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# MONGOOSE LIVING TRAVELLER

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## Campaign Sourcebook

### Introduction

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The *Mongoose Living Traveller Campaign* is set in the Spinward Marches sector of the Third Imperium setting, created by Marc Miller. The year is 1105, and the future is... wide open.

Players and referees have been gaming in the Spinward Marches since 1978, but the *Mongoose Living Traveller Campaign* is here to put the future of the Marches in your hands

These pages will give you a break down of how to create a character – which books are valid and what sections are fully open to players.

*Subject to change as more books are released – please check with your Referee or visit our website at [www.mongoosepublishing.com](http://www.mongoosepublishing.com)*

### Campaign Rules

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The following **Traveller** books by Mongoose Publishing may be freely used within the *Mongoose Living Traveller Campaign*, within the limits described below. If your character uses material from a book listed below, you must bring that book with you for reference during an adventure. You cannot assume that the Referee or other players will have a copy of every book available.

**Traveller Core Rulebook** (MGP 3800) or *Traveller Pocket Rulebook* (MGP 3809). The Psions career (pages 158-159) is not allowed for character creation. Optional Rules (clearly labeled as such) are not used in game play.

**Supplement 4: Central Supply Catalogue** (MGP 3819): The following equipment is not permitted for purchase by characters: static sword, chandrive sword, improved static sword, monofilament sword, arc-field sword, psi cutlass, psi dagger, piston fist, static fist, chandrive gauntlet, arc-field claw, gravitic buckler, handshields, repulsor shield, monofilament bolo, psi-enhanced targeter, convergence beam rifle, maser pistol, maser rifle, solar beam rifle, splinter pistol, splinter carbine, splinter rifle, psi alarms, nuclear damper, psi-scanner, psi-linkage receiver, and everything in the support and artillery weapons chapter (except grenades and explosives), and the

following explosives: pocket nuke, plasma core, fusion block, neutrino detonator, and everything in the heavy equipment chapter. The Subsistence and Living Expenses rules (pages 182-187) are not used in the campaign.

**Book 1: Mercenary** (MGP 3801): All new careers (pages 9-31) are permitted. All new skills and specialties (pages 37-41) are permitted. All new equipment (pages 92-106) is available for purchase by characters, with the following exceptions: fusion pistols, matter disintegrators, and all field artillery support weapons. The New Combat Rules, as optional rules, are not currently used in game play.

**Book 2: High Guard** (MGP 3803): All new careers (pages 8-35) are permitted. All new skills (pages 38-39) are permitted.

**Book 3: Scout** (MGP 3810): All new careers (pages 6-22) are permitted. All new equipment (pages 45-50) is available for purchase by characters, except for holding fields. The expanded Survival rules (pages 99-111) are not used in the campaign.

**Book 4: Psion** (MGP 3814): No careers, character generation options or equipment from this book are permitted in the campaign.

**Book 5: Agent** (MGP 3816): All new careers (pages 5-24) are permitted. All new equipment (pages 97-102) is available for purchase by characters, except for the neural flash, jump filters, mind-brig, and the prototype rules are not used.

**Book 6: Scoundrel** (MGP 3823): All new careers (pages 4-28) are permitted. All new equipment (pages 82-86, 133) is permitted.

**Book 7: Merchant Prince** (MGP 3836): All new careers (pages 8-28) are permitted. All new equipment (pages 112-114) is available for purchase by characters, except for slaving gear.

**Book 8: Dilettante** (MGP 3834): All new careers (pages 5-30) are permitted. All Clothing items (pages 67-68) are permitted.

**Adventure 1: Beltstrike** (MGP 3804): The Belter Career (pages 16-17) is permitted. New equipment from the Belter Equipment Inventory section (pages 22-24) are available for purchase by characters. The Zero-G Gravity rules (pages 12-14), the Belter basic skill procedures (page 15) and the Equipment Quality rules (page 22) are not used in the campaign.

Starting characters may not have any equipment higher than TL 12, and no individual item possessed by a starting character may cost more than Cr. 12,000.

If this document does not discuss a rule or does not provide the details for a rule, consult the **Traveller Core Rulebook**.

The *Mongoose Living Traveller Campaign* does not use optional rules unless specifically stated otherwise. If a rule in this document and the **Traveller Core Rulebook** conflict, the rule in this document takes precedence.

