

Play

Star Trader – Traveller Solo Play (Solitaire Play)

A few Days ago I grabbed [Zozer's Star Trader from DriveThruRPG.com](#) (at less than 5 bucks a bargain, I'd say). And I plan to play a tiny series of adventure trading using that game. I printed it out in EU A5 size to match the format of the LBBs. I plan to play a [potentially unhealthy mix of T5, MgT and Classic Traveller with Book 2+ Rules, some house rules and a bit of handwaveium](#). What ever I use I will document that ion the project site.

Using this I will try to illustrate some (probably only very few) ships or perhaps even scenes to support my star trader's diary.

My reference material will be...

[Mongoose Traveller SRD](#) ([travellersrd.com](#) | [enworld.org](#))

Especially the [Trade-Rules](#) the [Spacecraft Operation Rules](#) and the [Space Combat Rules](#).

[Fillable Character Sheet](#)

[Star Trader](#) by Zozer Games

a few 6 sided [Traveller dice](#)

Dice Rolling Andriod Apps:

Dice Replacement by GMG Inc., DiceBag by Droidhut or Quick Dice Roller by Ohmnibus

Maybe I will automate some processes using a spreadsheet, but don't expect that to be downloadable.

Sector/Subsector Maps, Route Planning, Trade
travellermap.com

Journal

a spreadsheet on my tablet (google tables)

Ship info, Orientation, Load Diagrams, etc.

[Traveller deckplans](#) from the web

One of the great ship books from Moon Toad Publishing, like the 100t [Pukharra](#), the 300t [Lune](#) or even the 400t [Type-R](#)

To actually play:

some pregenerated characters (which will be described) or taken from the „Traveller Crew For Hire“ product line by 13Mann found on DTRPG like [Traveller Crew for Hire: Gunners](#) which costs about \$1.20 each. This will require you to find a name for each character as well as a suitable [UPP](#).

My hardcover Kickstarter [Traveller 5 Core Rules](#), my hardcover Mongoose [Traveller Core Rulebook](#), as well as Rob eaglestones superb Traveller 5 Tools and helpful links on: <http://eaglestone.pocketempires.com>

And last and hopefully not least “imagination”. I want to play an ex-Scout gone trader on the edge. Maybe a smuggler or a potential pirate. One who skips maintenance repairs, crew salaries if needed and otherwise can be quite nice. He’s not Mal Reynolds but [Firefly](#) flavor will certainly touch this solo game.

Traveller Pioneer Space Sim (Computer Game)

This is just a thought experiment so far. I recently re-discovered pioneerspacesim on the Internet and thought that it would be nice to fly Traveller starships in that game.

So off I went, grabbed my Free Trader Model and build a mod to integrate it into the game. A mod is short for modification and describes a community creazed add-on part of the game that changes it’s content, functionality or appearance. A mod replacing all of these aspects together is referred to as a

total conversion.

Well I just want different looking ships and see where I end up. [Here is a short page](#) describing my idea in more detail.