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STARTOWN LIBERTY

A Supplement for Traveller

by



Gamelonds, Ltd.

Dedication: To Greedo and the whole cantina gang ...

"You will never find a more wretched hive of scum and villainy ..."

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Introduction

Random encounters are a continuing occurrence in a Traveller adventure or campaign. This booklet, Startown Liberty, is designed to provide a number of encounter tables geared towards a specific type of locality (the Startown district near most planetary starports), and to present a number of detailed encounter situations derived from those tables. When random encounters are to be generated in a Startown setting, this booklet can be used to replace the normal Traveller random encounter process, providing a great deal of color, flavor, and detail to the resulting encounter situations.

The use of this booklet can help the **Traveller** referee in a number of ways. First, it adds variety to the list of possible encounters. This is no small matter in and of itself, since (especially in a long campaign) repetitions of the same basic **Traveller** encounters can eventually become troublesome.

More importantly, the encourses here are fairly detailed. This means that the referee need not break stride to work out the situation and nature of a given random procounter; it's already worked out, including several different alternative results to the encounter. One especially useful corollary to this fact is the ability of the referee to use these detailed encourter as a sort of camouflage for other encounters important to the dventure or campaign being run.

In the ordinary course of events, most players can tell when a referee has prepared an encounter in advance, or when he has not done so — much as a circling ulture knows when a potential victim is on its last legs. The depth of detail in any encounter will give it away, unless



the referee is very glib or very well prepared. But this booklet supplies a number of ready-made encounter situations worked out in sufficient detail to thoroughly confuse the issue . . . now the players must pay more attention to every encounter, and may not realize that something which is happening is crucial to the overall adventure.

A final use for this booklet is as a means of generating new adventure situations. Many of the encounters presented here make good lead-ins to full-fledged adventures, which can be expanded upon as the referee (and the players) desire.

REQUIRED MATERIALS

Aside from the basic Traveller rules (Books 1, 2, and 3, the Starter Edition, or The Traveller Book) — which are assumed to be available and familiar to the referee — this supplement does not require any material except for the usual pencils, paper, square-grid graph paper, six-sided dice, and other refereeing essentials. No other books, supplements, adventures, or other published material, by GDW or by any licensee, are necessary to the use of this booklet.

Many materials may, however, be useful. The supplement is specifically intended for use with adventures or campaigns, published or referee-created; some adventures where Startown Liberty might be particularly useful include, from GDW, Adventure 2, Research Station Gamma; Adventure 3, Twilight's Perfy Adventure 4, Leviathan; Adventure 6, Expedition to Zhodane; and The traveller Adventure. Each of these involves situations where a visit to Startown may be likely.

In addition, certain supplements and other published material may be useful. From GDW, these include Supplement 1, 1001 Characters; Supplement 3, The Spinval's Marches; Supplement 4, Citizens of the Imperium; Supplement 6, To Patrons; Supplement 10, The Solomani Rim; and Supplement 13, Veterans. Gamelords material of possible use in conjunction with this booklet includes LEE'S GUIDE, Vol 1; Wanted: Adventurers; and the growing list of other products dealing with alien environments and other special Traveller situations. The quarterly GDW magazine, Journal of the Travellers' Aid Society, may also be of considerable use, especially issue 7, which contains an article on Startowns and their particular hazards, and issue 12, which includes Special Supplement 1, Merchant Prince. Material by other publishers may be equally useful, as needed.

From time to time, this booklet may allude to new skills or concepts introduced in Traveller material other than the basic rules. Where possible and necessary, sources will be cited; by and large, however, it is possible to ignore any specific reference of this type, substituting some more familiar concept instead.

USING THIS SUPPLEMENT

Startown Liberty is divided into three major parts, each dealing with encounters which may occur in a specific area of a typical Startown district. The first section is general, giving random street encounters;