

Galactic Directions

North, south, east, and west are insufficient terms for referring to directions within the galaxy. Instead, the following conventions have achieved widespread acceptance when referring to direction: *Coreward* – toward the galactic core; *Rimward* – toward the rim of the galaxy; *Spinward* – towards the direction the galaxy is rotating (or spinning); *Trailing* – opposite the spin of the galaxy.

+++The DeSalo corporation is hiring freelance security personnel and transport vessels for a private operation. Contact our representative at the starport hiring hall if you have suitable qualifications. We offer extremely competitive rates and full medical cover.+++

Behind the Claw

A slang term used by inhabitants of the Spinward Marches, Deneb and Trojan Reach sectors to refer to those areas. The term derives from a supposed resemblance between a claw and the Great Rift as seen on maps of the Imperium. Inhabitants of this region feel a certain pride in this designation, and is used to imply they share a camaraderie and common interest. The name was once used as the title of a popular news magazine with a circulation area encompassing the three sectors named above. The term is rarely used by inhabitants of other areas of the Imperium.

Ancient Technology

The Ancients left technological wonders scattered throughout space, and these artefacts are sought after by the Imperium as well as rival governments, megacorporations, research institute, criminals and mad scientists. Those lucky enough to find such artefacts may have made their fortunes – or signed their death warrants. Ancient artefacts range in size from personal items or weapons to starships, or even vast ringworlds millions of kilometres across. The more intact an Ancient device is, the more likely it is to be defended...

The artefact...

1. ...is severely damaged. The characters will need to find the missing parts to repair it.
2. ...is a fake, planted by a criminal gang who intended to sell the location to the Imperium. By removing the artefact, the characters have unwittingly foiled the gang and incurred their wrath.
3. ...has military applications – it could be a weapon, or a personal force shield. If the characters can discover how to operate it, they can use it to survive.
4. ... is intelligent, and has its own agenda.
5. ... opens up a portal to a distant planet or even a pocket universe.
6. ... is planetary in scale – an orbital, an artificial planet, a rosette, even a ringworld.

+++Mining drone 7 to control. Asteroid 'QUA-55442' located. Scan confirms presence of vanadium and platinum. Beginning extraction now... Alert! Proximity alert! Incoming mis---signal lost.+++

+++TAS Bulletin: Hostilities between the Imperial navy and Zhodani forces continue along the Spinward Marches border. A trio of Zhodani cruisers were sighted in the Yebab system by the battleship Indomitable. The Zhodani vessels jumped out after the Indomitable challenged them, but this new incursion into Imperial space will raise tensions between the two great powers. The Traveller's Aid Society is therefore expanding its Amber warning zone to include Yebab, Towers and Nasemin.+++

Major race is a concept used to classify different alien races. There is some disagreement about what makes a major race and exactly which species are major races. A major race is generally defined as one that developed Jump drive technology (allowing interstellar travel) independently. All races that are not major races are minor races by default. This is understood to be a somewhat arbitrary distinction and something generally used for promoting the status of ones own race or diminishing another.

Oort Cloud

A spherical shell around most stars, containing numerous small bodies of cometary material. A typical Oort cloud is about 0.5 to 1 light year from its primary and has an aggregate mass about that of Earth; density is thus extremely low. The main constituents of cometary bodies are ice and dust ('dirty snowballs'). Bodies in the Oort cloud are occasionally perturbed by collisions or by the influence of nearby stars into orbits which pass near the star; these form the visible comets.

Red Zone

The Travellers' Aid Society travel zone classification for a nation, world, or system which is dangerous to travellers. In general, the imposition of a red zone classification indicates the location is quarantined, interdicted by higher authority, or at war. Quarantine indicates that a dangerous disease is present, and the danger of war is self-explanatory, but interdicted requires further discussion. Interstellar governments often find it necessary to restrict access to worlds or systems for political or military reasons, and do so by publishing interdictions. Enforcement of interdiction varies with the reason for the restriction. Interdiction may be imposed on a world if it is a military base or other sensitive installation, for the private reservations belonging to powerful families desiring seclusion, for developing societies which the government has elected to allow to evolve in isolation, or for valuable resource areas being saved for later development or exploitation.

