

TRAVELLER

Scouts

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Sample file

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INTRODUCTION

In the same way that Mercenary and High Guard have examined the roles of the fighting and naval services respectively, Scouts takes a detailed look at the Scout service. In the pages of this book you will find rules for expanded Scout character generation, new career options, vastly enhanced Event and Mishap tables, additional, new, mustering benefits and a full overview of the work the Scout service undertakes.

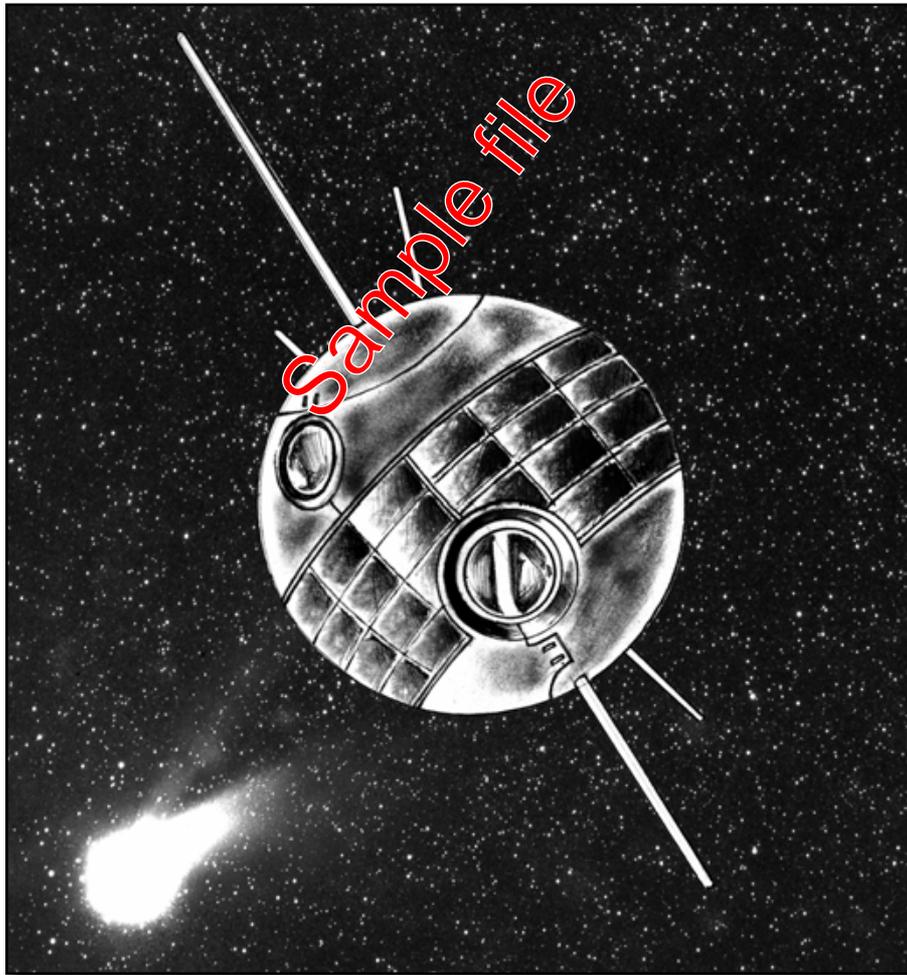
Further chapters expand on the missions available to both Scouts and retired Scouts – a boon to referees who may need to quickly generate a scenario seed for rapid play. In addition, Scout Base Cygnus X-3, along with its eclectic crew, is detailed as a starting point for Scout-centric adventures to take place.

The Equipment and Ships chapter offers a plethora of new devices available to Scouts, and a selection of additional ships,

along with commentaries on their areas of use and advantages/disadvantages.

The work of the Contact and Survey branches of the Scout service receives in-depth treatment in its own chapter. The extensive First Contact Protocol outlines how new civilisations should be approached and treated, whilst the Survey section details the essential stages of a survey mission, and offers an enhanced cartography system for detailing a stellar system

The book rounds out with a chapter for referees playing in the Third Imperium. The organisation of the ISS is detailed, with a particular focus on the work of the Imperial Grand Survey – those responsible for mapping and plotting the Imperium's expansion.



