carry out industrial espionage and sabotage, but he will also need security operatives, on-demand star transport and occasionally explorers who can jump ahead of his rivals. Marlo is a flamboyant exec, wearing pastel suits, he has handsome Mediterranean looks, with curled black hair falling to his shoulders. A ruthless visionary.

## **SCOUT COMMISSIONER**

**Natalya Kominsky**

3467B8      Age 50    8 Terms

Pilot-1, Jack-o-Trades-2, Computer-2, Vacc Suit-3, Medical-2, Pistol-2, Air/Raft-2

Kominsky is a commissioner for the Outworld Scout Service, which surveys, explores and maintains communications in the Autonomous Region. At times she needs additional people to carry out urgent transport or security work, as well as short-notice survey, rescue or recovery missions. The OSS is concerned with the flow of information and how that affects the interstellar economy. Kominsky is blonde, with warm brown eyes and a mellow demeanour. When not wearing a trouser suit at meetings, she wears the everyday tan-coloured scout utilities of a field officer, with baseball cap.

## **ROGUE SCIENTIST**

**Dr. Vijay Shantha**

7A79C5      Age 26    2 Terms

Computer-1, Medical-2, Survival-1

Dr. Shantha has lots of anonymous financial backing for his team's work into alien life that can survive in extremely hostile atmospheres and conditions. He has several research teams out in the Autonomous Region now, carrying out work on various colonial worlds. But he often needs more personnel for transportation and security missions, but also to carry out impromptu surveys, or even creature capture assignments. Shantha is tall and dark-haired, with a thin and gaunt face. Typically wearing a well-pressed jacket and cargo pants in tan-brown, he maintains an air of seriousness and lack of humour at all times.

# Rumour Table

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Rumours are may be gossip, facts presented in briefings, journals or on screen news data. The rumour hints at an adventure, a mystery, a problem or a reward. It is designed to inform the players, entice them and perhaps even to warn them. Rumours are faceless. The referee should throw 7+ on 2D once per week to see if a member of the PC group picks up a rumour. The referee can roll on the table below, or create his own. Rumours are valuable and once players understand their potential they may begin to actively seek them out.

## **D66    *Rumour***

- 11    There are persistent rumours of a Congress surveillance ship being sighted in the Diomedes system.
- 12    Gossip is that Goliath Shipping is in talks to begin a service to Ha Long in Congress Space. Consul-General Arlando Voss wants to block the move.
- 13    A ship has just arrived at the starport, but it is under quarantine. Why?
- 14    A local leader claims that a corporation has been interfering in local politics.
- 15    PAS teams on this planet are trying to catch a mysterious, yet violent criminal who is able go move at blinding speed, and strike without mercy. What is going on?
- 16    Mine workers on Sterling are about to begin another series of strikes and protests.
- 21    Colonial Marine General Wallace T. Abrams is currently under arrest at the Orpheus Fleet base, the reason for his arrest has not been released.
- 22    All cargoes on the planet this week are at a discount of 50% due to a depressed market.
- 23    The orbital oil pipe on Hexis, that transfers crude oil to an orbital station, has been shut down again following terrorist action by one of that world's rogue nations.

24 Three expeditions to LV508 have all gone missing, there are  
persistent stories that the planet holds a deadly curse.

25 Zen Corporation is currently hiring ex-military types for some  
'special operations'.

26 Contact is lost with a distant planet in the PCs current star system.  
Is it just a downed transmitter?

31 PAS teams believe that the murder of a senior politician was  
carried out by an assassin from the Congress of Allied Stars.

32 Three starfreighters owned by Goliath Shipping have misjumped  
and vanished without trace, is there a problem with the Hercules  
freighter? Or is some other phenomenon at work?

33 Inspectors from the Outworld Authority are looking for something  
important at the starport, but what?

34 Gold has been found in the highlands of Cyclops, well away from  
the main city that has been built within a wide and deep meteor  
crater.

35 Universal Corporation has set up a 'Alien Intelligence' division,  
despite the fact that no evidence yet exists of intelligent alien life.

