

THIRD IMPERIUM

THE CANADIAN TRAVELLER MAGAZINE

No. 9 Spring, 1988



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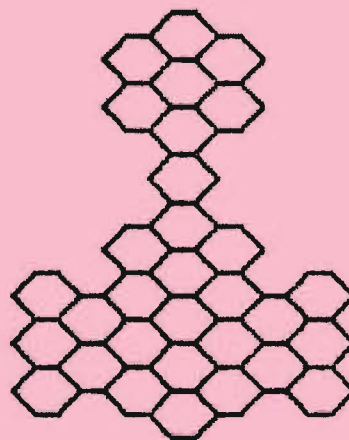


Greetings to the Readers of the Third Imperium

A special offer has been arranged for those of you who are now reading the latest issue of the Third Imperium.

It is my pleasure to inform you that STARBATTLES (Mainline) is available for the Imperial price of \$7.00, tax & postage included. This offer is good only to members of the Imperium.

Act now Ace, this offer will vaporize upon the completion of the 2nd month of the year 1988.



STARBATTLES (Mainline) is an intermediate level game of tactical space combat. It's unique ship design (comprised of hexes like the one shown) is what makes the combat and damage allocation most realistic of any game yet on the same subject matter! So act now, don't let this \$14.00 value slip by your hands. Please make check or money order out to Future Combat Simulations and send to:



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NOTES FROM THE CAPITAL

Happy Birthday! With issue #9, *Third Imperium* is celebrating its second anniversary! *T.I.* has now published continuously for two years, each issue on schedule: longer than any other Traveller fanzine! We've gone through a lot of changes in circulation and staff, but we have maintained the same high calibre of content and production we started with, and intend to do so far into the future.

With the publication of *MegaTraveller*, Traveller has changed dramatically, and *T.I.* will endeavour to change along with it. Last issue contained two articles for *MegaTraveller* (the adventure and Traveller's Hardware), and this issue is mostly *MegaTraveller*. By next issue, the transition will be complete.

To conform with this content shift, we will be changing our Starship Deckplans feature into a Traveller Craft column. Each issue we will present two to four vehicles, occa-

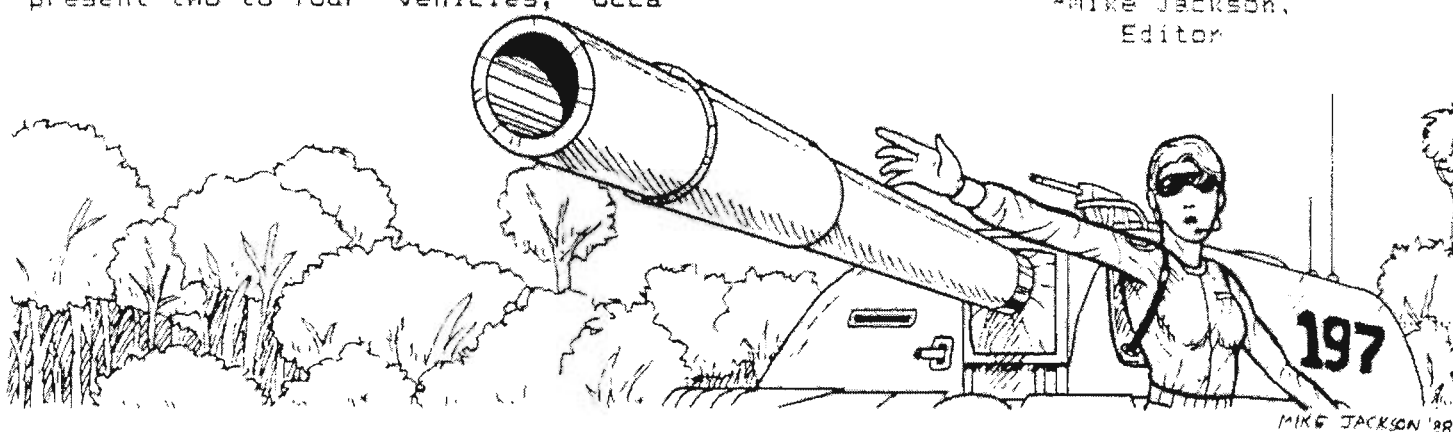
sionally with deck plans. Submissions to this column are welcome (but please include a copy of your design calculations!).

This issue, we also have part one of a new series on computers in *MegaTraveller*, and a new adventure by Duncan Torrance. Plus, we have a special feature adapting previous *T.I.* articles to the new *MegaTraveller* rules.

A final unfortunate note: *T.M.E. Hammer* has been cancelled, as the new starship rules make it almost impossible to convert to *MegaTraveller*. If you are interested in the "classic Traveller" version, let us know, and if we get enough response, we will present it as a series in *T.I.* Any subscribers who have already paid for a copy may request a refund or have two issues added to their subscription.

'Til next time!

-Mike Jackson,
Editor



MIKE JACKSON '88

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STAFF: Mike Jackson, David W. New. Contributors: Duncan Torrance. Dedicated to Cameron Carroll.

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TRAVELLER'S HARDWARE

DISGUISE KIT

Throughout the ages, people have wanted to disguise themselves, whether for drama, fun, or criminal activities. To this end, the disguise kit is produced: available anywhere, it allows an individual to change his or her appearance at will.

The TL 7 Disguise Kit costs Cr1000 and weighs 5kg. It is carried in an 8L case, and contains a variety of materials. The most of important of these is makeup: foam rubber to change the user's facial structure (larger nose, higher cheekbones, etc.), and various colourings to make these features look real. It also includes wigs, coloured contact lenses, dyes for changing skin colour, and a mirror, along with water-soluble glue and other application materials.

Disguises made with the TL 7 Disguise Kit will last no longer than 24 hours, after which they will begin to literally fall apart. They cannot be slept in, and will not survive exposure to water. A TL 7 disguise will also not stand up to close scrutiny: if anyone is close to the disguised individual for more than 10 minutes, roll the following Task:

To discover that an individual is disguised:

Difficulty, Disguise, Int, instant (uncertain).

Referee: The disguised player rolls for the other half of the task, rather than the referee, using his or her own DM's.

Each time a person uses the disguise kit, some of the makeup and materials are used up, and must be replaced. For this reason, each use of the kit costs Cr5-30.

At TL 13, a new disguise kit becomes available. It costs Cr2000, weighs 3kg, and has a volume of 5L. It contains everything the TL 7 kit does, except that skin dyes, contact lenses, and wigs are replaced by cell dyes, small pills which chemically alter the pigmentation of an individual's cells. The change lasts for 2-12 weeks, minus 1 for every 5 Endurance points the user has. It can

also be removed by cell cleanser pills, available in the kit. Cell dyes are included for skin, eye, and hair colour.

The TL 13 kit also contains equipment to straighten or curl hair, and longer-lasting versions of the TL 7 makeup. Age pills, which tighten or relax the skin, giving the appearance of being older or younger, are included too. All will last for as long as cell dye, and are unaffected by water, chemicals, and any other form of abuse. Detection of a TL 13 disguise is rolled for in the same manner as for TL 7, but it is now a formidable task, and the watcher must be close to the disguised individual for 24 hours.

Replacement makeup for the TL 13 disguise kit is much more rarely needed, but is also considerably more expensive: Cr10-60.

Disguising oneself takes 15 to 90 minutes. A task is given for it on page 33 of the MegaTraveller Players' Manual.

A disguise kit has many applications and limitations. Most easily, it can make one person look like another of the same age and sex. Age can also be changed to a certain extent: the user can appear to be any number of years older than he or she actually is, and up to ten years younger (though never younger than puberty).

Sex can be changed, but only superficially. The disguise here will be based primarily on clothing, padding, etc., and will not work with anything less than full body covering.

Finally, a person may disguise himself as a humanoid alien of similar size. Such a disguise will cost Cr100-600, is a difficult task even with a disguise kit, and will have a time increment of 10 minutes. It will never last more than 12 hours, is superficial (like changing sex), and will be discovered immediately by anyone of the pretended race. Anyone who has had frequent dealings with the race will have the discovery task reduced to routine. Common sense must be used here when deciding what can and cannot be done: a human could not disguise himself as a K'kree no mat-

ter how hard he tried.

A final note on disguise: at TL 19, advanced bioengineering is developed, allowing living organisms to be directly manipulated into variant life forms. Using a two-week treatment, an individual could be permanently changed into *any* sentient lifeform, and be totally indistinguishable from any other of the same race.

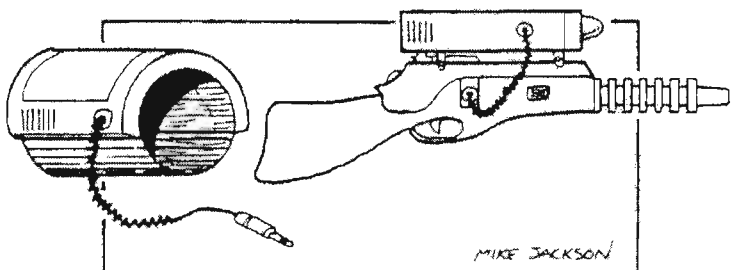
Cell dye created by Duncan Torrance.

