

To
BUILD
the future
To
DARE
greatly
To take one's
PLACE
in the arena



Life takes place against a grander tableau in the New Era. Without an omnipotent Imperium that has already imposed order on everything, the act of every man, woman, and child looms larger, has a greater impact. And when even seemingly small actions have large results, imagine the sort of effect a person can have when daring greatly. The course of civilizations can be changed.

In the New Era, entire worlds have died, or fallen back into barbarism. These worlds need people to come make them live again, and leaders to take them back into the light. Such people need to have a variety of skills: they must be explorers, they must be builders, they must be leaders. They must have the courage to take on the power of a raw world and emerge victorious. These explorers, these builders, these leaders have a name. They are called World Tamers.

The **World Tamers Handbook** brings to **Traveller®: The New Era** a new arena in which to adventure: the ragged border of civilization, the realm of the unknown on a thousand worlds that do not know the light of civilization. **World Tamers Handbook** provides material to create Survey campaigns in which characters push humanity's knowledge out into the Wilds, Bootstrap campaigns in which characters lift low-tech populations out of barbarism, and Colony campaigns in which characters found and lead expeditions to repopulate entire worlds.

In order to do this, **World Tamers Handbook** provides rules on colonial economics and infrastructure which allow players and referees alike to understand what makes a colony run, and what decisions need to be made to ensure success. These rules are not only useful for the campaigns in this book, but can be used to flesh out societies in any **Traveller: The New Era** campaign or adventure.

In addition, expanded rules on world generation allows referees to create the details needed by players conducting detailed survey operations in advance of the colony transports.

Finally, additional design sequences expand on the information contained in **Fire, Fusion, & Steel** to allow the design of black powder weapons, bow weapons, and low-technology ground transportation.

A world can be a big, rough, wild place, but no world is too big, too rough, or too wild for characters bold enough to be called world tamers.

WORLD TAMER'S™ H A N D B O O K

Worlds to be found
Worlds to be won
Worlds to be tamed

Meet the challenge.



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WORLD TAMER'S™

H A N D B O O K

Sample file



For RoseMarie and Devon. If we had whole worlds to give them, we would.

Design: Terry McInnes and David Nilsen

Additional Design and Development: Frank Chadwick and Loren Wiseman

Material from MegaTraveller World Builder's Handbook by Mike D. Fugate, Sr., J. Andrew Keith, and Gary L. Thomas, with additional design by Robert Parker, Nancy Parker, James Holden, Rob Caswell, and Ed Edwards

Typesetting and Proofreading: Eric Vance Curl

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World Tamers Handbook™

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Table of Contents

1: INTRODUCTION	4	Withdraw Before Combat	45
2: ORGANIZING YOUR CAMPAIGN	5	Combat	45
3: SURVEY	7	Hit and Run	45
Starting Out	8	Morale	45
Star System Exploration	9	Fatigue	46
First Landing	10	Supply	46
General Survey Tasks	10	Terrain Effects Chart	47
Atmospheric Pressure	11		
Atmospheric Taint	15	6: BOOTSTRAP	48
Planetary Density & Gravity	17	Hiring On	49
Temperature & Weather	17	Referee's Section	49
Environmental Research and Testing	17	Recruiting	51
Goal-Oriented Survey Tasks	18	Transit	52
Hex Scale	19	Planetfall	53
Terrain Types	19	The Mission	55
The Goal-Oriented Survey Task	20	Players' Handouts	57
Agricultural Capacity	20	Integrating PCs with the Mass Combat System	63
Raw Materials Capacity	21	Using the Economic Model	64
Extractable Hydro Power	21	Random Events	64
Extractable Wind Power	22	Animal Encounter Tables	66
Compile Economic Model Data	23		
Survey as Adventure	23	7: COLONY	68
Mapping	23	The Venture	69
Weather	23	Referee's Notes	69
Animals	24	Getting There	70
Inhabitants	24	Colonists	70
Diseases	24	The Colony	72
		The First Year	72
4: COLONIAL ECONOMICS		Template NPCs	73
& INFRASTRUCTURE	26	Subsequent Years	76
Running a Colony	26	Players' Handouts	77
The Colonial Economic Model	27	Animal Encounter Tables	80
Basic Structure	27		
Agriculture	27	8: STARS & PLANETS	82
Industrial Production	28	Detailing Planets	83
Materials Industry	30	Years and Days	83
Power	30	Base Mean Surface Temperature and Variation	84
Infrastructure	31	Seasons	85
Armed Forces	33	Day/Night Temperature Variation	85
Maintenance	35	Axial Tilt Effects	85
Off-World Trade	35	Temperature Worksheet	86
Set-up Procedures	36	Temperature on Tidally Locked Worlds	86
Acclimatization	36	Density & Gravity	87
Playing the Colonial Economic Model	36	World Mass	87
Annual Considerations	36	Mapping a World	88
Random Events	36	Atmospheric Composition	90
Standard of Nutrition	37		
The Monthly Turn	38	9: DESIGN SEQUENCES	92
Standard of Shelter	39	Black Powder Firearm Design	92
Standard of Living	39	Wagons	95
Political Roll	40	Bow Weapon Design	96
Using Persuasion and Leadership	41	Black Powder Cannon Design	97
The Output Roll	41		
5: MASS COMBAT SYSTEM	42	10: EQUIPMENT	100
Scale	43	Smoothbore Flintlock Musket & Rifled Musket	101
Turns	43	Blunderbuss & Double Blunderbuss	102
Rating Units	43	Blunderbuss Pistol & Horse Pistol	103
Mobility	43	Wall Gun & Flintlock Rifle-Musket	104
Detection	44	13.5cm & 9.5cm Field Guns	105
Blocking Movement	45	7.5cm Rifled Field Gun & 12cm Howitzer	106
		Tukera Freighters	107
		Hercules-class Bulk Carrier	108
		Frontier Transport	109



