

The Hub Federation

About this book

This book is intended to provide a Traveller Referee with an interstellar polity full of adventure for his or her players. It can be used as an adjunct to an existing Traveller game or be used as the basis of a new campaign.

While previous books in our lines have been largely setting neutral, this one is not. The Hub Federation takes place within an alternate Traveller universe from the common Third Imperium setting. While there will be elements shared with that universe (such as a variation of jump drives), none of the thematic elements will be used.

Most of our previous books have had allusions to this setting but we've tried very hard not to be too heavy-handed with the presentation. Here, however, we will establish much of the history of our setting. In addition, we will show how our previous books connect together with this setting.

Of course, Referees can choose how and where to use this material as they see fit. This Federation, its history, culture, and people can all be imported into any existing Traveller game without too much pain.

At any rate, whether you choose to use the Gypsy Knights setting or not, we hope that this product can provide you and your gaming group with hours of fun and excitement.

In some places, you may note that not everything is detailed. This is entirely intentional and is done to allow Referees a bit of leeway with each world.

The text gives a general view of each system. This is, by necessity, a broad generalization. In every culture, there are those who do not go along with the established norm. On a world of millions or billions of inhabitants, keep in mind that some will simply not fit into the outline we are detailing. Referees are

The Shaded Areas

For the most part, the information concerning the systems, planets, governments, and people of the Hub Federation is presented in the manner of a travelogue. A largely neutral voice, along the lines of a guidebook, gives you the general idea of the subject matter.

In these shaded boxes, we talk directly to the Referee and the players as opposed to the travelogue writer speaking neutrally to your characters. So in places where we feel you need more detail, where we feel the need to let you in on something, or simply to point out a possible adventure idea, you'll see these shaded boxes.

advised that, while the overall culture might fit into these descriptions, a realistic portrayal will have variations from NPC to NPC.

About the Author

John Watts is the owner and president of Gypsy Knights Games, a third party, small press publisher creating supplements for the Traveller role-playing game. John is married to his wonderful wife, Wendy and lives with three cats, Ariel, Moneypenny, and Felix. He is a fan of many science fiction authors, the James Bond books and films, Blake's 7, Star Wars, Star Trek, Firefly, and football.

John has been the Referee of a continuing Traveller game since 1985 when he discovered the game. He has written a Traveller adventure "Winter of Discontent" which was published in the Journal of the Traveller's Aid Society by

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Level of Detail

Something each reader should keep in mind when reading this book is that we are only giving a general look at each of these worlds. There are definite reasons for this.

First and foremost is time and space. We simply are not going to cover these worlds down to the minutest details. It would be impossible.

Each of these worlds could have an encyclopedia set devoted to all of the plant life, animal life, and so forth. We are simply not going to delve into that kind of detail.

In addition, we want to spark the Referee's imagination not think for him/her. We want to be sure that we give the Referee inspiration and room to move rather than create a rigid and unbendable background.

Steve Jackson Games in 2005. In February 2011, he founded Gypsy Knights Games. Since then, he has written 24 books in the "Quick Worlds" series, a Traveller career track for medical personnel, and two books in our 21 Plots series (a book of varied gaming situations for adventures in Traveller).

About the Gypsy Knights

The Gypsy Knights are a gaming club based in the southeast United States. The club started around a game of Traveller at a hobby shop in Chattanooga, Tennessee called The Royal Tiger in 1991. The group formed the core of the crew of the merchant ship Gypsy Rose. At the end of that campaign, one of the members of the group, Alan Mullican, coined the name "Gypsy Knights". It stuck.

Since then the group has spread out across the southeast US, played many other games and campaigns, and has thrown some fantastic parties at several conventions (you may remember us at Magnum Opus Con or Sci Fi Summer).

Now we have moved into a new phase that of creating products from some of those Traveller campaigns over the years. Our goal is to provide the "spark" for the imagination of a Referee, who can then go on to carry that flame to his/her gaming group. We hope our products perform this task.



GYPSYKNIGHTS

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The Hub Federation

History of The Hub Federation

Pre-Colonization

By 2160, the major nations of Earth had spread into the solar system. Ion engines carried scientists to up-close views of the gas giants, carried miners to the asteroid belt, and brought untold amounts of ores, chemicals, and raw materials back to Earth.

However, many began to experiment with different forms of propulsion. Nuclear drives were used by some governments but never gained in popularity. Solar sails were often used, but these were found to be too maintenance intensive.

A German scientist by the name of Johann Zimm began to experiment with quantum entanglement. Over time, he discovered that the force which caused two particles to become paired used a dimension of space-time which allowed for a connection over large distances.

Zimm was able to build a drive which took advantage of this force and allowed a ship to leave the dimensional space of which we are all aware. The ship would remain in this extra-dimensional space for a period of time and then re-enter normal space. The drive allowed for the covering of great distances over a shorter amount of time.

The Zimm Drive, or Z-Drive, was originally intended to simply move vessels quickly between the asteroid belt and Earth. This was initially believed to be instantaneous, but more research showed that greater distances could be covered but would take more time. Experimental trials continued and it was discovered that the Z-Drive could move a ship from Earth to Sedna in a matter of minutes.

Trials continued and the Z-Drive test ships were able to cover a light-year in just over two days. The Z-Ship (as it

became called) then covered a parsec in seven days. Plans were made for a trip to Proxima Centauri. The Z-Ship made it in just over 9 days.

As tests continued, it was discovered that the Z-Drive could cover a distance of about 2 parsecs in one "shot" or "jump". The time it would take the vessel to cover the 2 parsecs was approximately 14 days. However, it was also discovered that the ship simply could not exceed a distance of more than 2.4 parsecs.

Over the next twenty years, vessels powered by the Zimm drive began moving into the stars. Colonies were formed at Tau Ceti, EZ Aquarii, Ross 780, Alpha Centauri, Wolf 359, Lalande 31185, Sirius, Gliese 1061 and 588. Most importantly, a colony was founded on a world orbiting Epsilon Eridani.

Called Neu Berlin the colony was settled by Germans arriving in a Z-ship. By 2200, the colony was thriving. However, it would be a discovery that year approximately one light year away from the colony that would open up new frontiers for many years to come. Two scientists, Woldemar Zielić and Tekla Szymczak, studying space within a light year of Epsilon Eridani discovered a naturally occurring Einstein-Rosen bridge. While it was far too small for a ship, it was exponentially larger than anyone had ever dreamed such a wormhole could ever be. When Zielić and Szymczak discovered the E-B bridge, it was approximately 2 millimeters in diameter.

Over several years, scientists studied the wormhole. In 2205, a group of scientists led by Dustin Thorne began to work on methods to expand the entirety of the wormhole. In 2208, the Thorne Project succeeded and expanded the bridge large enough to send through a probe.