ALTERNATE POWER PACKS

MegaTraveller lists various power packs for lasers, but only in back-pack size. Other sizes also exist, however, offering different numbers of shots.

Weapon	-----Power Pack-----				
	Weight	Shots	Cost	Carried	TL
Laser Pistol-9	2.0	50	1500	On back	9
	1.0	20	1500	On belt	10
	0.5	8	1500	Around wrist	12
Laser Carbine-8	3.0	50	1000	On back	8
	1.5	20	1000	On belt	10
	0.75	8	1000	Around wrist	12
Laser Rifle-9	4.0	100	1500	On back	9
	2.0	40	1500	On back	10
	1.0	15	1500	On belt	12
Laser Pistol-13	1.0	200	3500	On belt	13
	0.5	75	3500	Around wrist	14
	0.2	20	4000	On gun	15
Laser Carbine-13	1.5	200	3000	On belt/back	13
	0.75	75	3000	On wrist	14
	0.4	20	3500	On gun	15
Laser Rifle-13	2.0	200	3500	On back	13
	1.0	75	3500	On belt	14
	0.5	20	3500	Around wrist	15

At TL 15, fusion power packs with near-infinite shots (as for plasma and fusion guns) become available. They weigh twice as much as standard back-carried power packs, and cost 100 times as much. Such packs require refuelling and maintenance every 24-36 hours, depending on frequency of use.

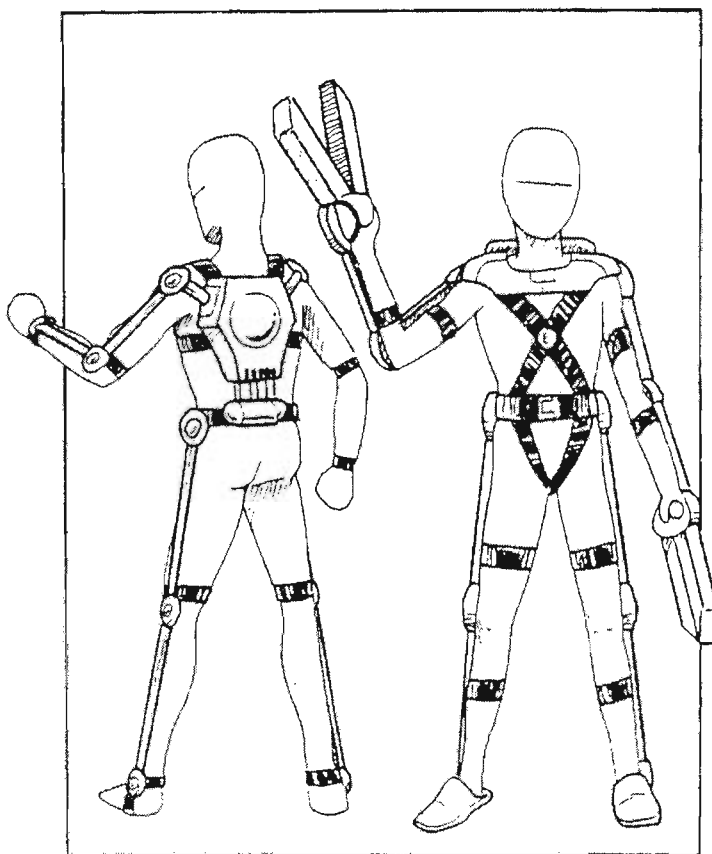


POWERED EXOSKELETONS

Originally developed to allow the crippled to move, the powered exoskeleton is now used in any situation where a temporary strength increase is required, such as cargo loading or combat, etc. When combined with combat armour, it forms battle dress.

A powered exoskeleton is simply a servo-powered frame strapped to an individual's body. It amplifies all movements, effectively doubling strength and giving unlimited endurance (except in determining determination). It is powered by a back-mounted fuel cell with enough energy for twelve hours, and can be worn over all armour except combat armour, battle dress, and vacc suits. TL 12. Volume: 2L. Weight: 10kg. Cr50 000.

A heavier version, which triples strength, is also available. It is thicker and bulkier, and includes heavy-duty claws and a 24-hour power pack. TL 13. Volume: 4L. Weight: 20kg. Cr80 000.



BETWEEN WORLDS

Magnus Abel is attempting to revitalize his TRAVELLER fanzine. Subscribers wishing to continue should send proof of subscriptions to Mr. Abel.

SOLOMANI CRUISER

The Solomani Cruiser is a large escort spacecraft used for piracy suppression, border patrols, convoy protection, and minor naval actions by the Solomani Confederation. It is one of the most common Solomani military vessels, even occasionally encountered in Imperium-held areas of the Solomani Rim.

A versatile ship, the Solomani Cruiser has high jump capability, a large computer, and eight spare staterooms (often occupied by ship's troops). It carries two cutters with two modules each; all ships carry two open modules, with the other two tailored to the ship's intended mission (usually one ATV module and one weapons module (described in *Adventure 7: Broadsword*)). Some versions of the cruiser have replaced two of the ship's laser turrets with particle accelerator barbettes.

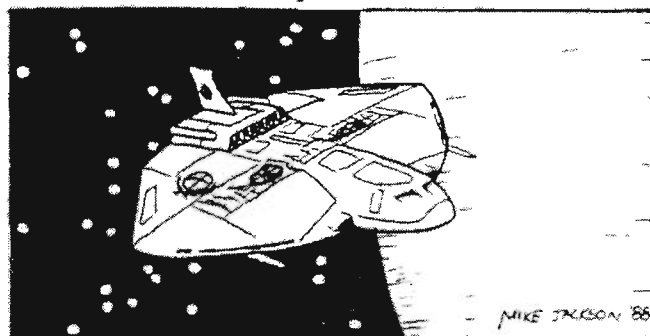
Solomani Cruiser SN-A644452-000000-40100 MCr655, 1000 tons.
 Batteries bearing 8 2 Crew:22.
 Batteries 8 2 TL:14.
 Passengers:0. Low:0. Cargo:45. Fuel:440. EP:40. Agility:1.
 Troops:8.

STATISTICS

Tonnage: 1000 tons. 14 000m³.
 Crew: 22 crew. 8 troops.
 Dimensions: 43.5m L x 58.5m W x 12m H.
 Acceleration: 4-G constant.
 Jump: 4.
 Power plant: 4. 40 EP. Agility 1.
 Engineering: Two Transstar B591 fusion power plants driving one Boeing Mark II-E Thruster manoeuvre drive and two Douglas-one Hyperthrust jump drives.
 Gravitics: 1-G floor field, standard inertial compensators.
 Electronics: Laszlo Electronics model/5 computer.
 Armament: Eight triple laser turrets, remotely controlled from bridge. Two particle accelerator barbettes.
 Capacity: 45 tons cargo.
 Vehicles: Two 50-ton cutters with two modules each.

DECK PLAN LOCATIONS

1. Bridge. Stations for pilot, navigator, and eight gunners.
2. Computer, Upper Level.
3. Galley.
4. Sick Bay.
5. Common Area. Hatch down to Mustering Area.
6. Jump Drive, Lower Level. Hatch up to Engineering.
7. Manoeuvre Drive.
8. Power Plant.
9. Airlock.
10. Ship's Locker.
11. Fuel.
12. Fuel Scoops.
13. Engineering. Stations for six engineers. Hatch down to Jump Drive, Lower Level.
14. Jump Drive, Upper Level.
15. Avionics.
16. Computer, Lower Level.
- 17.-47. Staterooms.
48. Mustering Area. Troops and crew meet and organize here. Hatch up to Common Area. Hatch down to Access Corridor.
49. Cargo Hold.
50. Cutter One.
51. Cutter Two.
52. Access Corridor. Hatch up to Mustering Area. Hatches down to barbets.
53. Spare Cutter Modules.
54. Particle Accelerator Barbette. Access through Access Corridor.