CREATING A SCOUT TRAVELLER

This chapter provides the rules for creating scout characters. It takes a special strength of will to undertake the hazardous exploration of the unknown, and whilst this is, to a large extent, the purpose of many *Traveller* games, characters may find themselves in this position by accident or coincidence; scouts, however, do this for a living. It is a vocation; a calling; a way of life. Scouts deliberately, and constantly, push themselves beyond the reaches of the known in order to satisfy the curiosity of society and their own, restless souls.

And it is risky work. A newly discovered system holds many dangers: asteroid and radiation belts; uncharted stellar anomalies; undiscovered, perhaps hostile, inhabitants – either aliens, native to the system and others, or isolated colonists, lost to the empire, that have little wish to be reconnected with the old regime. Scouts are the ones who get there first. Their initial observations and attitudes may make or break future relations. Scouts are pioneers, researchers, surveyors, ambassadors and diplomats, troubleshooters and peacemakers. In many ways, they *are* the essential *Travellers*.

Scouts may therefore arise naturally during the course of play, and the rules found in this book can be used to adjudicate the outcome of their activities, but equally there needs to be a way for scout characters to be developed as a career path before play begins. *Traveller* characters may have been scouts before moving onto a different walk of life, but the skills developed as part of their previous career have equipped them for the unknown. This chapter is therefore dedicated to creating the scout character – whether a character who later goes on to another career or who remains in pursuit of the wider excitement of the unknown.

BASIC SCOUT CHARACTER CREATION

This chapter follows the normal stages of character creation as detailed in the *Traveller* core rulebook, pointing out where and how players and Referees can branch away from the standard career paths in order to use what is available in *Traveller: Scouts*.

Characteristics

The basic six characteristics of a scout character are the same as for any other character. Scouts tend to have higher than average Endurance characteristic owing to the rigours of long hours, often alone, in space flight or surveying hostile and potentially hostile environments. Scouts are tenacious and are physically and mentally prepared for both the isolation of space, including the boredom of long periods of travel, and the hazards of new environments. High Intelligence and Education characteristics are also beneficial for achieving promotion within the scout career – those with a curious,

open mind can make those career-enhancing discoveries; and, understanding the nature of both space and stellar systems greatly assists the prospects of success.

Homeworld

Whilst scouts can ostensibly come from any Homeworld, those worlds that engender curiosity, resistance to hardships and a frontier spirit tend to produce those with the natural tenacity to excel as scouts. If your character comes from any of the below worlds, he gains a +1DM to enlistment in the Scout service:

Asteroid	Vacc	Low Pop
High Technology	Ice Capped	Gov Type 0 or 5
Industrial	Desert	

Infrastructure

Although they often operate alone or in small teams, scouts are backed by a solid infrastructure: a governing directorate that establishes scouting needs and missions; a communications wing that co-ordinates the often far-flung scout outposts; a technology wing that procures and assigns the essential equipment every scout needs; an operations wing that co-ordinates scouts and missions in a localised area (which may span several neighbouring systems, or be limited to just a single system); and an administrative bureaucracy that handles the necessary permissions and paperwork all scouts need to navigate at some point, especially if travelling through areas that have special interest to other parties (such as the military or scientific establishments engaged in specialist areas of study).

This infrastructure is common to all scout operations irrespective of the background used in your *Traveller* campaign. Any formal scouting service requires sanction, and this is what differentiates it from freebooters and chancers who prefer to operate beyond the rules and laws of civilised administrations. However, any scout service has to operate with a certain autonomy, and scout services tend to have more flexibility than other arms of the government, such as the army or navy, whilst still occupying the same importance of position. This does lead to certain complications though. The scout service is often viewed as a maverick branch, employing loners and rule-bucking renegades who can cause more harm than good in certain situations. Certainly the scout career tends to attract those with a taste for high adventure but prefer to disregard the kind of discipline essential to the military services. But, at the same time, the scout service fulfils an important need in that it takes the hard risks first – and so most other services grudgingly accept that scouts are allowed to bend, or sometimes ignore, certain rules, even if this is not a universally popular view.

THE SCOUT CAREER PATHS

The following career paths are designed for those with a career in the scout service. This is a dangerous career, especially when it comes to exploration and survey, and it requires a certain hardiness of mind, body and soul to cope with the rigours of the job.

There are five distinct scout career paths: Contact, Courier, Exploration, Special Operations and Survey. Each career branch has several specialist areas within its function that determine the skills derived in a particular term of service.

