

# Traveller Meisterspieler

A Roll20 based Campaign featuring the Free Trader Tin Lizzy and it crew can be found here.



Unsere gemütliche Meisterspieler-Gruppe trifft sich nach Absprache auf Roll20.net, dort spielen wir Traveller und bedienen uns dabei aus dem Gesamtfundus aller Traveller-Publikationen, die uns bisher in die Hände gefallen sind. Als Regelwerk hält die dt. Übersetzung von Mongoose Traveller (1st Edition, externer Link zu DriveThruRPG.com) bzw. in der Form vom Traveller Grundregelwerk, portabel (externer Link zur Amazon Webseite) her.

Die Meisterspieler bestehen aus guten Freunden die das Spiel nicht zu ernst nehmen und denen die gemeinsame Zeit dabei am wichtigsten ist. Dieses Mal erkunden wir den Great Rift: Traveller RPG: The Great Rift & Deep Space Exploration, welches wir über den Kickstarter erhalten haben. Dabei halten wir uns jedoch nicht in allen Aspekten an die offizielle Sternenkarte von Traveller und haben zwei Systeme (Grisu und Upsi) hinzugedichtet.

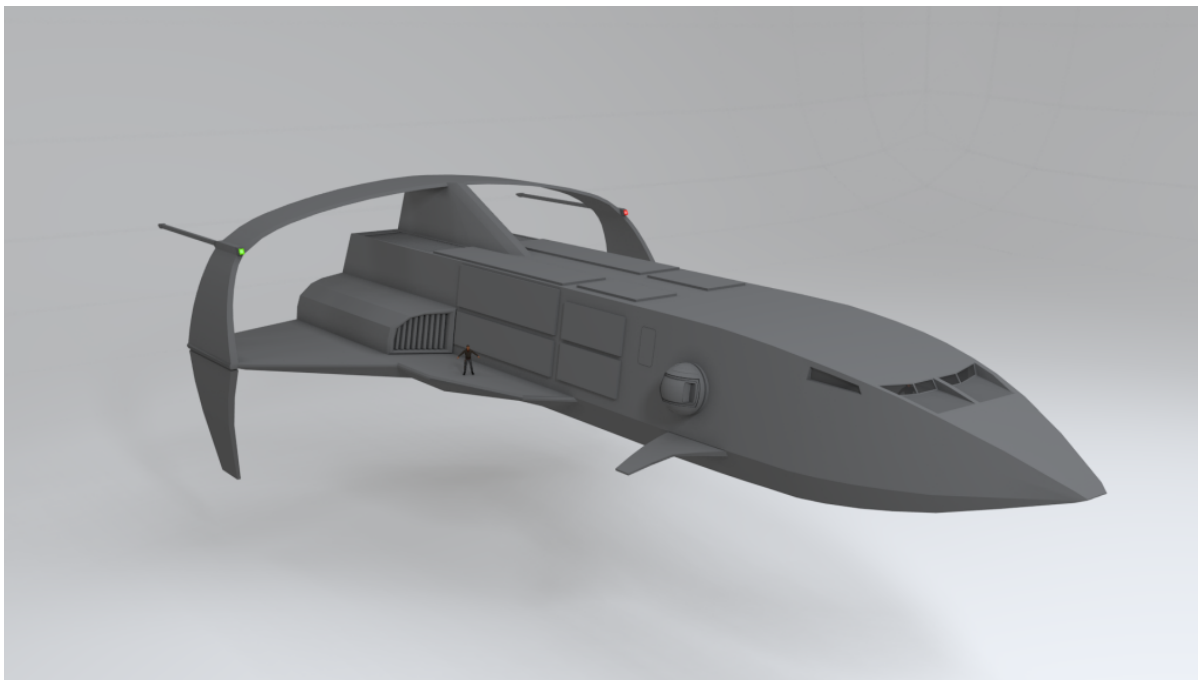
## Tools für die Kampagne

Folgende Tools kommen bei uns darüber hinaus zur Anwendung:

- TravellerMap.com (Traveller Map PosterMaker, RouteMaker and Using Custom Data)
- Universal World Profile (UWP) Translator
- Random Subsector Generator
- Traveller Subsector Generator
- Traveller Character Generator (MgT v1)
- Traveller Character Generator (MgT v2)
- MegaTraveller Character Generator
- Random Classic Traveller Character Generator

- Traveller Trade Generator
- Online Tools for the Traveller Referee
- Traveller5 World Builder
- Fillable MgT (v1) Character Form (PDF)
- Traveller Language Generator (SpaceCorsair)

