

Traveller Organized Play

 dicehaven.com/traveller-organized-play

July 2, 2018

We have an informal Traveller Organized Play program for members of Dicehaven who play one-shots in our home games or elsewhere. Here's how it works.

Overview

Organized play runs in Seasons which are tied to whatever Traveller campaign Dicehaven is running at a given time. When a campaign changes, the season may change to allow organized play games to more readily tie into the campaign.

Generally, organized play games are run as episodic, self-contained 4-hour games. Characters persist from game to game and gain rewards (notably skill improvements during study periods) even though you may have different GMs at different game.

Generally, the season structure is that players are aboard a ship with an NPC captain who gives the characters missions, and assigns the players their equipment.

General Organized Play Rules

Character Creation — Players create characters per the normal Mongoose Traveller 2e rules. Characters can be created either as a group, by selecting an approved pre-generated character, or created outside the game depending on the circumstances and GM guidance. To generate characteristics, roll 7 sets of 2d6, keep the best 6 results, and assign these results to characteristics in any order you like. Below-average characters (those whose UPP characteristics add up to less than 42, e.g. a UPP of 777776) get to re-roll their characters.

Money — Expenses are not tracked and are assumed to take place 'off-camera'. Although any character debt or other story hooks that came from character generation are in full effect, players don't bother to track ship shares or do other such accounting. Equipment needed for a given mission are doled out from the ship's locker.

Retiring Characters — Players can choose to retire a character at the end of any game.

Multiple Characters — Players can have multiple, active characters in different organized play games.

Current Date — It is the 55th century: AD 5420 according to Earth's common reckoning, or IC 1107 according to the Imperial Calendar. We generally hand-wave tracking the exact date, and will occasionally advance the timeline for one year for both the current campaign and associated Organized Play.

Character Rewards

Study Period Reward — For each game the player plays, if their character survives, that character earns a successful Study Period (page 52 in the core rules), no EDU check needed. The character may use the Study Period per the normal rules (for example, to level up a skill) subject to the normal Limitations and Exceptions listed on page 52 in the core rules.

Story Hooks — The events of organized play games are assumed to take place roughly contemporaneously with any active Dicehaven Traveller Campaign. Therefore, organized play Traveller Games can become (1) news items which campaign characters can hear about, or (2) story hooks (for example, villains or factions which remain after the organized play game is ended) which campaign characters can encounter.

Season One: IISS Mourning Wolf

Story Setup — Regardless of past career background, characters have now become members of the Imperial Interstellar Scout Service (*IISS*) and are aboard the *IISS Mourning Wolf*, a Light Cruiser outfitted with five ‘Sunfury Mark II’ fighters. Your ship is tasked with the exploration of the Imperial frontiers and peacekeeping efforts associated with the colonial outposts on the Spinward Frontier.

Recommended Skills for Season One — The following skills will be extremely helpful in your role as pilots / co-pilots aboard the *IISS Mourning Wolf*:

- **Social (Leadership or Persuasion)** — One person can be a Wing Commander and have mechanical benefit to squadron dogfights.
- **Pilot (Small Craft)** — Used for piloting the Sunfuries.
- **Heavy Weapons (Vehicle)** — Used for shooting the Sunfury’s fix mount weapons.

Season One Organized Play Skill Package — As members of the Mourning Wolf, you have access to a custom skills package (similar to those listed on Traveller Core Rules p. 48) to ensure you have the right mix of skills for the Scout characters doing starship fighter piloting.

Mourning Wolf Skills Package

Each character gains **both these skills** (useful to be a Sunfury’s pilot):

Pilot (Small Craft) 1, Heavy Weapons (Vehicle) 1

Each character can **choose one skill** from this list (useful to be a Sunfury’s 2nd person):

Electronics (Comms) 1, Electronics (Sensor) 1, Engineer (M-Drive) 1, Engineer (Power) 1, Heavy Weapons (Vehicle) 1, Mechanic 1, Social (Leadership) 1, or Social (Persuasion) 1

Note that when rank in a skill is listed, then you gain the skill at that level so long as it is higher than your current level in that skill (see Traveller Core Rules p. 16).

Missions — The GM of organized play games gives the crew of the week as delivered by the *IISS* ship captain.