Back Issues

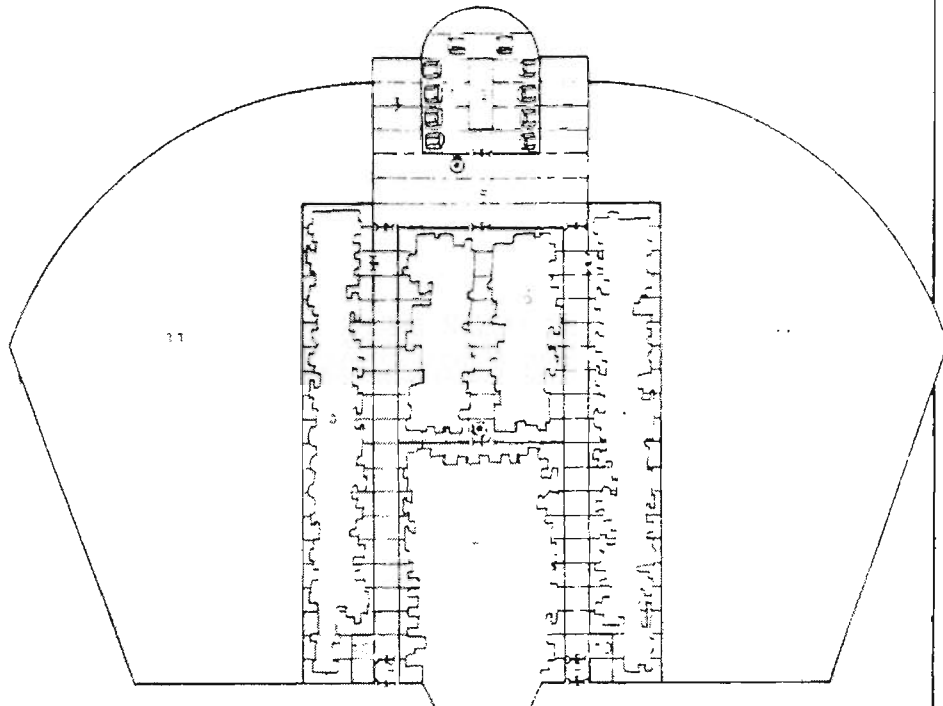
- | | |
|---------|--------------------|
| #1..... | sold out |
| #2..... | reprints available |
| #3..... | sold out |
| #4..... | sold out |
| #5..... | sold out |
| #6..... | still available |
| #7..... | still available |
| #8..... | still available |

Deck Plan Symbols

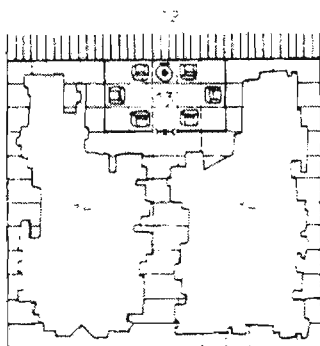
	Interior Wall
	Sliding Door
	Bulkhead
	Maintenance Hatch
IRIS VALVE MANUAL HATCH	
	Iris Valve
	Hatch
	Overhead
	Overhead
	Floor
	Floor
	Both Floor and Overhead

SOLOMANI CRUISER

Deck 'B'

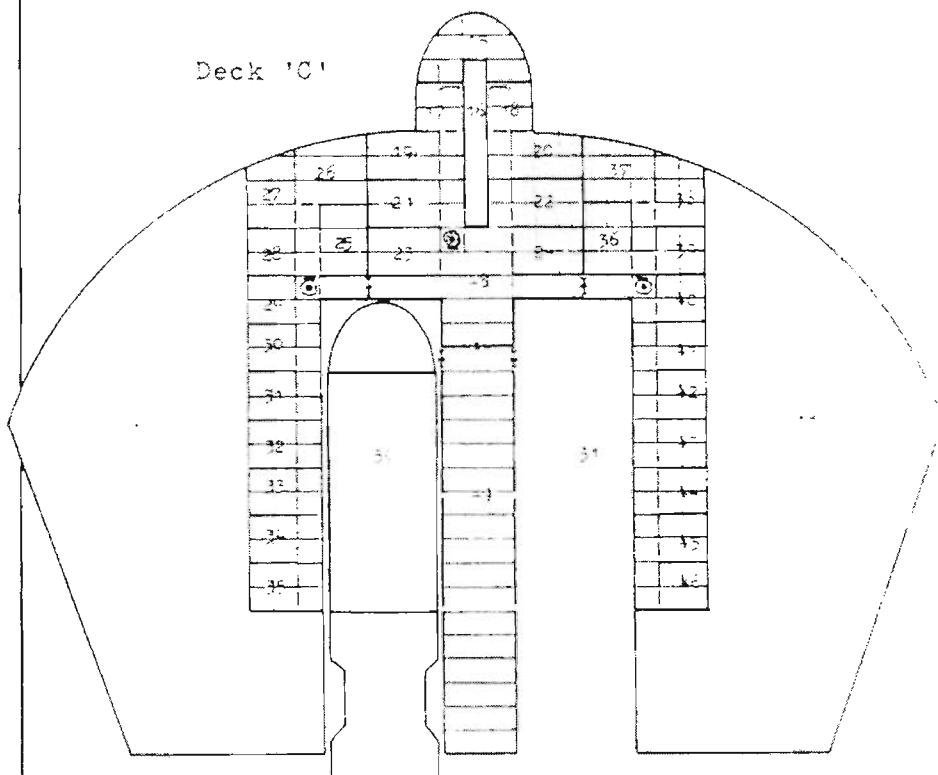


Deck 'A'

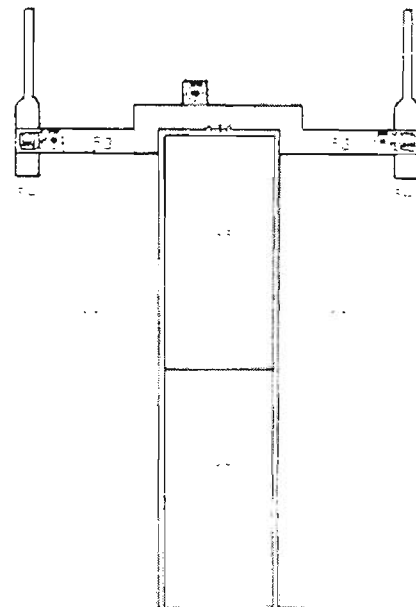


1.5 meter squares
for use with Snapshot
or Azhanti High Lighting

Deck 'C'



Deck 'D'



NORA'A SUBSECTOR

Nora'a was the last subsector in the Trojan Reach to be colonized. It was first settled by the Aslan in the early 500's, the Floriani moving in a century later. The two forces met in 1022, and during forty years of war, the Aslan captured the worlds now known as Aftye and Iryao. Since then, there have been several minor border clashes and frequent Aslan raids into the Florian League.

During the Rebellion, the Nora'a subsector is a major battleground, with the Floriani fighting a holding action against the Aslan Aorlakht. From 1118 to 1120, Dal'fi, Vadada, Tanar, and Lafkin fall, but from then on the Aslan gain no more ground. Alirar of the Glorious Empire is taken in late 1118.

ALIRAR (0805) is part of the Glorious Empire, which broke off from the Hierate in 650. Like all Empire worlds, it has a significant human population and a military government.

EAWATRYE (0107) was originally colonized when a large merchant crashlanded, stranding two hundred Aslan. Only half survived, but those few were able to form a strong, healthy colony despite the planet's corrosive atmosphere and fluid hydrographics.

KHTYEKT (0405) is the major Aslan mineral producer in the Trojan Reach. Chock-full of heavy metals, it has one of the largest deposits of lanthanum ever discovered.

VADADA (0503) is one of the Florian League's two major industrial centres, and its largest starship producer.

EAHAW (0803) is a military training and mustering facility for the Ahroay'if clan, with no permanent population.

Aftye	0102	A8603M3-D	Non-industrial. Desert world. Low population.	G
Ahaikhea	0106	B4224K3-9	R Agricultural. Rich.	G
Eawatrye	0107	B8B57K6-C	R Fluid hydrographics.	G
Tyea'ih	0109	B5488M9-E		G
Oiauh	0110	B1018L8-E	Non-agricultural. Ice-capped.	G
Dal'fi	0202	C750345-9	Desert world. Poor. Non-indust. Low population.	
Khteiatloilr	0203	B2234J6-C	R Non-industrial. Poor.	G
Ewoiftoil	0204	B5466K6-A	Non-industrial. Agricultural.	
H'a	0207	D6574K9-6	Non-industrial.	G
Hreahrya	0209	B333AH9-D	Non-agricultural. Poor.	G
Nora'a	0301	A485645-9	F Agricultural. Non-industrial. Rich.	
Iryao	0302	A5588K8-E	R	
Suiaoir	0308	B6513G7-E	Non-industrial. Poor. Low population.	G
Hkaha	0309	B8976K6-A	Agricultural. Non-industrial.	G
Khtyeckt	0405	B2006J5-B	R Vacuum world. Non-industrial. Non-agricultural.	G
Osototial	0406	E5508N7-C	Poor. Desert world.	G
Aowaih	0409	B5866K7-C	R Agricultural. Non-industrial. Rich.	G
Khi	0410	B9875N8-C	U	G
Vadada	0503	A410944-F	F Non-agricultural. Industrial. Desert world.	G
Elihfoirl	0505	A1532K6-D	R Non-industrial. Low population. Poor.	G
Ftaleirl	0508	B6303JA-6	Desert world. Low population. Non-indust. Poor.	G
Oinyeti'he	0509	B7797H5-E		G
Souftee	0510	A2517K4-D	R Poor.	G
Sei'eal	0608	B5108M6-A	Non-agricultural. Desert world.	G
Tanar	0702	C787640-9	Rich. Agricultural. Non-industrial.	
Lafkin	0704	C77A846-9	Water world.	G
Worlreawau	0707	B1008N5-E	R Vacuum world. Non-agricultural.	G
Uao	0709	C6A24L6-8	T Non-industrial.	G
Eahaw	0803	B523000-0	Barren world.	G R
Yaeawaokh	0804	B1307LB-E	T Desert world. Non-agricultural. Poor.	
Alirar	0805	A35556A-C	F Agricultural. Non-industrial.	G
Ehaealir	0809	B6365HB-9	Non-industrial.	G

The Nora'a subsector contains 32 worlds with a population of 107.613 billion. The highest population is A, at Hreahrya; the highest tech level is F, at Vadada.