Contact

The Contact branch specialises in making contact with new races and civilisations, or re-establishing contact with old ones. It involves a variety of skills and techniques, including the general assessment of conditions, detailed study and survey of the subject, 'First Contact Protocols' where a new race is encountered, and first-line diplomatic/ambassadorial functions before the diplomatic corps takes over. The Contact branch therefore requires people who have an eye for detail, the ability to accurately extrapolate factors such as technology level, military strength, propensity for hostility, political climate, specific biological considerations, and so forth. Contact scouts might spend years studying a system before any actual contact is made; and, if a new race or life-form is discovered, Contact frequently works with other agencies to ensure that the 'First Contact' is as successful as possible. Where it is necessary to re-establish contact with an isolated colony or civilisation, the branch studies the history of the subject extensively so it can be fully prepared for the likely reaction and reception to renewed communications.

Courier

Unfairly viewed as the 'messenger boys', the Courier branch is responsible for transporting messages across vast distances quickly, efficiently, safely and securely. In settings where faster-than-light communications are not possible, the Courier branch comes into its own, as it forms the vital link between the central hub of civilisations and far-flung systems, colonies and outposts. In settings where FTL communications are both possible and the norm, the Courier branch establishes relay points, provides encryption/decryption services, and takes responsibility for certain high priority communications that cannot be entrusted to another agency for specific reasons. The Courier branch also provides 'bodyguard' services for transporting dignitaries or VIPs, especially into newly discovered or established territories. Whatever the function, the Courier branch is anything but a glorified message service: it is frequently in charge of highly sensitive communications that require the full gamut of skills available in other branches, particularly Contact. Courier scouts are those who can prove their dependability, reliability and the ability to be both tactful and discreet.

Exploration

The Exploration branch is responsible for the high level exploration of new systems prior to a survey team being despatched for a more detailed survey of the area. Exploration deliberately heads into uncharted or barely charted regions of space, searching for a variety of things: stellar anomalies, habitable worlds, worlds and systems with particular characteristics, and so forth. Its remit is as broad as space itself, and Exploration crews often spend long periods amongst the stars, working on faint traces, hopeful glimmers and potential sites of interest as it does working with hard facts and evidence. Much of its work is involved with accurate charting and route definition: humdrum work that is, nevertheless, essential to many agencies. Where charting is concerned, the Exploration team must correctly note and quantify all factors that have a bearing: asteroid fields, dangerous anomalies – anything that might pose a hazard or risk to any space traffic that will make use of a route in the future.

Special Operations

Special Operations covers a wide range of activities, many of them highly secret or covert in nature. Special Operations might be required to undertake undercover work on behalf of an agency such as the army or navy, or supply advanced information relating to an enemy – existing or potential. Similarly, it might be required to make discreet contact with a new discovery, find out as much as possible, and then relay its findings in advance of a formal exploration, survey or contact team going in. The branch is also responsible for subtly manipulating civilisations according to a specific agenda. This might mean averting a war or starting one; imposing a new ruler or deposing the old. The agenda is dictated by a higher power, but Special Operations is chosen to conduct it because it has the skills and capabilities to effect transformation under the radar, and can be officially denied by a government or imperial power if needs require it. A scout service might even deny it has anything like a Special Operations branch, whilst, in reality, it readily engages in 'black' missions under the guise of its standard branches, but using specially trained and briefed operatives.

Survey

The Survey branch is responsible for the detailed assessment and survey of systems, stars and worlds once the high level assessment has been completed by the Exploration branch. Scout surveyors are specialists across a wide range of sciences and research techniques: these are professionals and experts in their field. Survey teams tend to incorporate a wide body of skills but may, just as equally, consist of a small group of specialists in a narrow range of disciplines, depending on the task in hand. Members of the Survey branch are used to spending long periods in situ: patience and diligence are watch words. Working with all the other Scout service branches, they compile detailed and accurate reports on their subject matter that form the core of the intelligence for a number of external agencies.

ADDITIONS TO MUSTERING OUT

PROCEDURES

Scouts adds a new mustering out benefit specific to the Scout service: Secrets. Secrets are important and highly valuable information that the character has uncovered in the course of his work. When a secret is gained, the player must decide what to do with it: the choices are to gloss over it in official reports and have it when one begins play; clandestinely sell it without telling the Scouts, or reporting it fully to the service.