36 Miners on the desert planet of Morrow are coming under attack  
from some unseen, unknown life form.

41 A Fleet veteran describes how his ship was involved in repeated  
clashes with Congress ships in the Midas system six years ago.

42 Red Giant say they have discovered a 'hollow asteroid' in the  
Telamon system. What does this mean? Is it natural or  
manufactured? Is it the product of geology, or an alien civilization?

43 There is wreck full of valuable supplies at the edge of the system,  
worth millions of credits. A retired scout says he will sell the  
location to the player characters.

44 Why are Colonial Marine and Fleet assets massing in the Priam  
system? It is a peaceful world.

45 A veteran starship captain reckons that Hexis will soon be  
categorised as a Crisis Zone; the competing nations of the world's  
single landmass are riddled with guerrilla uprisings, border wars  
and coups. All that oil has gone to their heads.

46 A drunken Fleet officer declares that a border war with the CAS is  
on the cards. He says he's seen plans for a first strike attack by the  
Outworld Fleet.

51 An angry corporate official complains that the recent Marshals' investigation into Zen Corp was a white-wash. He suspects bribes were used to hide Zen's secrets.

52 A colonial officer complains about corporate contractors from Tanegashima. They supply a great deal of military hardware and their company reps seem to wield a lot of power.

53 The Colonial Marshals have just discovered a mining operation that was using forced labour. Special Investigations is looking into the matter – it might be more widespread.

54 The Fleet patrol craft Seraphim has gone missing in the Solomon system.

55 A scout tells of an encounter with a wrecked hulk on the fringes of the LV508 system, a short survey suggested it was a type in use over a hundred years ago – before humans had ever reached the Autonomous Region.

56 Tanith's wealthy tribune, Victor Marquez, has been badly injured in a boating accident on the waterworld. One rumour suggests that it was not an accident.

61 A League of Nations envoy, Consul Harriet Carter-Welles is making a two-year long tour of the American Arm and is due to arrive in the Region in the next week or two.

62 The six-man crew of the mining ship The Huntress, a J-Class, were all found dead in their drifting ship. Each had been killed by something exploding from inside their chest.

63 Off the main jump routes, some crews are reporting the ghostly appearance of unidentified figures while in jump space.

64 A Colonial Marine complains that Tanegashima have been supplying batches of faulty ammunition. Some Marines are carrying privately bought firearms with them.

65 Parts of cargo shipments are going missing at the local starport. PAS teams have failed to locate the thieves. The phenomenon has also spread to neighbouring systems.

66 Mercenary units are routinely used by corporations and their proxy nations on Hexis, in the battles for mineral rights, land claims and counter-insurgency operations. There are stories circulating of a massive atrocity carried out by some of these mercs. Consul for Hexis, Tori Shinobizawa, is trying to verify this claim.

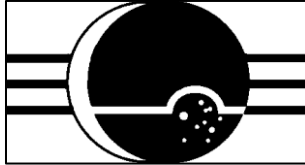


# Library Data

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Congress of  
Allied Stars



Outworld Authority



League of  
Industrial



Colonial  
Marines



Outworld  
Scout Service



Outworld Fleet



Colonial  
Marshal Service

**Alien (1979):** Ridley Scott's ground-breaking sci-fi horror movie, creating a setting style that has influenced many other films (and this set of rules).

**Aliens (1986):** The sequel to Alien that added so much more setting, within a rollercoaster plot. My all-time favourite movie.

**Alien³ (1992):** An under-rated Alien sequel that harkened back to the original.

**Alien Resurrection (1997):** The final Alien movie, less satisfying than the earlier films with a plot that struggles and is filled with characters it is hard to like.

**Alien: Covenant (2016):** Ridley Scott's sequel to Prometheus, with a taste of exploration in the Alien universe.

**American Arm:** The long, trailing pathway of jump-routes through space controlled by the League of Industrial Nations, and dominated by British and North American colonies.