MAP LEGEND

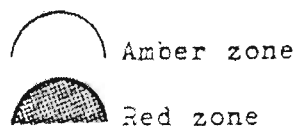
WORLD CHARACTERISTICS

- Water present
- No water present
- ✱ Asteroid belt

BASES

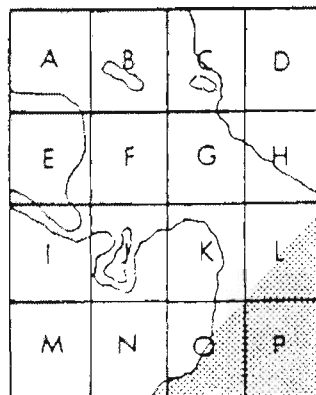
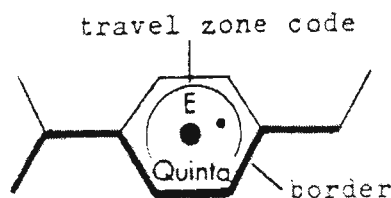
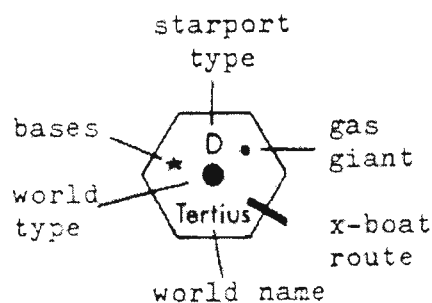
- ★ Imperial naval base
- ▲ Imperial scout base
- ▼ Scout way station
- A Research station
- ☆ Foreign naval base
- .. Foreign military base

TRAVEL ZONES



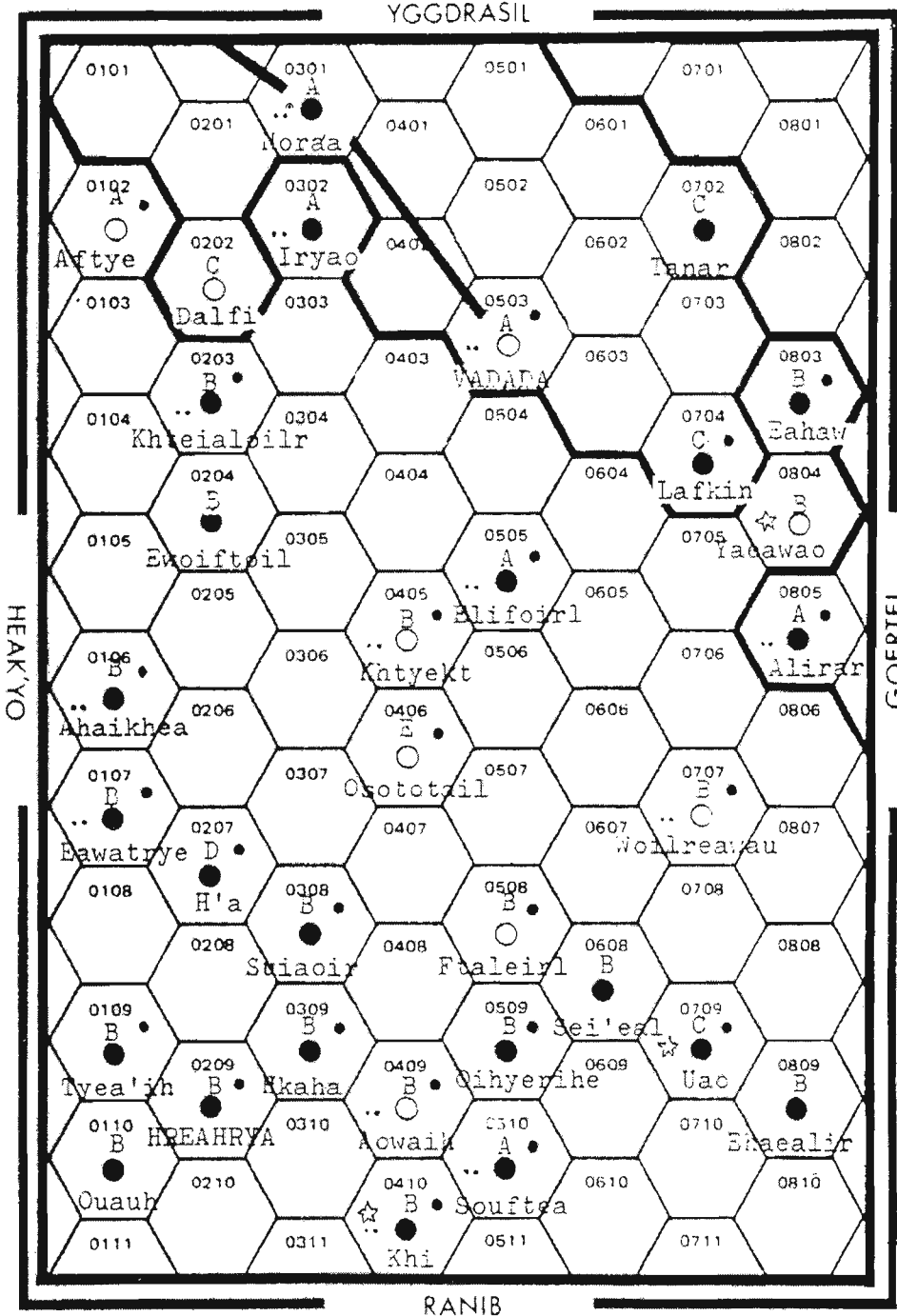
POPULATION

Secundus under one billion
PRIMUS over one billion



TROCAN REACHES SECTOR

YGGDRASIL



- | | |
|--------------|-------------------|
| A: Menorial | I: Nora'a |
| B: Egyrn | J: Goertel |
| C: Pax Rulin | K: Tlaiowaha |
| D: Gazulin | L: The Borderland |
| E: Yggdrasil | M: Ranib |
| F: Dpres | N: Silraaihe |
| G: Sindal | O: Ekea'as |
| H: Tobia | P: Binary |

FEATURE ADVENTURE: AFTER THE FACT

by Duncan Torrance

EDITOR'S NOTE: This issue, we are bending several policies to present this exciting adventure by Duncan Torrance. It is set, not in this issue's subsector, but in the Tobia subsector (7.7. #5). It is also set prior to the Rebellion, around 1114. Finally, most of the starships included in the adventure have not yet been converted to *MegaTraveller*; all other aspects of the adventure conform to the new rules.

THE MISSION

While sitting at the Wildeman (Tobia 0409 B201674-C) highport bar, the characters are approached by a robust-looking fellow who introduces himself as Varn Alficad (B49AA8), a local manager for SuSAG, LIC. He explains that a crisis has arisen for the megacorporation, and some anonymous adventurers are needed to solve it.

Two days ago, the *Constellation*, a SuSAG-owned stellar-class subsidized liner (described in *Adventure 13: Signal 6K*) used by the corporation's top brass was hijacked right under the noses of both SuSAG and starport security; it jumped before any ships could intercept. The entire incident is an embarrassment to both the corporation and the local port authority, and has been hushed up.

The liner was carrying several VIP's: Varn's brother Sten (C99754), Selina DiSpaziano (487A89), and Dr. Gwendolyn Lato (586CB6). Selina is the daughter of the SuSAG subsector manager, and has been travelling about the area visiting various company installations. Dr. Lato is one of SuSAG's top scientists, currently involved in an important research program on Pandora. She was on her way to Tobia with three drums of a new drug requiring further evaluation.

If Dr. Lato and the new drug fall into the wrong hands, either corporate or terrorist, the effect could be devastating. Varn will say no more about the drug, but offers the group

Cr300 000 for the rescue and safe return of the *Constellation* and all aboard, with the highest priority being Dr. Lato and the drug. If the characters accept, Varn and two security personnel will accompany them to supervise the mission.

THE SEARCH

A search of computer records, news reports, and discussions with port authority staff will turn up the following information:

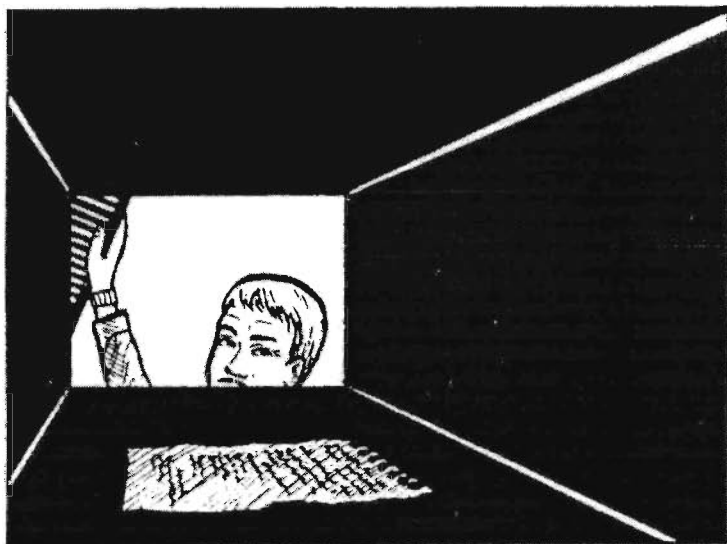
1) Varn Alficad's brother Sten disappeared two years ago on a scout mission to the Islands cluster (Reft Sector), but he mysteriously reappeared two weeks ago on Wildeman with Varn. If Varn is asked about this, he will explain that it is actually an ex-marine named Zack Tasigi playing his brother. Tasigi was hired on to protect Dr. Lato, and was aboard the *Constellation* when it was hijacked.



