

Traveller Organized Play

 dicehaven.com/traveller-organized-play

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.

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.

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 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.

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.