**Beltstrike!**: A 1984 roleplaying supplement for Classic Traveller that focusses on asteroid mining.

**Bladerunner (1982):** A seminal movie that gives us a taste of what life on Earth might look like for the crews of those ships in the Alien setting. Decaying, overpopulated, wracked by pollution and climate change, Bladerunner creates an urban dystopia. No wonder humans are fleeing to the off-world colonies.

**Bladerunner 2049 (2017):** A stunning and long-awaited sequel to Bladerunner, that is just as epic in scope and as thought-provoking as the original. Directed by Denis Villeneuve.

**Books 1-3:** The first Traveller books published in 1977 (revised in 1981), Book 1: Characters and Combat, Book 2: Starships and Book 3: Worlds and Adventure. These three books were intended to fulfil all of your SF roleplaying needs and assumed you would use them to play within your own setting (just as we are doing here), with a minimum of alteration needed. Blogger Chris Kubasik believes that this holds true today, and I agree with him!

**Classic Traveller:** The first edition of Traveller, published from 1977 to 1986, including dozens of supplements, adventures add-on games, maps and magazine articles. It was replaced by a more synthesized version called MegaTraveller.

**Colonial Marines:** The space-going military arm of the Outworld Authority, providing on-board protection for Outworld Fleet ships, boarding parties and ground assault brigades.

**Colonial Marshal Service:** The interstellar law enforcement agency, directed from Washington, that provides policing on small scale colonial settlements in the Outworld Authority.

**Colonial Reserve:** A volunteer force established on many worlds within the Outworld Authority, they serve as a part-time military force, and their members often carry out humanitarian and crisis operations when not training with the world's CTF.

**Colonial Special Investigations:** An agency of the Colonial Marshal Service which takes on special criminal investigations to target organized crime across the outworld colonies.

**Colonial Territorial Forces (CTFs):** The military battalions of a colony world. Often used for paramilitary and emergency operations. They are the army.

**Congress of Allied Stars:** The CAS is the interstellar colonial organization of Earth's Great Eastern Congress. The individual worlds are ruled by socialist-style colonial governments.

**Congress Space:** A term used by the Outworld to refer to the territory of the Congress of Allied Stars.

**Congress Stellar Navy:** The space navy of the Congress of Allied Stars.

**Crisis Zone:** The official designation of a world racked by war, environmental catastrophe, insurrection or social upheaval. The referee designates a world a Crisis World. This serves as an adventure magnet.

**Dark Star (1974):** Dan O'Bannon created the story and screenplay for Alien, but five years earlier he had written and starred in his student movie called Dark Star, which depicted all of the blue-collar, unromantic drudgery of life in space that became a hallmark of Alien,

**EVE Online:** The famous online computer roleplaying game, it has an awesome soundtrack that creates an amazing Traveller ambience, it can be accessed on YouTube.

**Great Eastern Congress:** The powerful socialist alliance of Earth nations that have rallied around China, including Vietnam,

Mongolia, North Korea, Siberia, Laos, Cambodia, Thailand, Burma, Cuba, Sierra Leone, South Africa and Kazakhstan.

**Goliath Shipping:** A cargo line dominating trade here at the end of the American Arm. Part of the Meridian Corporation.

**Hostile:** Zozer Games has produced a full and very well detailed Alien-inspired setting for the Cepheus Engine roleplaying game (and other classic science fiction 2D6 RPGs). Called Hostile, it provides six sectors and many detailed corporations, lots of ships, colony worlds and scores of adventure ideas, perfect for use within this setting, should you choose. Check it out!

**Hyades Autonomous Region:** A single subsector of interstellar space, out on the fringes of colonized space. It is centered on the Hyades Cluster, in the constellation Taurus and was colonized by the Outworld Authority around 30 years ago. It is one of three locations where the Outworld Authority butts up directly against the colonized space of the Congress of Allied Stars.

**League of Industrial Nations:** A new coalition of Industrialized nations that has shut out the poorer developing nations. This technological power bloc has dominated modern politics and controls a large part of Earth's economy. Key members are the USA, the UK, Australia, Canada, Singapore, the Euro Union, Brazil, South Korea and Japan. The league has turned to off-world and interstellar colonies for its prodigious energy and resource needs, and has established the Outworld Authority to administer and organize these independent colony worlds.