2) Selina DiSpaziano is currently running away from an arranged marriage between her and the son of the subsector Duke. She has gone through several suitors in the last two years, and was seeing a roguish man for several months before the marriage was arranged. His name is Andor Selladin, and he is rumoured to have ties with the Trojan Horde, a local pirate band.

3) Four large crates from Iilgan were loaded onto the *Constellation* at Wildeman three hours before the hijacking, with the authorization of Lady Selina. One cargo hand mentions that they were quite large and cold, and reminded him of low berths.

The only clue that Varn has about the hijackers is a disposable lighter from Eneri's Starport Bar & Grill on Iilgan (Tobia 0309 C467787-8), found in the *Constellation's* docking bay before takeoff. If the party goes to Iilgan, the bar is easy to find. Regulars and staff are very helpful, and mention that two pirates, well-known members of the "Trojan Horde," were



MIKE JACKSON

asking questions about a scout named Jack Colberg nine days ago. Two days later, Colberg was found dead in his hotel room, shot with a high-powered laser. His scout/courier was stolen four hours before he was found by hotel staff. One patron will mention that he heard both of the pirates discussing a hijacking and the profits they would make from it.

If the players choose to investigate Colberg's room, they will find that it has been searched, cleaned, and returned to service. However, a careful search will reveal a crumpled page from a scout service notebook hidden in the room's heat vent. The page describes the location of a rogue planet in hex 0308 of the sub-sector, and the discovery of a hidden pirate base.

THE ROGUE PLANET

If the players jump to hex 0308, they will find themselves in the middle of empty space, 5 AU (750 million km) from the rogue planet. It is a dead rock, 1120km in diameter, that was ripped away from its star several million years ago and is now wandering across space.

The rogue planet is difficult to

find, as it receives no electromagnetic radiation from a star. It can be detected by EMS with a Formidable sensor task, or by Densitometer with a Routine task. There is a faint EM emission level (masked 2000MW power plant) detectable with neutrino sensors.

THE HIDEOUT

In a crater near the planet's north pole is the main base of the Trojan Horde. From space, it appears only as a small neutrino and IR source. From close up, it appears as a large landing field and a gun tower. Several ships are scattered about: two Jolly Roger class pirate corsairs (T.I. #4), a modified X-boat tender (*Supplement 7: Traders and Gunboats*), a chameleon-class commerce raider (*Adventure Class Ships Volume 1*), Jack Colberg's scout/courier, and the *Constellation*. A large hydrogen tank (1000 tons) is set into the crater wall.

Most of the pirate base has been buried or is underground. It was set up seven years ago by Andor Selladin after he found out about the rogue planet from an old scout (later found dead in an industrial trash compactor). It was originally set up to exploit a large lanthanum deposit, but two years ago, when the deposit began to run out, Selladin started to assemble the Trojan Horde and prey on shipping.

The interior of the base is pressurized and comfortable, with grav plates in most locations. There are alarm switches in most areas, and many rooms have emergency explosive hatches (designated on the map by access panel symbols).

HIDEOUT LOCATIONS

1. Cargo Airlock. 6m ceiling.
2. Main Storage Area. 9m ceiling. There are no grav plates in this area. Various crates are scattered here, containing food, spare parts, and small chunks of lanthanum.
3. Vehicle Airlock/Storage/Maintenance. Two pressurized air/rafts and many tools are present.
4. Turret Tower Base. The tower is 18m high with a ladder going up to the two triple laser turrets

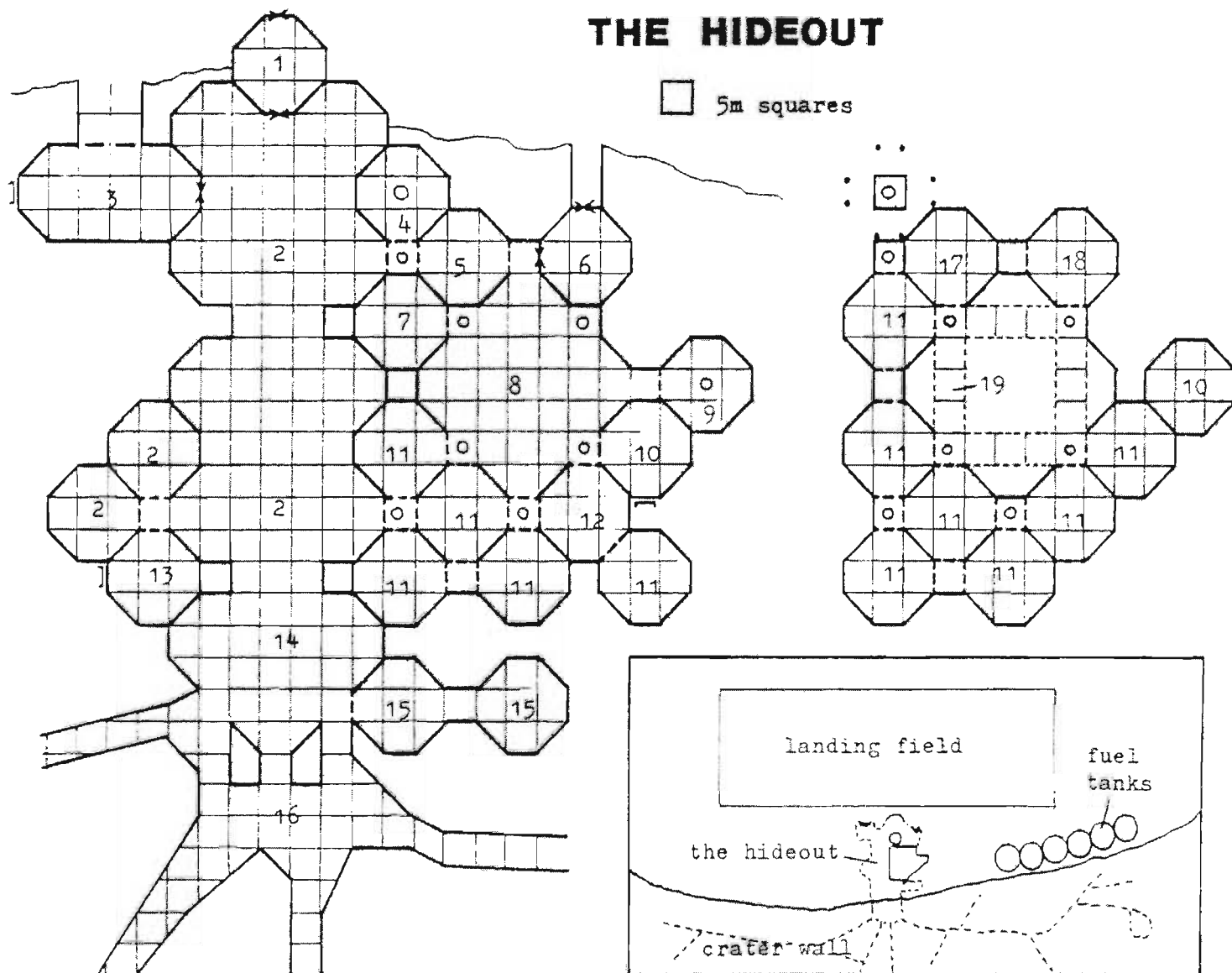
at the top. They can be controlled from there or remotely from the Control Centre. A small access hatch allows entry into the tower from outside.

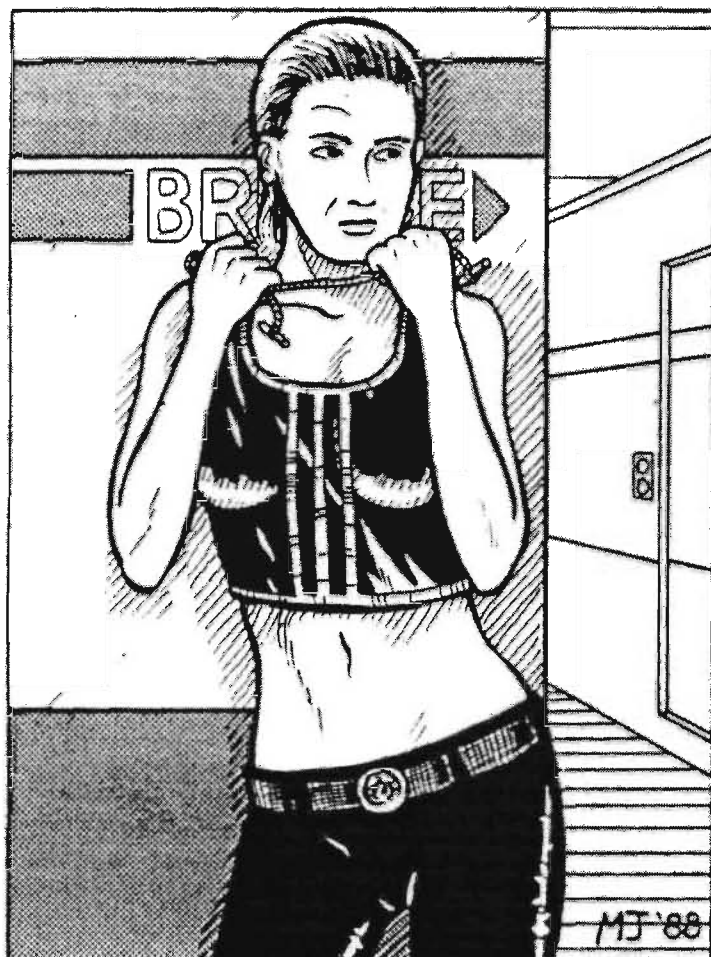
5. EVA Ready Room. This room holds 25 vacc suits of various sizes and designs, as well as various pieces of equipment and several crates of RAM grenades.
6. Personnel Airlock.
7. Exercise Room. Can be converted into a sick-bay in emergencies.
8. Main Hall/Common Area. This room has two levels, linked by four staircases, and is filled with various trees and plants.
9. Andor Selladin's Suite. This area has two levels, linked by a staircase. The lower level is a comfortable living area, while the upper level is a luxurious

bedroom. Andor and Selina currently reside here.