- If you choose to keep the secret, you retain it when your character begins play. It provides an adventure hook that should lead to fame, fortune and great risk.
- You may choose to officially conceal the information and sell it to interested parties gaining 1D6 x Cr10,000 when you choose, but if you do, you must make Int+Deception 9+ to prevent the Scout service from finding out. If you are discovered, you must forfeit 2 Benefit rolls and leave the service immediately.

- If you make the appropriate channels aware of the find, you gain an additional benefit roll and +1 to your next Advancement roll.

Secrets received during mustering out may be handled as above, with the exception that no bonuses to advancement are relevant. A character's retained secrets can never be greater than half his or her terms or rank (whichever is greater), minimum of one.

CHOOSING A SCOUT CAREER

For each term in the Scout service, choose a career branch and specialisation. Entry to that branch is determined by succeeding in the Qualification roll. Those characters who have spent time in other fields before joining the Scouts may find their previous experience fast tracking them into their chosen career path. If your character has served at least a term in the service listed in the Previous Service column, gain a +1DM to the Qualification roll for enlistment

Career Branch	Assignments	Qualification	Previous Service	Survival	Promotion
Contact		Int 7+			
	First Contact			End 6+	Edu 7+
	Diplomacy			Int 6+	Edu 7+
	Primary Liaison			Int 7+	Int 6+
Courier		End 5+	Navy		
	xBoat			End 6+	Edu 8+
	Cyphers			Edu 5+	Edu 9+
	Communications			Int 5+	Edu 9+
Exploration		End 7+			
	Pathfinder		Belter	End 7+	Edu 7+
	Analysis		Belter	Int 6+	Edu 8+
Special Ops		End 9+	Agent, Navy		
	Covert Surveillance			Int 6+	Edu 6+
	Espionage			End 7+	Int 8+
	Deep Cover			End 7+	Int 8+
Survey		End 6+	Scholar		
	World Analysis			End 6+	Edu 8+
	Stellar Analysis			End 6+	Edu 8+
	Cultural Analysis			End 7+	Edu 7+

CONTACT

As part of the Contact branch you serve in one of the elite teams responsible for establishing and maintaining contact with new races or establishing and maintaining contact with remote, isolated, forgotten colonies or outposts.

Assignments: Choose one of the following:

- **First Contact:** You served as part of a team responsible for initiating first contact with either new alien races or rediscovered colonies and outposts. The role involved months of tentative observations and negotiations before contact was made, but when it was, you were knowledgeable and informed.
- **Diplomacy:** You operated as part of the diplomatic teams representing your home civilisation, preparing the way for the official diplomatic corps to become involved.
- **Primary Liaison:** Working with the diplomatic corps and the newly (re)discovered, you acted as the primary go-between as relations were established and made fruitful. Once relations were stable, you shifted into the background to form an essential advisory capacity.

Qualifications: Int 7+.

If you are aged 34 or more: -2 DM

Previous Service: –

SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Pilot (spacecraft or small craft)	Medic
2	+1 Dex	Survival	Navigation
3	+1 End	Mechanic	Engineer
4	+1 Int	Science (any Life or Social)	Computer
5	+1 Edu	Comms	Space Science (any)
6	Jack of all Trades	Gun Combat (any)	Jack of All Trades

	Specialist: First Contact	Specialist: Diplomacy	Specialist: Primary Liaison
1	Investigate	Investigate	Language (Any)
2	Language (Any)	Diplomacy	Leadership
3	Leadership	Persuade	Diplomacy
4	Science (any Life or Social)	Science (any Life or Social)	Science (any Life or Social)
5	Recon	Admin	Admin
6	Persuade	Deception	Broker

RANKS AND SKILLS

Rank	Title	Skill or Benefit
1	Contact Officer	Persuasion 1
2	—	—
3	Contact Leader	Diplomacy 1
4	—	—
5	Contact Commander	Leadership 1
6	—	—

CAREER PROGRESS

	Survival	Advancement
First Contact	End 6+	Edu 7+
Diplomacy	Int 6+	Edu 7+
Primary Liaison	Int 7+	Int 6+

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	5,000	+1 Edu
2	10,000	+1 Social
3	15,000	Contact
4	20,000	Ally
5	30,000	Weapon
6	45,000	Secret
7	60,000	TAS