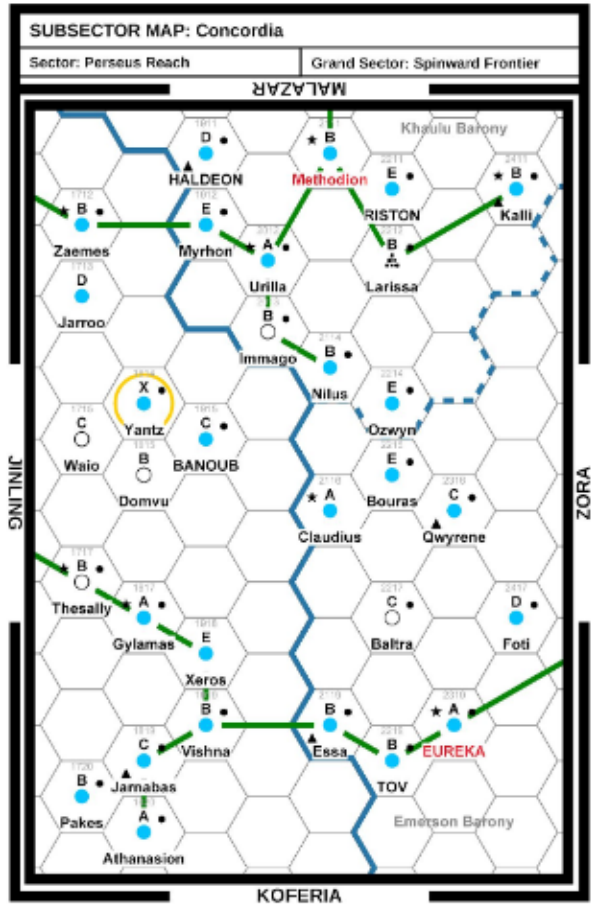
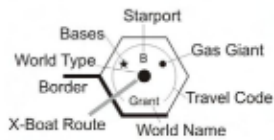
Squadron — You are stationed on the *IISS Mourning Wolf* but also pilot or co-pilot one of five ‘Sunfury Mark II’ fighters. These five fighters are collectively called ‘Wolf Squadron’, and each ship is named ‘Wolf One’, ‘Wolf Two’ and so forth.

Ship, Expenses, and Salvage — The *IISS* provides the ship and takes care of all reasonable expenses during missions. Any treasure, derelict ships, or the like are given over to the *IISS* for processing and salvage.

Subsector Location — The events of organized play games usually take place in the Concordia subsector or one of the subsectors adjacent to it.

Concordia

System	Hex	UPP	Extended UPP		
Zaemes	1712	B757864-9	N Ag Ga		724 Im
Jarroo	1713	D643416-6	Po		218 Im
Waio	1715	C200410-7	Ni Va		120 Im
Thesally	1717	B8A069A-8	N De		413 Im
Pakes	1720	B63535A-9	Lo Ni		913 Im
Yantz	1814	X786000-3	Ag Ni	A	601 Im
Domvu	1815	B330676-A	De Na Po		400 Im
Gylamas	1817	A384334-9	N Lo Ni		312 Im
Jarnabas	1819	C88A326-B	S Lo Ni Wa		124 Im
Athanasion	1820	A78A8A5-8	Wa		324 Im
HALDEON	1911	D68978A-7	S		424 Im
Myrthon	1912	E452865-4	Po		512 Im
BANOUB	1915	C768AA8-8	Hi		223 Im
Xeros	1918	E889488-8	Ni		610 Im
Vishna	1919	B66A68A-3	Ri Wa		303 Im
Urilla	2012	A657540-A	N Ag Ni		102 Im
Immago	2013	B312631-A	Ic Na		121 Im
Methodion	2111	B767846-C	N Ga Ht Ri Cp		100 Im
Nilus	2114	B476234-7	Lo Ni		311 Im
Claudius	2116	A73A535-C	N Ni Wa		100 Im
Essa	2119	B664896-8	S Ri		724 Im
RISTON	2211	E88A40A-A	Hi Wa		303 Im
Larissa	2212	B000612-C	As Na		822 Im
Ozwyn	2214	E635515-8	Ni		802 Im
Bouras	2215	E85A631-4	Wa		224 Im
Baltra	2217	C310657-9	Na		324 Im
TOV	2219	B558997-7	Hi		222 Im
Qwyrene	2316	C528444-A	S Ni		802 Im
EUREKA	2319	A767937-C	N Ht Hi Ga Cp		313 Im
Kalli	2411	B7766F7-6	2 Ag		124 Im
Foti	2417	D632540-7	Ni Po		102 Im



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