**LLBs:** The 'Little Black Books'; see Books 1-3.

**Meridian Corporation:** Formed in London in 1993, Meridian is now a huge corporation, dealing in finance, mining, steel, aerospace, food, colonization, starship building and more. It is well known for its ubiquitous cargo line Goliath Shipping.

**Outland (1982):** A gritty SF action thriller set on a mining rig on Io, starring Sean Connery. The set design and costumes convince me that the movie could easily be set within the Alien universe. High Noon in space.

**Original Traveller:** Chris Kubasik uses this term to describe Books 1-3; Traveller 'without a setting'.

**Outworld Authority:** If NASA colonized exo-planets ... The League of Industrial Nations has established the Outworld Authority to survey worlds, plan colonization efforts, defend these settlements and provide a return on the LIN's vast investment. Crops, minerals and other valuable raw materials trickle slowly back to Earth and to the core worlds. The OA is a powerful political entity in interstellar space, rivalled only by the Congress of Allied Stars.

**Outworld Fleet:** The Outworld Authority maintains a fleet of warships and crews that protect the colonies from piracy, rebellion and hostile incursions by the Congress of Allied Stars.

**Outworld Scout Service:** The exploration and communication service of the Outworld Authority. The OSS runs the Network, the interstellar communications network that connects the colonies, using X-Boats and tenders. The OSS also conducts long range exploration missions into unexplored hexes to seek out resources.

**Prometheus (2013):** Ridley Scott's first film set 'within the Alien universe', it became the first in Scott's planned series of Alien prequels.

**Red Giant Corporation:** Formed in Denver in 2067, Red Giant was established to mine the Asteroid Belt, it soon developed the jump drive to reach distant dwarf planets, and interstellar travel was born! Although Red Giant diversifies into finance, transport, power production, steel, aerospace, food, colonization and more it is dominant in the mining sector.

**Seaborg Corporation:** Formed in Toronto in 2060, Seaborg invested in and profited financially from, the building of orbital power sats, transmitting microwave energy down to Earth from huge solar power collectors. But Seaborg was already diversifying into space exploration, colonization and fusion research. The first working fusion reactors were Seaborg-built and the corporation still dominates power production, two-hundred and twenty years later.

Seaborg is a huge corporation, dealing in finance, mining, steel, aerospace, power production, starship building, food, colonization and more.

**Silent Running (1972):** This film has grown on me, it has the feel of being on board a real starship, and it should, it was filmed on the aircraft carrier USS Valley Forge! It has an ecological message, but the visuals all fit right into Outworld - gritty and utilitarian.

**Tanegashima Corporation:** Created from the surviving remains of the Mitsubishi Corporation after the 2044 crash, Tanegashima became known for its high-tech aerospace and electronics, but like other get-ahead conglomerates, it diversified into farming, colonization, banking, chemical and steel production, starship construction, mining, shipping and robotics.

**The Traveller Adventure:** This is an epic multi-part roleplaying adventure published in 1983 using the Original Traveller rules, and set in the publisher's own setting: the Third Imperium.

**The Traveller Book:** In 1982, this book collected the LBBs into a single volume, added some GM advice and a few rules revisions, along with some setting material for the Third Imperium (the publisher's house setting). It is still available to buy in a slick-looking hardback. It was my Traveller version of choice for a decade...

**Universal Corporation:** Formed in New York in 1956, Universal once supplied household appliances, and even sold door-to-door. Many mergers and buy-outs later, Universal rose up as a global giant following the 2008 financial crisis, which had crippled many of the bigger firms. It got into banking and finance, and like other get-ahead conglomerates, it diversified into farming, colonization, aerospace, starship construction chemical and steel production, mining, shipping and robotics. It is still a powerful financial trader.

**Zen Corporation:** A cutting edge corporation, 'ZenCo' was established by the techno-genius Marlo King, he wants to break out from the Autonomous Region and take on the rest of human space with his corporation.