## Die Clan Yacht Awwhaoul-Ehk (Flammendes Schwert)



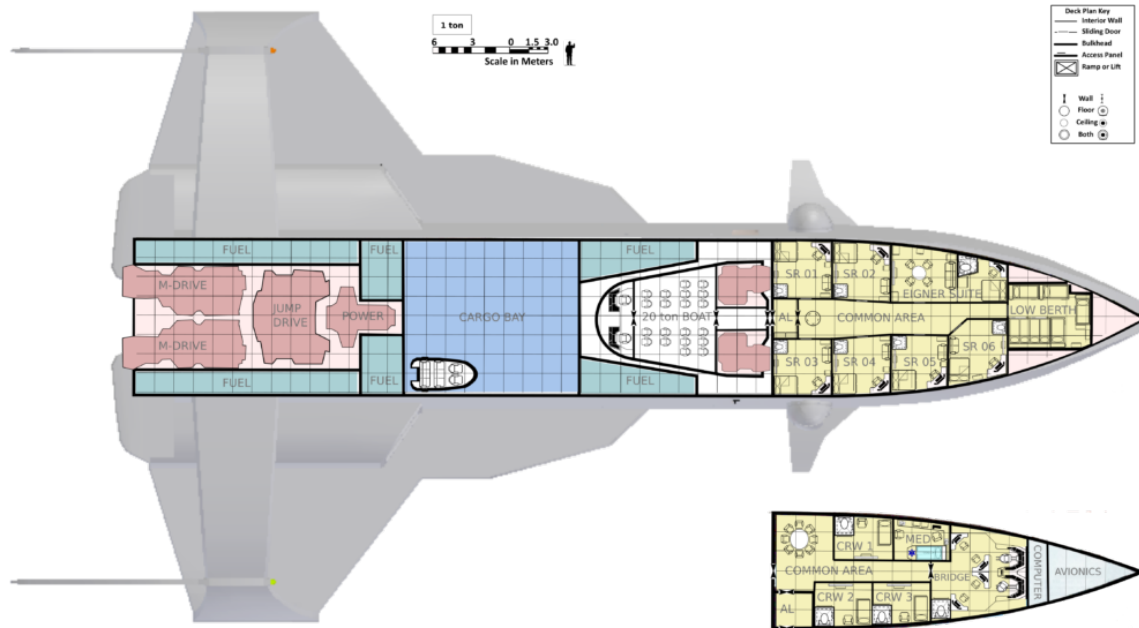
MZ-00515 Awwhaoul-Ehk	MZ-42212S1-000000-00000-0	MCr 136.23	400.00 tons
batteries bearing			Crew=5
batteries			TL=15
Passengers=8 Low=12 Cargo=82.0 Fuel=168.0 EP=8.0 Agility=1 Security=0 Marines=0			
Emergency_agility=1 Def_mod=2 Architects_fees=MCr1.36 Discounted_cost=MCr108.98			

Ewwhaoul-Ehk Experimental Merchant

400 ton, TL 15 Civilian Design, 136.23 MCr

5 crew (Command: 1+1, Engineer: 0+1, Steward: 0+1, Medic: 0+1)

8 High/Mid passengers, 12 Low passengers



## Clan Yacht

Ton	MCr	EP	Notes
	20,00		standard hull, streamlined, fuel scoops
3,00	0,03		purification plant
20,00	2,00		bridge
2,00	18,00		computer model 2-bis
12,00	48,00		drive jump #2
8,00	12,00		drive maneuver #1
8,00	24,00		power plant #2
		4,00	agility #1
22,00			reserved drive space -> reverted to Cargo Bay during refitting
8,00			fuel, PP endurance 4 weeks (8 weeks powered down)
160,00			fuel, jump range 4 parsecs
4,00	4,40		hard points x4 with triple turrets
52,00	6,50		staterooms x13
6,00	0,60		low berths x12