Amber Zone

Part of a system used by the Imperial Interstellar Scout Service and the Traveller's Aid Society classification for a nation, world, or system which presents a need for caution in dealings and activity. The amber code may indicate chaos, upheaval, or xenophobia in local business, politics, society, or culture, or may be applied for other reasons. Travellers should exercise caution.

+++All ships be advised: This system is under Imperial interdiction. Make no attempt to land on the fourth planet. Jump from this system as soon as possible. If you require fuel, follow this beacon to the automated refinery. No other course of action will be tolerated. This system is under Imperial interdiction.+++

Jump Dimming

The transitions to and from jumpspace are momentous occasions during an interstellar trip. Following an old Vilani superstition, the pilot of a ship customarily dims the ship's interior and exterior lights before going into jump. Historically, this custom derived from the need for most of the ship's power to be diverted into the computer and jump drive systems, so that the jump drive could be guided into creating the jump field properly. Zhodani and Solomani pilots do not follow this tradition of 'jump dimming'. Lights on a ship are typically dimmed for a period of about two minutes; the lights are brought back up to full strength as soon as the ship is in jumpspace.

+++Stand down and prepare to be boarded! We're after your cargo – hand it over and ye'll not be harmed. Resist, and we'll blow you to smithereens!+++

Escape Pod

Abandoning a doomed ship is literally a leap into the darkness. If the ship was disabled close to an inhabitable planet, then the pod may be able to make it to safety. Otherwise, the survivors will have to drift, hoping that a passing rescuer detects their distress beacon.

The escape pod...

1. ... is empty, a mute testament to the dangers of space travel. Its logs contain information about the ship it came from.
2. ... has crashed on an uninhabited and wild world. Any survivors will need rescuing.
3. ... contains a solitary survivor from the doomed ship – but she was the target of the original attack!
4. ... contains children, now orphaned.
5. ... was launched from a military vessel. The surviving officer will demand the characters aid him in completing his mission.
6. ... has landed on a primitive world, and altered their culture forever.

Mercenary Ticket

Many travellers are former military personnel, and so mercenary tickets are an obvious line of work for them. A small group of highly mobile and heavily armed characters can be employed for a variety of purposes, some of them even legal. Mercenary tickets can pay tens of thousands of credits for a few days of action, but are often highly dangerous.

The ticket...

1. ... is training a band of revolutionaries on a troubled planet to use modern weapons. The revolutionaries are rebelling against the planet's corrupt and autocratic ruler, and intend to storm the palace as soon as they know how to defeat its defences.
2. ... involves recovering the cargo of a crashed ship from the middle of a swamp, filled with dangerous creatures, natural hazards and crazed territorial natives. Another criminal gang is also after the crashed cargo.
3. ... is part of a long-running war between two corporations over the resources of a rich world. The other corporation will offer them more cash to change sides.
4. ... is hunting pirates in the asteroid belt. The characters will have to track the pirates to their hidden asteroid base and storm it.
5. ... is protecting a small community from raiders. The peasants can only pay a few credits in cash, but will offer the characters a home and farmland instead.
6. ... is tracking down and capturing a crime lord who is untouchable by the authorities. The characters will have to sneak into his urban arcology, kidnap him and escape alive.

All the spacecraft designs in this section of the book are in common use throughout the Imperium, and can be constructed at any standard shipyard. The cost listed for each vessel includes the 10% discount for being a standard design but does not include any fuel or ammunition for the weapon systems (if they require it). Where designs come in 'under-tonned' this is usually because space has been reserved for fire control or ammunition in upgraded versions of the same ship.