10. Galley.
11. Barracks Rooms. Each has bunks and lockers for six people, as well as a fresher.
12. Control Centre. All airlocks, lighting, gravity, power, and the turrets are controlled from here. This area also contains the base's model/2 computer, sensors, and life support equipment. There is a weapons rack on one wall. The base's 2000MW fusion power plant is buried 10m below this area.
13. Drug Storage Area. Various pieces of lab equipment are being set up along one wall.
14. Mining Centre. Contains mining equipment and storage bins. 6m ceiling.

THE HIDEOUT





15. Holding Area. Twenty cells line the walls, currently holding 11 prisoners, including Varn's "brother."
16. Mines. Several kilometres of tunnels criss-cross the side of the crater, and link with the base here.
17. VIP Stateroom. Comfortable quarters for four. Dr. Lato is currently imprisoned here.
18. The Hideout Bar. A complete bar and nightclub for the entertainment of the pirates.
19. Catwalk. 3m above the floor of the main hall.

A TALE OF TWO HIJACKINGS

Over a month before the hijacking of the *Constellation*, Varn Alficad was passed up for promotion for the fourth time in a row. For days, he considered various revenge schemes, and they all congealed when he stumbled across a report on Dr. Lato's discovery. Two days later, he met Zack Tasigi, who bore an amazing resemblance to Varn's lost brother. He hired him, and the two set out to hi-

jack the *Constellation* while Dr. Lato was aboard. Zack had all the skills necessary to operate the vessel, and was able to get SuSAG clearance by posing as Varn's brother. Zack was booked to travel on the *Constellation*; at Wildeman, he would let Varn aboard and the two would travel to Theev (Sindal 0506), where Lato's drug could be mass-produced and sold on the black market.

Meanwhile, Selina DiSpaziano, wishing to avoid her upcoming marriage, planned to run away with Andor Selladin. She had him and two thugs smuggled aboard the *Constellation* in low berths; when she later revived them, the four took over the ship. The fact that Dr. Lato was aboard was an added bonus for Selina, although it was actually Andor's main motivation for the hijacking.

Varn then hired the players to get the *Constellation*, and Dr. Lato, back. When the players complete the mission, Varn, Zack, and the two guards will attempt to kill them and resume their plan, taking Dr. Lato and the drug to Theev.

THE DRUG

Dr. Lato and her research staff created a chemical injection, designated AXZ, also called the 'zombie drug.' It affects the mind, rendering the victim more susceptible to suggestion. If an individual is drugged, use the following task:

To avoid AXZ effects:

(Difficulty), Int, End, instant.

Referee: Difficulty is based on dosage size. Mishap damage is applied to Intelligence. Success reduces the dose effect by one level (20mL acts as 10mL, etc.). Exceptional success (2+) eliminates all effects.

A 10mL dose of AXZ will result in hallucinations for 1D hours. Avoiding the effects is a simple task. Mishap damage is automatically one point.

A 20mL dose renders the victim susceptible to commands. Roll Intelligence or lower on two dice to avoid following any given command. Effect lasts for 2D hours. Avoiding the effects is a routine task. Mishap damage is 1D.

Continued on page 18

COMPUTERS PART 1

Computers are an integral part of Traveller: they serve to inform and control, and the skill to use them is common in MegaTraveller. Yet what happened to the rules for them in the game? This series of articles deals with these rules, some old, from other publications, and others new. All are adjusted to MegaTraveller.

There are three basic types of computer: robot brains, mainframes, and personal computers. Robot brains, the smallest and in many ways the most complex, are dealt with in *Book 8, Robots*. Unlike other computers, however, they pursue independent thought and action, and are able to learn. This versatility makes them very powerful, but also too unstable for use as standard computers.

Mainframes are the type of computer used on starships and in large offices. A large central unit is placed in one area, with several terminals (control panels) scattered throughout the working ship/office. Large, heavy, and expensive, mainframes are the only type of computer listed in MegaTraveller.

Personal computers are the most familiar form in the late 20th century -- a small, independent terminal and central processing unit. They are usually not as powerful as a mainframe, but have the benefits of being smaller, cheaper, and quite portable. The hand computer is a higher TL personal computer.

Personal Computers

Model		Weight in kg by TL							
Equiv.	Cost	7	8	9	10	11	12	13	14
0	Cr 800	4	2	1	.4	-	-	-	-
1	Cr1000	-	4	2	1	.4	-	-	-
2	Cr2000	-	-	4	2	1	.4	-	-
3	Cr3000	-	-	-	4	2	1	.4	-
4	Cr4000	-	-	-	-	4	2	1	.4

Weight: as shown. Power: 0.0001kW x weight. Price: If TL 7, x 2. If TL 14+, x 0.5. Volume: weight x 3.

From TL 7 to 8, all computers (both personal and mainframe) use floppy diskettes for programs. TL 7 disks can hold about 60 000 words, or 670 disks to one space of computer programs, while TL 8 disks hold about 1

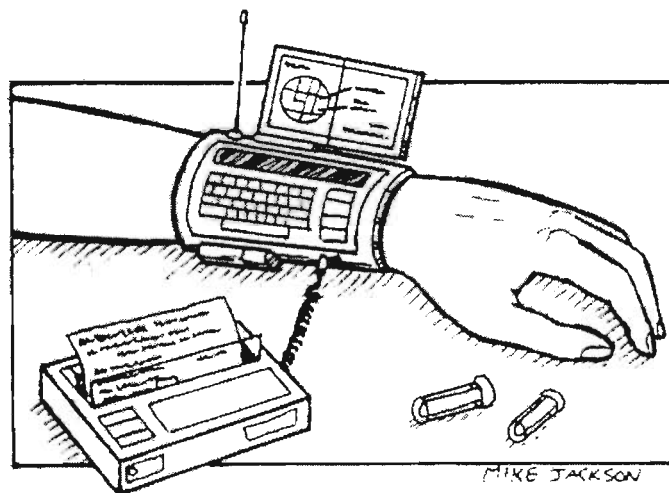
million words, or 40 disks to a computer space. Disks weigh 50g and cost Cr5.

From TL 9 to 12, computers use optical storage diskettes (similar to laser disks). Optical disks can hold some 40 million words, or one space of computer programs. Optical disks weigh 50g and cost Cr10.

From TL 13 up, computers use holocrystals. Holocrystals can hold some 400 million words, or ten spaces of computer programs. They weigh 50g and cost Cr50.

Disks are usually only used for minor programs, such as games or accounting files. Regardless of how much free space they have, holocrystals usually carry only one program. In vehicle mainframes, programs are often held in ROM storage, requiring no disk or crystal.

A variety of peripherals is available for computers. Personal computer peripherals are usually extra, but mainframes automatically have them, subject to TL.



Battery: For 0.4kg personal computers only. A rechargeable battery providing one month of power. TL 9. 50g. Cr150.

Large Screen: A large plastic screen which folds into the top of the computer. Allows use of diagrams, maps, and images. For use with map box functions. TL 11. Cr500. 200g.

Modem: A device allowing communications with other computers through telephone lines. TL 7. Cr200. 0.5kg.

Optical Reader: An optical device that scans and memorizes text, illustrations, and other hardcopy. It can be used to analyze and compare images, condense text, check handwriting, etc. TL 8. Cr500. 1kg.

Printer: A paper printer providing hardcopy. TL 6. Cr300. 3kg. A colour laser printer becomes available at TL 8. Cr300. 0.5kg.

Radio: A device allowing communications with other computers by radio. TL 9. 100g. (50km range.) Cr250. Rules dealing with computer communication appear in *Traveller's Digest No. 8*. Available in larger sizes and ranges for vehicle computers (statistics as in craft design).

Voder: A voice control unit allowing vocal command of the computer and transcription if linked to a printer. TL 10. Cr1000. 0.5kg.