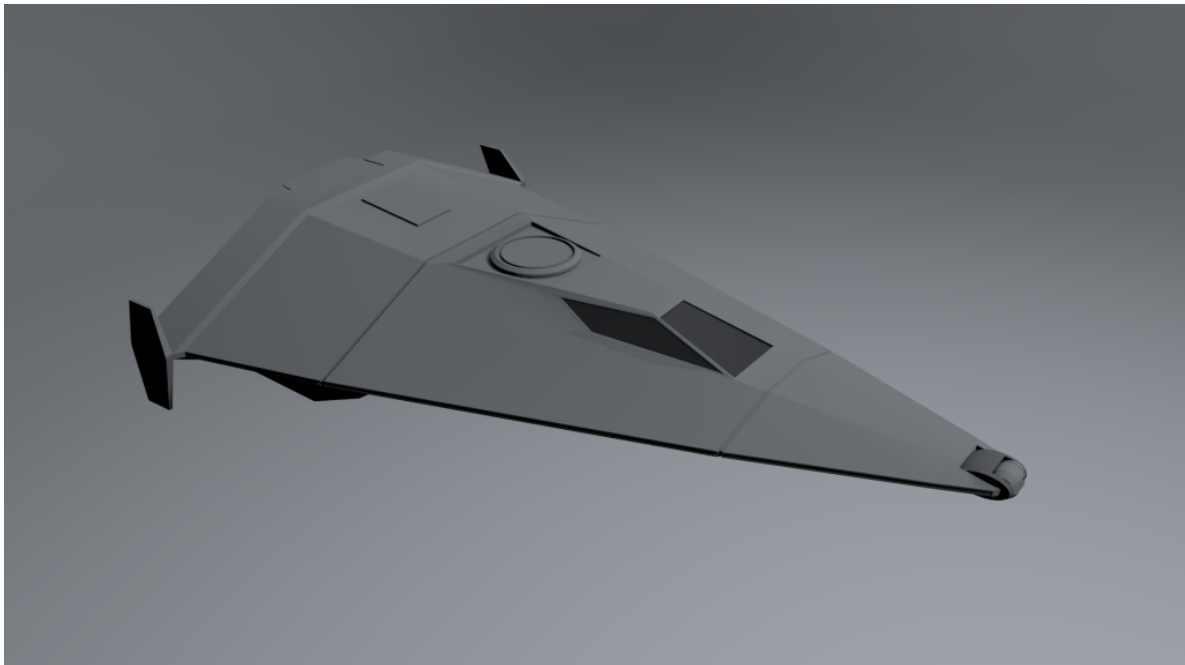
60,00			60 tons cargo capacity -> extended to 82 tons after refitting
4,00	0,5		workshop
8,00			g-carrier, berth
2,00	0,2		1 ton low berth, emergency (2 ton)
1,00			1 ton cargo, hidden compartment (1 ton)
20,00			hanger space for 20 ton Gig TL13
400,00	136.23	4.00	EP used, PP generates 8.00 EPs

Cost: 137.59 MCr (first ship, includes architect fees) built in 56 weeks

Std. Variant would Cost: 108.98 MCr (20% discount in volume, TCS) built in 52 weeks

Designed with CT Ship Designer by Matt. Visit <https://tca-2014-12.herokuapp.com>

## 20 ton Gig



20ton Gig WIP 05

Vol	Name	TL	Free	Gs	Fuel	Duration	MCr	Computer	Notes
20	Gig	15	7.5	8	2t	5 weeks	18.3	Model/2	B, C

## G-Carrier



### Das Krhysiiuaw (Grisu) System (UWP A742635-D)

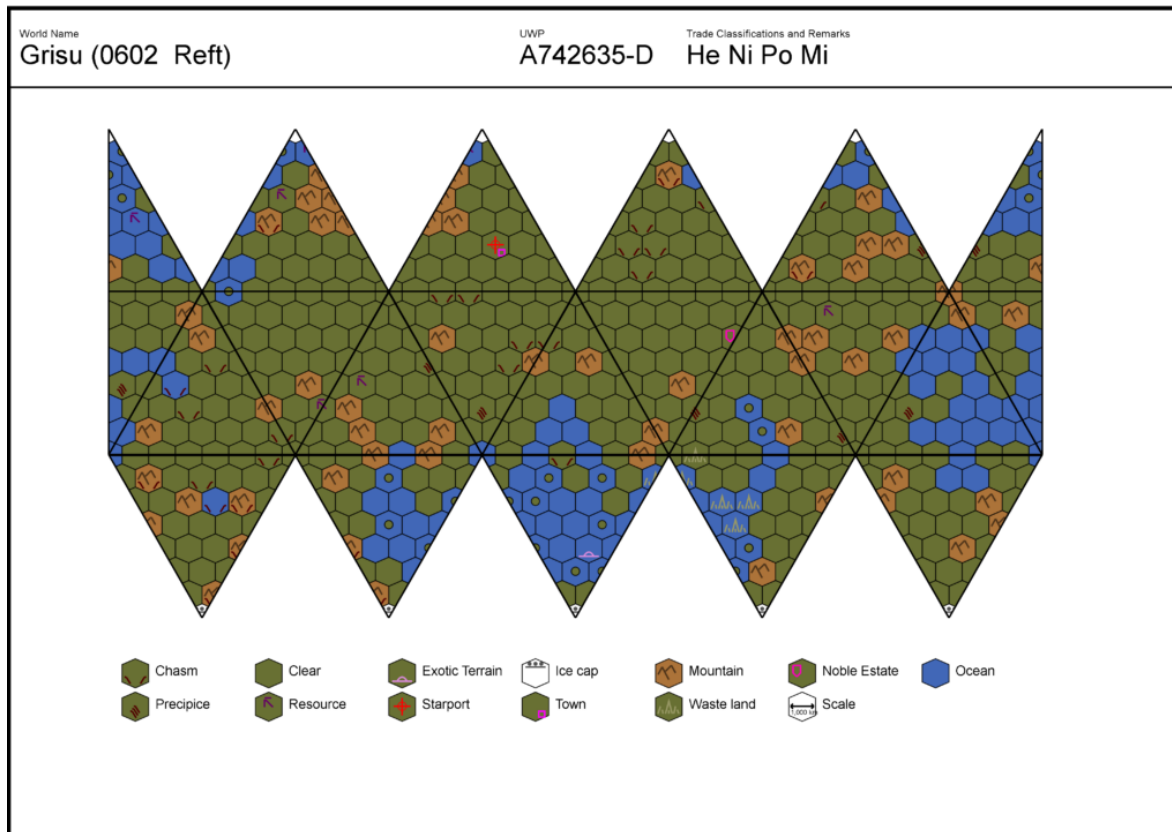
Krhysiiuaw has an Excellent Starport with shipyards able of handling Starships up to the Overhaul level, and provides **Refined** fuel. The main world is roughly 11,200–12,799 kilometers in diameter, and is a **Medium terrestrial (e.g. Venus)**. The atmosphere has a pressure of 0.71 to 1.49 atmospheres. The atmosphere is a standard oxygen/nitrogen mix, which is breathable without assistance. The surface is roughly 15–24 percent surface water (or similar fluid), which qualifies it as a **Dry world** world. The main world has a general population of 1 Million to 10 Million (P,000,000) local residents, which qualifies it as a **Moderate population** world. The local government is characterized as **Self-Perpetuating Oligarchy**, with government by a restricted minority, with little or no input from the masses. Visitors may find the law moderately restrictive as **personal concealable weapons** are regulated or restricted by local authorities. Technology is described as Average Stellar (See TL chart).