Astronomic Unit: The distance between the Earth and the Sun – 149,597,870 kilometres

Light Second: The distance light travels in one second – 299,792 kilometres

Light Minute: The distance light travels in one minute – 17,987,547 kilometres

Light Year: The distance light travels in one year – 9,460,730,472,580.8 kilometres

Parsec: Parallax of one second of arc – 30.857×10^{12} km, or 3.262 light years.

Mortgages Made Easy

Although talk of *Traveller's* ship mortgages can seem complex it follows a very simple procedure:

1. Work out the cash price of the ship (including any 10% discount for a standard design, not including any fuel or ammunition).
2. Count up the ship shares that characters can put towards the ship. Reduce the cash price by 1% for every ship share contributed.
3. Divide the reduced price by 240. This is the monthly payment.
4. Pay this payment every month for 40 years.

+++TAS Bulletin: The annual Festival of the Shorn takes place on Vincennes in one month's time. Interested parties are advised to book accommodation promptly, as this year's festivities promise to be especially popular. Visitors are reminded that attempts to steal hair from the sacred temples will be met with severe punishments.+++

System Defence Boat

A non-starship specifically intended for defensive operations inside a star system. Developed on the principle that a non-starship (because of the increased armament made possible by its lack of jump drives) can normally defeat a starship of equal tonnage. SDBs are typically stationed at the vital points of a system (the gas giants, the asteroid belt, the major world, and so on) and attack invading vessels according to one or more predetermined plans. System Defence Boats range in size from 100 to 5000 tons and are constructed at all tech levels from 8 to 15. There are hundreds of different types, depending upon the specific mission for which they are designed. Because SDBs have no jump drives, shifting them from system to system can be a problem. Some types have jump shuttles which fit to the craft and provide jump capability. Another method is simple transport in large bulk cargo containers; The SDBs are loaded into 10,000-ton or 20,000-ton bulk carriers for the multi-parsec journey. This method, of course, is not recommended if immediate combat is expected at the destination.

Imperial Credit

The basic unit of legal tender in the Imperium is the Imperial credit. Individual worlds may issue their own currencies, and those currencies may or may not be acceptable on other worlds. Similarly, corporations and megacorporations may issue scrip, and its acceptance outside of the corporate environment is a matter of conjecture. But Imperial credits are accepted everywhere in the Imperium and in many locations outside of it.

Imperial credits are almost impossible to counterfeit because of their unique method of manufacture. Plastic fibres are combined under high temperature and pressure and extruded as a rectangular bundle of great length. The different coloured fibres form the pattern of the bill. It is not printed on but actually made a part of the structure of the note. The bundle is sliced to paper thinness, and a 14-digit alphanumeric (letter/number combination) is added for uniqueness. Credit bills are issued in 10, 20, 50, 100, 500, 1000, and 10,000 credit denominations. Plastic coins, manufactured in a similar manner in various shapes, are issued in quarter, half, one, and five credit denominations. The larger coins are often called the kilo, the ton, the toi, the low passage and the high passage, to reflect their value.

Factionalism

Balkanised worlds or worlds with strong opposition to the planetary government can be unstable and dangerous places. One faction on the world might call in aid from offworld – advanced technology can shift the balance from one side to another. Travellers might be employed to train or hunt down revolutionaries, or help foster a social shift.

The factions...

1. ... are warring over a disputed election. If the characters can uncover evidence of fraud, they can resolve the dispute.
2. ... have their roots in cultural differences between the two. What is the origin of this dispute?
3. ... are actually fostering the dispute to keep the population in line with fear.
4. ... both try to hire the characters to fight against the other faction.
5. ... are both vying for Imperial support in their dispute.
6. ... are both being manipulated by a third party.

Power Plant

	A	B	C	D	E	F	G	H	J	K	L	M	N	P	Q	R	S	T	U	V	W	X	Y	Z
Tons of fuel per 2 weeks	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48