

"Original" Traveller using the 1981 LBB's.

World Building:

Create a few subsectors using 1981 LBB 3 rules. Use 1977 Book 3 jump routes, **not** 1981 communication routes. Amber and Red Zones are not used. Add a dilapidated Scout base or two, just for rumors, etc. Maybe a ramshackle Navy station in each subsector, but no bases.

Sector Name: Starmist.

Possible subsector names: Garamond, Queenstar, Arnhem.

Starships:

For standard ship types, use all those from the 1981 LBB 2 and add the Lab ship and Safari ship from Starter Traveller (because they are so cool.) Also use the Far Trader from Supplement 7, and the Corsair from Supplement 4. Create Book 2 stats for the Far Trader.

For starship encounters, use the 1977 table as a base, but modify it to include the new ships and small craft, while keeping the same chances for encountering pirates and patrols. (The revised table is in its own document and is also appended to this document.)

Starship Combat:

For quick Starship combat, use 1977 Book 2 comment on non-miniatures battles (pg. 37,) partially quoted below:

"Ship encounters may be made an easily included part of adventures by abbreviating the movement requirements. In essence, when an encounter occurs, shots (if they occur) are traded without regard to range initially. When one vessel elects to flee, the referee then states that a certain number of shots may be made before the ship is out of range..."

(Something like this should have been Option 1, imho. Vector movement should have been Option 2, for grognards.)

If starship combat range visualization is required, use the range band method from Starter Traveller.

Keep Critical Hits for the drama, but "Explode" results are subject to a re-roll on character-occupied ships, and to referee fiat otherwise.

Ignore vector movement and planet template rules.

Tables and Charts:

The Starter Traveller book of tables and charts seems to contain the same data as in the 1981 LBB's, so it will be used for convenience. Where there is any divergence, the LBB's rule.

All Else:

All other rules taken from 1981 LBB's and their errata, unless noted in this document.

Background:

We are at the edge of the vast but crumbling Dragon Empire, (also called the Old Empire.)* The Old Empire is anti-progress, and tech advancements are limited. For example, while jump-drive was discovered (as an alien artifact, NOT as a human advance) and adopted a thousand years ago, most advances in engineering have been officially discouraged (hence, huge computers.) Technological advances have been purposely retarded, leading to rogue corporations and planet-states where higher tech levels can be found. The Empire has been draconian in rooting out these high-tech centers. Robotics and nano-tech are especially targeted, as the huge core populations require employment that could be supplanted by automation or nano-construction. It is rare to find a world greater than tech-level 10 anywhere in the Old Empire.

As the primary religion of the Empire is based on ancestor-worship, bio-tech has been held back for a thousand years. Any hint of transhumanism has been ruthlessly rooted out as blasphemy.

In the Old Empire, women's roles are constrained by a conservative culture. Birth control is rare and heavily legislated against because the Empire's prosperity rests on huge populations for labor and the military. The Starmist sector and a few other fringe regions have developed local cultures where women's lives are far less regulated. This ethic of freedom is seeping back into the Empire and destabilizing an already fragile social system.

The Imperial Court has found that psionics is a thing, and have been secretly building a force of psionic agents called the College of the Heavenly Mind, an arm of Imperial Security. Many abuses have been committed by the CoTHM. In response, an underground Psionics Institute (LBB 3) has formed to resist it.

To this date, all alien life discovered has been defined as pre-sophont. Worlds teeming with animal, plant, bacterial and fungal life have been discovered and settled, but no extant alien civilization has been found. Other than the mysterious dead civilization that provided humanity's leap to jump drive, there has been no sign of ET. (Note: If an alien culture shows up, it will probably be the Aslan, 'cause, cool! Or the Hivers, 'cause, weird!)

As the game begins:

In the Starmist sector, the presence of Imperial forces has degraded to a few tiny Scout Service depots and run down Naval Stations in each subsector. There are still trade routes that have fairly regular traffic but there are no communication routes. The Imperial Scout Service budget for Starmist has been drastically cut and its forays into this region have been mostly curtailed. The Imperial apron strings (the X-boat network) no longer tie this region to the core. However, if you do run into Imperial forces, it is almost never for the good. The dragon is old and tired, but still fearsome.

The College of the Heavenly Mind has agents working throughout the Starmist sector, on various missions.

The players are adventurers on a frontier left to itself, far from the Dragon Empire's core worlds. Out here, political power is fragmented, cast into the hands of warlords, rogue corporations, and struggling planet-states. Fortunately, there are a few starchapelagoes that are (usually) regions of peace and order.

Other than the above description, there is no overarching drama or backstory. You are just adventurers in a frontier region of space, looking to survive and prosper during the death throes of a decaying galactic superpower.

*The model for the Dragon Empire is the dying Chinese Empire of the 19th century.

Revised Starship Encounter Table

1. Roll 2D to determine Encounter type. Include DM for Starport class:
A +6, B +4, C +2, D +1, E -2, X -4.

Starship Encounter Table (Revised)

Die Roll	Encounter	1977 Encounter
8 or less	None or Small Craft Table*	No Encounter
9	Scout/Courier	Free Trader
10	Free Trader	Free Trader
11	Pot Luck	Free Trader
12	Pirate	Pirate
13	Subsidized Merchant	Subsidized Merchant
14	Patrol	Patrol
15	Subsidized Merchant	Subsidized Merchant
16	Recreational	Yacht
17	Recreational	Yacht
18	Patrol	Patrol

*Starport types A, B, C see Small Craft table. Otherwise, No Encounter.

2. For Pot Luck, Pirate, Patrol or Recreational, roll 2D again to define vessel type:
Pot Luck: 2 Lab Ship, 3 Safari Ship, 4 Yacht, 5-6 Far Trader, 7 Mercenary Cruiser, 8+ Free Trader.
Pirate or Patrol: 6 Scout/Courier, 7 Armed Yacht, 8+ Patrol Cruiser or Corsair (Supp. 4.)
Recreational: 6 Yacht, 7-8 Safari Ship, 9+ Subsidized Liner.
3. For encounter rolls 8 and Starports A, B, or C, consult the Standard Small Craft table on page 35.
Roll 2D instead of 1D. Use the printed DM's as normal, but for stations instead of bases.

8+ means No Encounter.

A Fighter is only encountered when in a system with a Naval station, otherwise No Encounter.

The referee may elect to add small craft encounter rolls at will to represent heavily trafficked star systems.