<b>Orbit</b>	<b>Name</b>	<b>Content type</b>	<b>UWP</b>	<b>TCs and Remarks</b>
Primary			F0 V	
2.8 (0.94 AU)		Rad world	Y201000-0	Ic Va Ba
arr		Storm world	Y000001-A	As Sa
4 (1.6 AU)		Secondary Star System	F8 V	
5.3 (3.52 AU)	Grisu	Main World	A742635-D	He Ni Po Mi
6.4 (6.8 AU)		Big world	HHFA511-A	0c Ni Co
7.8 (18 AU)		Big world	YJFA245-A	0c Lo
8.7 (34 AU)		Ice world	Y334002-6	Fr
ex		Ice world	Y000234-6	As Lo Sa
10.1 (84.5 AU)		Planetoids	H000563-8	As Ni Cy
11.4 (214 AU)		Large Gas Giant	Size: P	
eff		Rad world	YBA7000-0	Fl Ba Sa Lk
aitch		Big world	YDB8200-4	Fl Lo Sa Lk
eye		Rad world	Y6B6000-0	Fl Ba Fr Sa Lk
kay		Big world	YCD5132-6	Fl Lo Sa Lk
arr		Ice world	Y888000-2	Di Fr Sa

<b>Orbit</b>	<b>Name</b>	<b>Content type</b>	<b>UWP</b>	<b>TCs and Remarks</b>
--------------	-------------	---------------------	------------	------------------------

Primary			F8 V	
0.2 (0.24 AU)		Big world	YFFA562-A	0c Ni Tz Cy
gee		Big world	HCB4530-3	Fl Ni Sa Lk
0.7 (0.34 AU)		Rad world	Y755000-0	Ga Ba Tz

## Grisu Weltkarte



Vollständige Größe 4254 x 3378 px

## Das Uifkh'siye (Upsi) System

Orbit	Decimal Orbit	Orbital Distance	Name	Content Type	UWP	TCs and Remarks
Primary				Star	K7 V	
0	0.5	0.3 AU	Uifkh'siye	Hospitable	C1108A6-9	Ph Na Pi Tu Fa

	ay	1610 km		Ring	System	
	cee	4830 km		Ring	System	
1	1	0.4 AU		Inferno	YCB0000-0	He Ba Co Tz
	gee	154560 km		Big world	Y9B8230-5	Fl Lo Co Sa Lk
	dub	11592000 km		Big world	H99A69B-8	Wa Ni Co Sa
7	6.7	8.65 AU		Big world	GED8451-8	Fl Ni
	vee	11270000 km		Ice world	Y100114-A	Va Lo Sa
14	14	1230 AU		Worldlet	Y000101-9	As Lo

Jungle World to be generated...

## Die Meisterspieler Sternenkarte

(non-canon)



Refit Sector (Void Subsector)



# Stationen & Welten

Amondiage