## Campaign Documentation

In addition to your character sheet, you will also need to keep your Master Log Sheet (MLS). After each adventure, you (the player) will update the MLS with Adventure, Event, Date, credits, awards, etc (the MLS is self explanatory). To ensure that you have played in a valid Official Mongoose Living Traveller Campaign you will need to ask the Referee to sign off the scenario, with their printed name and signature.

As a player you should keep all your past MLS (and other documentation) so you have a record of all the adventures played and the source for all your rewards and changes.

## Travelling

Characters in the *Mongoose Living Traveller Campaign* are known as travellers – because they travel! The most important question to answer is how they are travelling. All characters start the campaign with two middle passages (Nobles and Merchants gain high passages instead). Passages are used by *Mongoose Living Traveller Campaign* characters to indicate how they arrive at a new adventure (unless otherwise dictated by the adventure), and can be either gained in play or purchased. The various adventures will give Referees instructions on costs and how the method of passage used by a character affects that adventure. There are four types of passage used and available to characters, as defined on page 142 of the **Traveller Core Rulebook**.

Characters selecting Low Passage have no chance of death (the Medic check on page 142 of the Traveller Core Rulebook is always considered successful). However, characters using Low Passage for an adventure are considered to have a -1 DM for all Endurance and Social Standing-related checks for that adventure. Characters selecting Working Passage are considered to have a -1 DM for all Social Standing-related checks for that adventure. Characters selecting Middle Passage have no effects during the adventure. Characters selecting High Passage gain a +1 DM for all Social Standing-related checks for that adventure. This appears in table form on the MLS for reference.”

Since all adventures in the *Mongoose Living Traveller Campaign* take place in the Spinward Marches, we ignore distances. For campaign purposes, using any form of passage to arrive at an adventure takes one week of time and uses a single passage of any type. This is a simplification, but allows characters to easily travel across the Marches from adventure to adventure without accounting for jump distances and times of travel.

## Equipment

During Character Creation, a character is limited to equipment of TL 12 or less, and costing less than Cr. 12,000. Once a character has started play, purchasing new equipment is limited to the TL 12 or the world TL the adventure is on (if less than 12), but the Cr. 12,000 limit always applies. Rewards from an adventure may give additional access (to higher TL equipment, or more expensive equipment, or both). A character can always sell equipment (at 50% of value).

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## Experience

At the end of a Mongoose Living Traveller Campaign adventure, a character will receive 1 experience point. Some adventures may reward additional experience. These experience points are spent to learn new skills or improve existing skills or characteristics, using the same costs (or difference between costs) as in Character Creation (see below), and experience can be saved from various adventures to pay for such improvements. Unspent experience points may also be used to prevent character death (see Death, below).

## Injuries

Characters will often suffer injuries and damage in the course of the campaign. Because of the structure of the Mongoose Living Traveller Campaign, unless specifically stated at the start of an adventure, any injuries suffered in a previous adventure will have healed by the start of the next, even if the Campaign Dates for those adventures indicate otherwise.

## Death

When a character takes enough damage to cause their death, the player may choose instead to spend an experience point to prevent the character's death. Characters during an adventure can "go negative" by one, in effect spending the experience from that adventure in advance, to alter an event which results in their death. This also gives new characters to the *Mongoose Living Traveller Campaign* a chance to ward off character death. After spending the experience point, the attack or event which resulted in death is considered to have missed or failed, and the adventure continues without interruption.

If a character does die during the course of the adventure, the dead character participates no further in the adventure, and receives no part of the rewards at the end of the adventure. For purposes of participating in the overall *Mongoose Living Traveller Campaign*, the character is not dead; the character was simply not involved in that adventure.

The equipment of a dead character may not be used by other characters. The only exception allowed, at the Referee's discretion, is if the dead character was carrying an item vital to the plot of the adventure. Any equipment losses, ammunition expended, or even credits spent never happened.

## Trade Policy

Items may not be traded to another character. During adventure play, your character may loan items and credits to other characters for the duration of the adventure, but their loss is reflected on your MLS and credit totals at the end of the game. Surviving loaned items and anything purchased with borrowed credits revert back to your character at the end of the game. You may not loan money to a friend to buy an item you cannot normally buy for yourself. Items that the lender is not allowed to keep must be sold and as many credits as possible returned in its place. Items that the lender is not allowed to keep must be sold (at 50% of value) and as many credits as possible returned in its place.