The standard hand computer is a TL 11 model/1 personal computer, with radio, battery, and large screen.

SOFTWARE

The main strength of a computer is its software, which determines what it can or cannot do. The number of programs a computer can use is expressed in this table:

Computer Memory		
Model	Memory in:	
	CPU	Storage
0	1	2
1	2	4
1/bis	4	0
2	3	6
2/bis	6	0
3	5	9
4	8	15
5	12	25
6	15	35
7	20	50
8	30	70
9	40	90

Bis computers have no internal storage. They can only use disks/crystals. CPU refers to the number of programs the central processing unit

can run at once; storage is the number of additional programs which will fit in memory, without requiring a disk/crystal.

All computers can do mathematical calculations, store information, and play games. Such programs generally take 60 000-20 000 000 words. As a general rule of thumb, assume 2 000 000 words per model number of computer (with model/0 having 1 000 000). Such programs are relatively cheap and have little effect on the game (unless the players lose the disk that had the kidnapper's phone number on it!).

The programs below are described according to memory space, cost, and function. (Cost includes cost of disk/crystal.)

Artillery: Usually used only with hand computers. Calculates ballistics and firing data based on firer and target positions, weather, etc. Decreases indirect fire difficulty by one level when used with all indirect fire weapons except grenade launchers. Can be used with up to 5 firing units as long as they can communicate with the computer operator. Cr1000, 0.2 spaces.

Battle Management: Similar in function to the battle computer, when linked with a large screen and map program, this program organizes tactics and troops on a battlefield. All units must be equipped with radios. As long as radios are operating (not jammed), tactical points pool is multiplied by 1.5. Units without operating radios can only use unmodified tactical points pool. Cr5000, 1 space.

Bug: Determines if a computer terminal is being monitored, and gives an alarm. When used with Intrusion program, detects presence of a defense program. Often illegal.* Cr5000, 0.2 spaces.

Copy: Used to copy other programs. Such programs vary in quality depending on cost and TL. Often illegal.* Cr500-3000, 0.2 spaces.

Defense: Used to protect computers

from unauthorized entry, by either radio/modem or a linked terminal. Always kept in storage, not on disk/crystal, and ready to automatically cut in at any time. Quality varies depending on cost and TL. Many include feedback effects, often lethal.* Cr1000-50 000, 0.5 spaces.

Diagnostic: Checks for malfunctions in the computer and all systems is connected to. Lowers difficulty of diagnostic tasks by one level. Cr3000, 1 space.

Environmental: Used only on vehicles. Manages life support, grav plates, drives, power plant, and other systems on vehicles. It is mandatory for all computer-equipped vehicles. Cr5000, 1 space.

Ferret: Seeks out desired information in a system. Usually used with intrusion program. Often illegal.* Cr2000, 0.2 spaces.

Fire Control: Usually used only with vehicle computers. Allows computer fire control of any direct fire or starship weapons. In vehicles, treat FC TL as one higher. In starships, this program is necessary to fire weapons. Cr3000, 0.5 spaces.

Imperial Second Survey Data: Also available via radio link with other mainframes. Complete UWP data on all worlds within the Imperium, and many beyond. Cr1000, 0.5 spaces.

Information files: Files of information on machinery, techniques, operations, books, etc. Cost varies depending on size and complexity. Also available via radio link to other mainframes. Cr500, 1 space each.

Intrusion: Used to break into other computer files without passwords, either by radio/modem or at a linked terminal. Quality varies depending on cost and TL. Often illegal.* Cr1000-50 000, 0.5 spaces.

Jump: Used only on starships. Controls the process of jump. Given cost and spaces are per jump number. Cr5000, 0.5 spaces.

Launch: Necessary for the firing of

missiles. Controls launch, course, and detonation. Cr3000, 0.5 space.

Library Data: Also available via radio link to other mainframes. Contains a complete encyclopedia of the Imperium. Cr2000, 1 space.

Map: Holds complete map and survey data of up to 100 worlds, down to 5m resolution. Can be programmed from orbit with an EMS array (take 1 hour per UWP size digit). Often used with fire control and battle management programs. Cr500, 1 space.

Navigate: Used only on space vehicles. Calculates courses for interplanetary travel. Decreases task difficulty of interplanetary travel by one level. Cr3000, 1 space.

Security: Usually used only on mainframes. Allows the computer to monitor various sensors and set off an alarm if certain conditions are met. Can also be instructed to lock doors, release gas, etc. Similar to DCS in Customized Starships (7.7, #7) and Anti-hijack program in Traveller. Cr5000, 1 space.

Starship Identification: Also available via radio link with other mainframes. Contains complete statistics and identification data for over 2000 starship designs from in and around the Imperium. Includes common alien ship designs. Cr2000, 1 space.

Virus: Programs designed to spread throughout a computer system for various purposes, including tagging, changing, or erasing programs, tying up or crashing systems, etc. Often illegal.* Cr500-50 000, 0.05 spaces.

*Rules for the use of these programs will be presented in Part 2.

Next issue, we will discuss programming and hacking, and in Part 3, we will deal with exotic aspects of computing.

MegaTraveller Adaptations

With *MegaTraveller's* publication, Traveller has been subjected to a huge amount of change. Many vehicles, weapons, and articles that have previously been published no longer work under the new rules. To this end, we now begin an irregular series of articles presenting MegaTraveller versions of all the old Traveller things we know and love. We begin this issue with old articles from *Third Imperium*.

SHIELDS (7.1. #1)

All shields except the Repulsor Belt are carried on one arm. Two-handed weapons (large blades, rifles, etc.) cannot be used with a shield, except by reducing the shield's armour value by 2 and giving a -2 DM to hit with the weapon. All shields (except repulsor belt) only defend the bearer's front and require a strength of 8+ to use properly. (Otherwise, reduce armour value by 2.) Armour values in parentheses are against hand-to-hand weapons only. All in square brackets are against lasers only.

SMALL SHIELD-0: A round wooden shield. Gives additional front armour value of (3) 2. 3kg. Cr20. 4L.

LARGE SHIELD-0: A large rectangular wooden shield. Gives additional front armour value of (4) 2. 5kg. Cr35. 8L.

SMALL SHIELD-1: A round metal shield. Gives additional front armour value of (5) 2. 5kg. Cr50. 4L.

COLLAPSIBLE SHIELD-7: A transparent plastic shield, collapsible. Gives additional front armour value of (6) 3 (0). 2kg. Cr100. 8L (2 when collapsed).

REFLEC SHIELD-9: A round reflec shield. Gives additional front armour value of (5) 2 (6). 2kg. Cr100. 4L.

REPULSOR BELT-16: A grav module and microprocessor. Repels all objects of 500g or less moving at speeds greater than 100m/s. Gives additional armour value of (1) 15 (0) (5 vs. plasma and fusion guns). 10kg. Cr150 000. 15L.

STEEL FOAM (7.1. #2)

Chemical foam which, upon contact with oxygen, hardens to form plasteel (takes one minute). Tank contains enough foam for 10m³. Each cubic metre has an armour value of 30, and is damaged in the same manner as a square metre of building. TL 13. 5L. 3kg. Cr150.

CAMOUFLAGE COVER (7.1. #2)

A fabric cover placed over vehicles which creates a holographic image imitating the surroundings. Acts as electromagnetic masking system with respect to neutrino sensors. Detection by ENS is a formidable task. Has no effect on Mass Detectors and MAS equipment. Statistics below are for each square metre. TL 14. 1L. 2kg. Cr200.

WEAPONS (7.1. #3,5)

BULLWHIP: 500g. TL 2. Cr50. 1L.

CALTROP: A metal spike used to damage tires or feet of pursuers. Does damage directly to locomotion of wheeled vehicles. Has no effect on other vehicles. 100g. TL 1. Cr2. 0.1L.

CATTLEPROD: A metre-long pole delivering electric shocks, up to 10 per battery. 750g. TL 5. Cr75. 2L.

CHAINSAW: 8000g. TL 6. Cr500. 5L.

DARTGUN: Uses springs to fire small metal darts, tipped with poison or tranq. 300g. TL 5. Cr150. 0.7L. Magazine: 250g. Cr15.

GAROTTE: Cord used for strangling. Penetration is ignored. Does one damage point/round unless victim makes a disarm opponent task. No effect on individuals wearing vacc suits, combat armour, or battle dress. 100g. TL 1. Cr5. 0.1L.

ULTRA-WIRE GAROTTE: Garotte made of wire only a few molecules thick. Extremely sharp. Does damage by cutting throat, rather than strangling. Can be used against armoured opponents. 50g. TL 13. Cr350. 0.1L.

MACE: A heavy club with a ball or spikes at the end. 3000g. TL 1. Cr100. 1.5L.

ROCKET PISTOL: Fires a miniature IR homing missile at the target. If the missile misses, it comes around for up to two additional passes. 850g. TL 14. Cr1200. 1L. Magazine: 250g. Cr3000.

SHURIKEN: Japanese throwing star. 150g. TL 3. Cr10. 0.1L.

TASER: Fires a dart attached to a 5m cable, then delivers an electric shock. Dart is then reeled back in. Battery is good for 10 shots. Can be used once every two rounds. 300g. TL 6. Cr100. 0.5L.