CHAPTER 1: INTRODUCTION



World Tamer ('world tām-ər) 1. A member of a team of professional explorers, technicians, and social engineers sent to a low-technology world with the mission of advancing the world's technological and productive capacities and reintegrating that world into the interstellar community. 2. A professional, experienced leader of a colonizing expedition sent to settle an unpopulated or very low population primitive world with colonists from a relatively high tech mother world. 3. Any individual working to uplift, colonize, or civilize an isolated, uninhabited, or primitive world.

The **World Tamers Handbook** is a **Traveller: The New Era** sourcebook as well as several adventure campaigns built around the theme of rebuilding shattered worlds near the Reformation Coalition (or other surviving pockets of civilization). In either role, it is intended for use with GDW's **Traveller: The New Era** roleplaying rulebook. **Traveller: The New Era** is referred to as "TNE" for simplicity throughout this book. Other required materials are at least one 10-sided die, at least two six-sided dice, and pencils and paper. A calculator is highly recommended. The **Fire, Fusion, and Steel** technical architecture sourcebook will also be necessary in conjunction with some of the design sequences in this book. **Brilliant Lances**, the TNE starship combat boardgame, may also be used to resolve space combat scenarios fought during the adventure campaign.

Source Book

As a source book, **World Tamers Handbook (WTH)** provides referees with expanded or new information on the following subjects:

- A playable planetary economic model, including agricultural, raw materials, and industrial components, fully interlinked with the characteristics of planetary environment
- Star and planetary system generation and detailing
- Expanded planetary survey rules that mate with the planetary economic model, allowing players to seek out worlds suited for colonization and development
- Rules for acclimatization to new environments
- Battalion-level mass combat rules, allowing the resolution of large-scale combat in **Traveller**
- Archaic weapons design sequences including black powder small arms, black powder cannons, and bows
- New equipment based on the new design sequences plus three new starships suited for colonization missions

As a sourcebook, **World Tamers Handbook** allows you to create a world and build a civilization on it from scratch.

Campaigns

World taming is a big, complex topic for a TNE campaign. Your players will be shaping the destiny of a world as they interact with local NPCs and try to convince them of the benefits of civilization, or as they lead a group of colonists on a raw frontier world. World tamer campaigns can be played on various levels of detail, from high-level planning and decision-making to low-level roleplaying. Often, a given campaign will shift from level to level as the situation and the players' interests warrant. For example, worlds will be surveyed and the world tamer team can meet and interact with animals or indigenous inhabitants on a day-to-day, one-on-one basis. This low level campaign action may shift to a higher level with progress occurring month to month as the players administer the world-taming effort as the leaders of a colonization team. However, sudden events, such as an attack by a hostile power, political unrest, or natural disasters, may shift the campaign focus back to the low, person-to-person level as a crisis is resolved with work, negotiation, or combat.

World Tamers Handbook offers three campaign scenarios and material to create a myriad of others. The three scenarios are the Survey adventure, Bootstrap campaign, and Colony campaign. These scenarios use different combinations of the material presented in the **World Tamers Handbook**, and referees will need to make a number of decisions before beginning play. Depending on the desired mix of high and low level play and the amount of pre-generated background that will be needed, referees will use this handbook in one of several ways. This organizational material is presented, broken down by scenario type, beginning at the top of the facing page.



CHAPTER 2: ORGANIZING YOUR CAMPAIGN

Campaign (kam 'pān) *n.* 1. A series of military operations with a particular objective in a war. 2. A series of organized, planned actions for a particular purpose.