## Guidelines for Ethical Play

In the *Mongoose Living Traveller Campaign*, we expect you to conduct yourself in a manner suitable to group cooperation and enjoyment. Specifically:

- Consider the fun of the whole group when playing. Be considerate of others' enjoyment of the game.
- Play fairly and honestly.
- Follow both the spirit and letter of the rules.
- Respect the decisions of your Referee.
- Do not share or seek knowledge of an adventure prior to play.

# Character Creation

Creating a character for the *Mongoose Living Traveller Campaign* is a very easy process. For the most part, you will use the Point Allocation system on page 40 of the **Traveller Core Rulebook**, though there are some important differences for *Mongoose Living Traveller Campaign* characters.

Simply follow the steps below, adding information to your character sheet as you go, and you will end up with a fully fledged *Mongoose Living Traveller Campaign* character, all set for a life of excitement and adventure!

**1. Name:** The first step is to create a name for your character. You can give your character any name you like (so long as it is not in any way offensive), but be warned; if you choose a silly name, then first you will have to live with that name for the duration of your character's life in the campaign (and silly names are rarely as funny after six months as they were when you first thought of them). Second, it is possible, through heroic actions, for your character to alter the Traveller universe and perhaps get a starport or something similar named after them – however, the *Mongoose Living Traveller Campaign* reserves the right to cancel this in the case of characters with silly names. You have been warned...

**2. Race:** At this time, only human characters are permitted in the *Mongoose Living Traveller Campaign*. However, this will change in the future...

**3. Age:** You may choose the age of your character, between the ages of 30 and 38 – your character has had a successful career already, and is now ready to adventure among the stars. Regardless of age, *Mongoose Living Traveller Campaign* characters ignore effects of Aging (from page 36 of the **Traveller Core Rulebook**) during Character Creation.

**4. Homeworld:** Choose a Homeworld type from the list on page 6 of the **Traveller Core Rulebook**.

NOTE: You can, if you wish, also select a specific world within the Spinward Marches that matches your Homeworld type. This is not necessary, but will flesh out your character a little more, as you will be able to see exactly what system they were born in.

**5. Background Skills:** You may select any three skills based on either your Homeworld trade codes or the Education list on page 6 of the **Traveller Core Rulebook**. As noted there, these will all be at level 0. You do not gain additional skills based on your EDU modifier.

For purposes of the *Mongoose Living Traveller Campaign*, add Gun Combat 0 and Melee 0 to the Education list."

**6. Career:** *Mongoose Living Traveller Campaign* characters are limited to selecting a single Career and Specialisation – this is what your character has been doing before adopting a life of adventure. *Mongoose Living Traveller Campaign* characters cannot switch careers and specialisations from term to term. You can also choose careers and specialisations from various **Mongoose Traveller** books as noted in the Campaign Rules list in the Introduction section above. For the *Mongoose Living Traveller Campaign*, you may ignore any previous service requirements when selecting a career.

**7. Spending Points:** *You have 40 points with which to purchase Characteristics, Skills, Rank and Cash. These are spent as follows.*

*Characteristics:* You must spend a minimum of 16 points on your Characteristics, and you must choose scores for all six (STR, DEX, END, INT, EDU, and SOC). The lowest value any characteristic can have is 2. The point costs for each Characteristic score are listed in the table below.

Regardless of career selection, characteristic improvements on various skill tables are NOT available to *Mongoose Living Traveller Campaign* characters.

Characteristic	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Points Cost	-3	-2	-1	0	1	2	3	5	6	8	10	12	15	18



**Skills:** You may ONLY select or improve skills from the Personal Development, Service Skills, and Specialist tables for your career and its specialization. For example, if your character was a Rogue and had specialised as an Enforcer, you could choose skills from the Rogue Personal Development table, Rogue Service Skills table and the Specialist: Enforcer table. You could not choose skills from the Specialist: Thief or Specialist: Pirate tables.

You may also select skills from your career's Advanced Education table *if* you have already paid for the required level of Education. For example, if you had chosen the Rogue career and had already spent 6 points on your EDU characteristic to raise it to 10, then you would then be able to choose skills from the Rogue's Advanced Education table. Remember, different careers have different EDU requirements to gain access to Advanced Education skills. Skills are purchased with the following points costs.

