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STARTOWN LIBERTY

A Supplement for Traveller.

by

John Marshall

Sample file

Gameslords, 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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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 Pery**; 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 Spinway Marches**; Supplement 4, **Citizens of the Imperium**; Supplement 6, **70 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;