CHOICES

Before beginning your World Tamers adventure you must make a number of choices to set a background tone. The choices you make depend on your experience as a *Traveller* referee and the experience and interests of your players. Are the members of your group novices interested in both learning the *Traveller* roleplaying game system and having a rousing good time? Then hire them on as security specialists for a bootstrap or colony expedition. Are your *Traveller* players really experienced and the kind that would rather use Persuasion, Act/Bluff, and other Charisma-related skills to convince low tech indigenous farmers that it's better to use an iron plow to till a field than an iron spear to kill a man? Then have them lead a bootstrap expedition into the Primary AO, uplift friendly primitives, and help them protect themselves from hostile neighbors.

Read the campaign possibilities in this book and weigh them against the interests of your players. Many of the campaign themes are fairly cerebral, with such mundane but important activities as establishing a local economy or determining whether available food supplies will last until the next crop comes in, and if not, what to do about it. Not as glamorous as a firefight, but just as much a matter of life and death. More advanced players might prefer playing this type of role. Other players, however, might prefer playing the cops on a colonial expedition who keep order and solve crimes on the wild frontier.

LEVELS

The term "levels" describes the degree of involvement of players with NPCs in a campaign. There are basically two approaches to playing a world tamer campaign (or, indeed, any roleplaying campaign): low level and high level, but by combining elements of these two approaches, a referee can establish any level in between, based on the needs of the campaign action and the interests of the players.

Low: Low-level roleplaying places the players down in the campaign interacting with NPCs and the referee in "real time," one-on-one. Time is measured in seconds in a firefight, minutes during personal interaction or perhaps in four-hour increments if the players are travelling overland. In a high-level campaign, player characters may order their troops into battle, but in a low-level campaign, the PCs are the ones pulling the triggers.

High: High-level roleplaying pulls players back from direct interaction on a roleplaying level. The players are high-level decisionmakers, and the time scale is often stretched out into weekly or monthly increments. For example, players examining the resources of a world to determine how best to create a productive society there are engaged in high-level roleplaying. Or, in another vein, in a low-level campaign, the PCs are concerned about surviving through the current firefight. In a high-level campaign, the PCs are concerned about planning and supplying campaigns, where to send the army next if the battle is won, or what to do if it

loses? Which of these levels is most interesting? That depends on the interests of the players.

High-Low Interface: Both levels of roleplaying are found in many campaigns, and this presents a challenge to the referee. Even the most cerebral colony campaign can be punctuated by low-level play as unexpected events happen and crises have to be handled. In a sense, a high-level campaign can be thought of as a "scenario generator" for low-level roleplaying as important decision points occur.

The challenge to the referee is to be able to shift rapidly from the general, in which the players manipulate economic inputs on a monthly basis, to the specific, in which they could use their skills to stop a disease, persuade an unruly rebel, or defeat an invading enemy army. This requires the referee to have a clear understanding of the world that is being modelled: what individual-level, one-on-one adventures will have an input visible up at the high level?

This is easiest if the referee has planned when to shift the campaign from high to low level, but there may also come times when the players decide that they want to "get their hands dirty" and go out and do some world taming on their own.

Perhaps this involves appearing before a gathering of disgruntled citizens and attempting to persuade them to work a little harder, even though there's not much food right now. Perhaps it means hunting down and killing a dangerous local animal that has been preying on livestock. These details will be related to rolls on the various random events tables, and to the referee's vision for the course of the campaign, but these high-low transitions will clearly require a deft and skillful touch by the referee. Details and suggestions for these transitions are presented in the Bootstrap and Colony chapters.

CAMPAIGNS

The three adventure/campaigns presented in this book focus on different activities, high/low level flavor, and material elsewhere in this book that they will draw on.

Survey

Surveying worlds near the Reformation Coalition is usually the responsibility of the Reformation Coalition Exploratory Service, which provides data used to plan bootstrap and colony operations. However, the RCES often uses free-lancers for survey and intelligence gathering missions, and here is where the PCs come in. RCES may recruit them to survey one or more star systems and their planets. Or, they may independently find a world suitable for a bootstrap operation or colonization, survey it, and sell the information to the RCES. A survey can be an adventure in itself, or it can be the beginning phase of a long-term bootstrap or colonization campaign.

If the survey is leading up to a bootstrap campaign, much may already be known about the target world. However, detailed maps of the world's features and studies of the world's weather and climate need to be made, as well as ground surveys of its agricultural and mineral resources. In this case, skip the star system details and go to page 9 of the Survey chapter.

If the survey is leading up to a colonization campaign, the survey may well be dealing with a world and star system that are

	<i>Low Level</i>	<i>High Level</i>
Game Time Increments	Daily, Hourly	Monthly
Character Involvement	Personal	Abstract
Characters	Hired Tech/Security	Team Leaders/Technical Experts
Suited For	Action/Adventure/Quick Rewards	Planning/Analysis/Long Term Results
Player Experience	Novice to Experienced	Experienced to Expert
Referee Experience	Novice to Experienced	Expert