<b>Skill Level</b>	0	1	2	3	4
<b>Points Cost</b>	1	2	4	6	8

NOTE: The Jack of All Trades skill costs five times the cost listed above.

**Rank:** Every character starts at Rank 0 in their career. To rise in rank costs 2 points per level. You gain the bonuses listed in your chosen career for each increase in Rank (except for characteristic improvements). In addition, you may find being of higher Rank may affect some scenarios you play in the *Mongoose Living Traveller Campaign*.

You may not improve Rank after Character Creation using experience points from adventures

For careers with commissions, commissioning costs 4 points, but officer ranks are bought as normal ranks, above. Being commissioned also allows the character to select skills from the Officer Skills table for the career and specialisation. The table below indicates the full cost of a level of rank. For example, to be a Scholar (scientist) rank 3 costs 6 points, but to be a Navy (flight) Admiral costs 16 points

<b>Rank Level</b>	0	1	2	3	4	5	6
<b>Normal Ranks</b>	0	2	4	6	8	10	12
<b>Commissioned Ranks</b>	4	6	8	10	12	14	16

**Cash:** Every Cr. 2,000 costs 2 points, and no more than 16 points may be spent on Cash (so, you can choose Cash a maximum of 8 times, for a total of Cr. 16,000). Each character also begins with two middle passages (Nobles and Merchants begin with high passages instead). Other mustering out benefits from the **Traveller Core Rulebook**, such as ship shares, combat implants, contacts, allies, weapons or equipment, are not allowed in the *Mongoose Living Traveller Campaign* for starting characters.

NOTE: Any points remaining at the end of character creation are lost. All *Mongoose Living Traveller Campaign* characters start with no experience points."

**8. Equipment:** Finally, you are permitted to spend any Cash you have on equipment. You may initially purchase any equipment in the **Traveller Core Rulebook** or from books listed on the Campaign Rules list in the Introduction. Do not forget to purchase ammunition for any weapons you buy!

Remember that starting characters may not have any equipment higher than TL 12, and no individual item belonging to a starting character may cost more than Cr. 12,000.

**9. Character Sheet:** Now your character is complete, copy all the relevant information concerning skills, equipment, etc on to the *Mongoose Living Traveller Campaign* character sheet or the **Traveller Character Pack**.

**10. Registration:** Visit Mongoose Publishing's web site and click on the *Mongoose Living Traveller Campaign* link. From there, you will be able to register your character (and yes, you can have more than one character, though you can only play a scenario with one of them at a time!) and your own details.

You are now ready to play your first *Mongoose Living Traveller campaign* adventure.



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# Running a Mongoose Living Traveller Campaign

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## Before the Game

Refereeing a *Mongoose Living Traveller Campaign* event requires good familiarity with the **Traveller Core Rulebook**. It is important to note that as a Referee in the *Mongoose Living Traveller Campaign*, you have less flexibility with plot and rules than in a home campaign, as the campaign needs to provide a consistent play environment. As a *Mongoose Living Traveller Campaign* Referee, you must follow the plot and campaign rules as closely as possible.

Once you decide to Referee, you need a copy of a sanctioned *Mongoose Living Traveller Campaign* adventure. If you are refereeing at a game day or convention, the Senior Referee or Campaign Coordinator will send you the adventure. If you are running a home game, you can order the adventure from the Mongoose website.

It is imperative that you thoroughly and carefully read the adventure before running it. Failure to examine the adventure before the game makes it difficult to run effectively and reduces player enjoyment. When you receive the adventure, read the adventure twice, making notes about potential problems, such as unfamiliar rules, tricky role-playing encounters, or any sections that are unclear to you. If maps are not provided for tactical areas, draw these ahead of time. It may also help you to run mock battles, rehearse role-play encounters, or develop a flow chart for the adventure.

When you are at the table, ensure that you have the adventure, any handouts, maps, appendices, and any necessary notes. Find out if the PCs have any special awards which might affect the adventure before starting the game, and what type of passage the PC is using to travel to the adventure (if required). Make sure you are familiar with all rules options that may come up during the game.

## During the Game

As the Referee, you have many duties. You must play the part of all characters encountered, rule on all the character's actions, describe everything the characters see, maintain control of the table, follow the details of the adventure whenever possible, and invent details when they are not given. Most importantly, follow the spirit and letter of the rules and adventure at all times. It may help you to ask the players to use "table tents" displaying important character information – in particular, the character's name (if the players are new

to you, it is often easier to refer to them by their character's name rather than trying to remember the player's names).

As the Referee, try to avoid extraneous commentary and, if you do find problems with an adventure, never complain about this to the players, as that decreases the likelihood of the players enjoying the adventure. (Please do send such comments back to the Campaign Coordinator!) Try to tailor the adventure for the specific characters at the table, when possible, taking care to modify encounter descriptions for younger or more sensitive audiences.

Remember that the characters are the stars of the story and should be the driving force in the adventure. Give them flexibility to choose their path, when possible, while at the same time keeping them within the scope of the adventure. This is a game and players are supposed to have fun. Always keep that in mind. Do not go out of your way to punish or kill characters. Character death will occur at times, but it should never be your goal. At the same time, do not try to make it easy for the players. Part of the game is in the challenge, and knowing that you will always win is not challenging.

The *Mongoose Living Traveller Campaign* expects and depends on Referees to make rulings when necessary. Not all situations are covered by the rules or the adventure, and you will be required to make calls many times. Just remember to apply the spirit and letter of the rules to the best of your ability. Some players will want to argue with your decisions. Be amenable to concise, polite questioning, but do not tolerate belligerent or incessant arguments, as these slow down the game and make things less fun for everyone. In a home game, you are the final say on all decisions. At a game day or convention, if absolutely necessary, you or a player may appeal to the Senior Referee. They will attempt to resolve the situation fairly and quickly. Appeals should be the exception, not to be used in all disagreements.

## Rules to Remember

There are some critical items in the **Traveller Core Rulebook** to keep in mind during the adventure. A *Mongoose Living Traveller Campaign* Referee should be comfortable with the rules on pages 48 and 49 regarding Skills and Tasks. In particular, remember that many actions undertaken by characters to not require a character to possess a specific skill, and that having a zero level skill means the character is competent in the skill, but lacks experience (Skill Levels and

What They Mean, page 51). Often, if the characters have the necessary skills the Referee can just assume they succeed. Remember that the Timing rules are on page 50; while these rules may not be significant in most adventures, in others they may be critical.

In situations where the adventure calls for specific skill or characteristic checks, please remember that the checks given are not the only possible combinations. You should encourage your players to consider creative use of their character's skills, including combinations not listed in the adventure.

For combats, you should also review the Action Summary and Setup rules on page 60, and be comfortable with the Actions and Reactions on pages 60-62. Above all, focus on the adventure and not the rules -- if you find yourself needing to look up a rule, keep the time brief, and remember there is an index!

Finally, do not use any optional rules (like Knockout Blow, or Random First Blood) which are in the **Traveller Core Rulebook** without asking the players before the session begins. Such rules may not be used by all Referees and Players, and it would be unfair to use them if the players are unfamiliar with them. If any players object, simply use the normal rules for your session.

## After the Game

When the game ends, fill in the rewards the PC earned on your MLS. Once they players have written the details of the event and scenario information and have dated it properly, you will need to sign and print your name to validate the session (return it to the player). If you have time or need to review the players paperwork please do so.

## Troubleshooting

If a player's documentation is incorrect or invalid, sit down with the player and check rewards and credit totals. If you find a minor problem, help the player correct it. If you suspect cheating or if significant discrepancies are discovered, notify the Senior Referee or the Campaign Coordinator immediately. Remember that items costing more than Cr. 12,000 or higher than TL 12 are restricted and require supporting documentation on the MLS for use in the *Mongoose Living Traveller Campaign*.

This character is out of play until the issue is resolved. If a player is removed from the game, make note on their MLS with the rewards earned up until that point. You may deny the PC rewards if they were gained through cheating.

## Guidelines for Ethical Refereeing

In the *Mongoose Living Traveller Campaign*, we expect you to conduct yourself in a manner suitable to group cooperation and enjoyment. Specifically:

- You are not playing against the players. Presenting a fun **Traveller** experience is your top priority.
- All players should be treated equally, by you and by other players.
- Act professionally; you represent the *Mongoose Living Traveller Campaign* to your players.
- Abide by the expectations that apply to the players.

## Contact

You can contact the *Mongoose Living Campaign Coordinator* via email at:

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