	Pen/ Rds	Atten	Dmg	Max. Range	Danger Space	Signature	Difficulty Recoil	As
Bullwhip	-	2	1	short	-	-	-	hand-to-hand
Caltrop	-	3	1	close	-	-	-	-
Cattlep.	10	4	1*	short	-	-	-	hand-to-hand
Chainsaw	-	8	3	short	-	-	-	hand-to-hand
Dartgun	15	1/2	1*	medium	-	low	low	handgun
Garotte	-	-	1*	close	-	-	-	hand-to-hand
Ultrawire	-	20	-*	close	-	-	-	hand-to-hand
Mace	-	3	3	short	-	-	-	hand-to-hand
R. Pistol	3	10/-	4	v. long	1.5	high	medium	rifle?
Shuriken	-	1	1	short	-	-	-	throw
Taser	10	4/-	2	short	-	low	low	handgun

*The chainsaw uses 1L of petrochemicals, and can operate for 1 hour. Takes 10 rounds to start.

*This is the normal damage level. Combat versions do 2 points.

*This is the damage of the dart itself. Poisons act according to Tranq Rounds rules in Players' Manual.

*Damage per round.

*Damage equals attacker's strength divided by 2.

*Person must roll a task to avoid running over/stepping on:

Routine, Dex, (vehicle skill), -movement DM, 1 combat round (absolute).

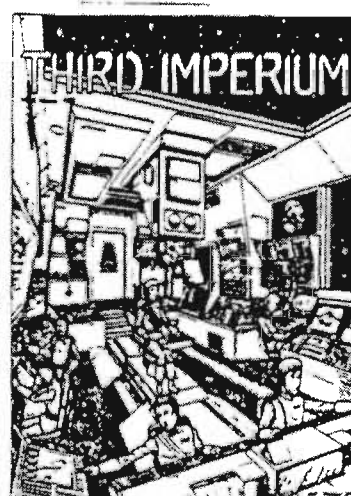
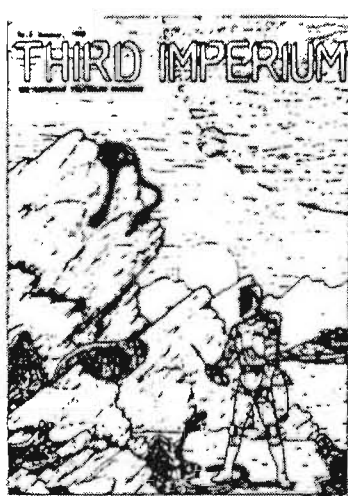
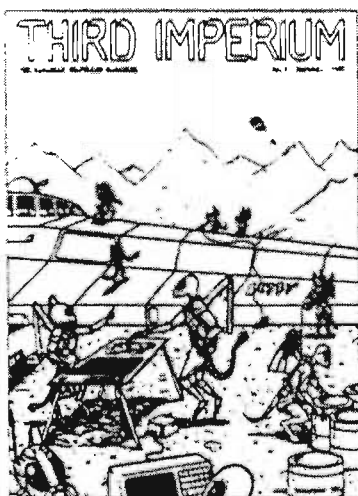
*Weapon is a pistol, but fires as rifle.

2nd YEAR ARTICLE INDEX

This index lists all articles from the second year of *Third Imperium* (issues #5-8). Used with issue #5's First Year Article Index, it can ease finding any *T.I.* article.

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Continued from page 13

A 30mL dose results in total mind control. The victim will do everything he is told, and will do nothing without orders. The effect lasts 1D days, and avoiding it is a difficult task. Mishap damage is 2D.

A 50mL dose results in permanent mind control, with no chance of recovery. Avoiding the effect is a formidable task. Mishap damage is 3D.

Dr. Lato is appalled with what she has created. Given a chance, she will destroy the AXZ drums -- which con-

tain 100L of the substance -- and all her notes. If the drugs disappear, however, SuSAG security will attempt to track down the players as probable culprits.

Ad Rates

Advertising rates per issue: \$4.00 business card size; \$6.00 for 1/4 page; \$10.00 for 1/2 page; \$20.00 full page.

TRAVELLER'S ADVICE

THIS ISSUE
WE'D LIKE TO
TAKE A BREAK
FROM ADVICE AND
SHOW SOME PIC-
TURES FROM OUR
CHRISTMAS VA-
CATION ON
EFATE...



HERE WE ARE ON
OUR WAY TO THE
COMBAT ZONE...



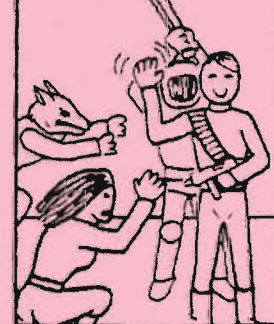
HERE WE ARE PREPARING
FOR OUR ASSAULT...



HERE WE ARE DURING
THE ATTACK...

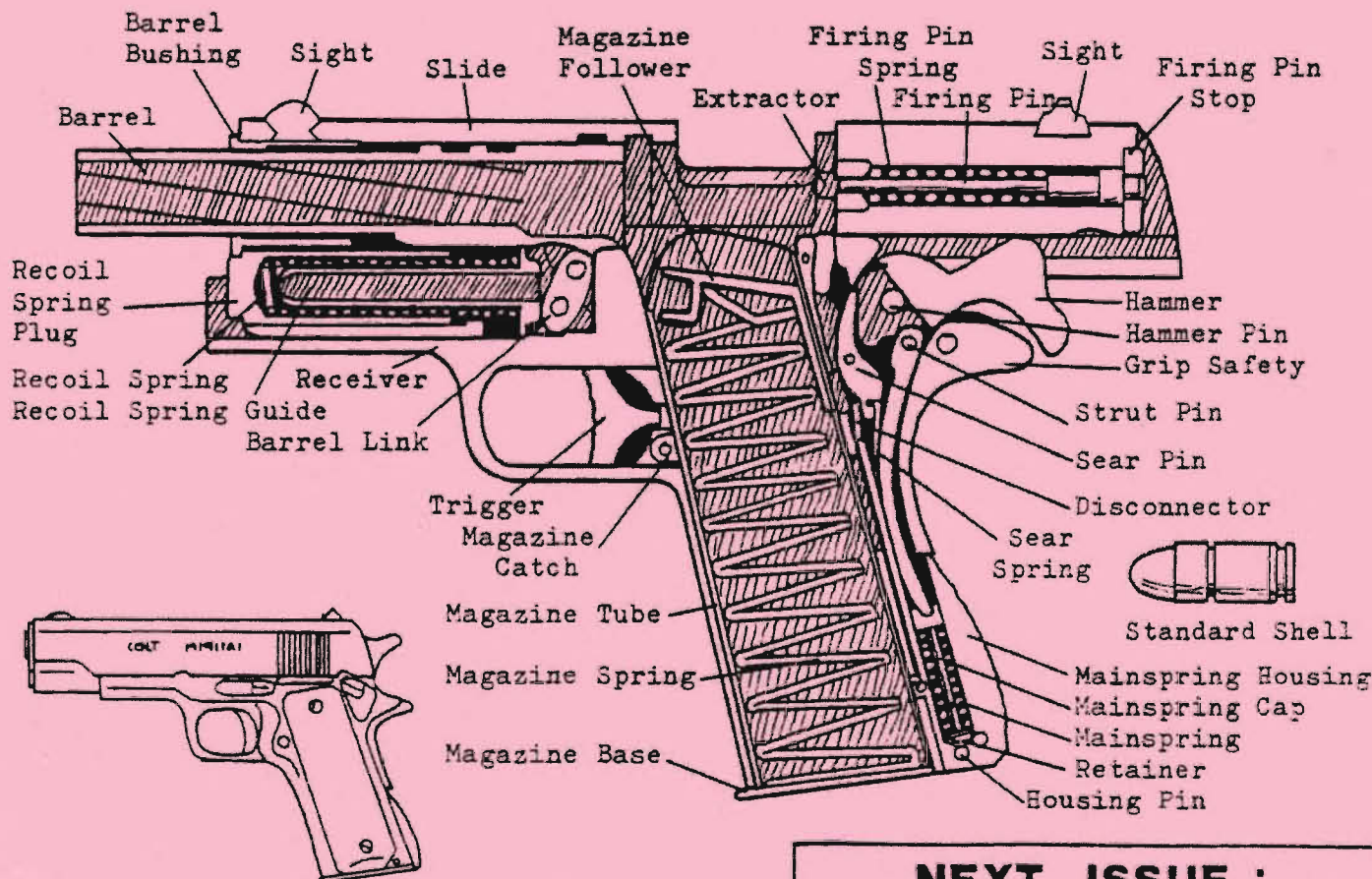


HERE WE ARE CLEAN-
ING UP...



INSIDE EQUIPMENT: AUTOPISTOL

9mm AUTOPISTOL CROSS-SECTION - SLIDE PULLED BACK



OPERATION: After the magazine is inserted the slide is pulled back, loading the first cartridge. Firing the Autopistol pushes the slide back, loading the next round through recoil. In order to fire, the safety lock (not shown in cross-section) must be off, allowing the slide to move. The grip safety must be squeezed for the trigger to move.

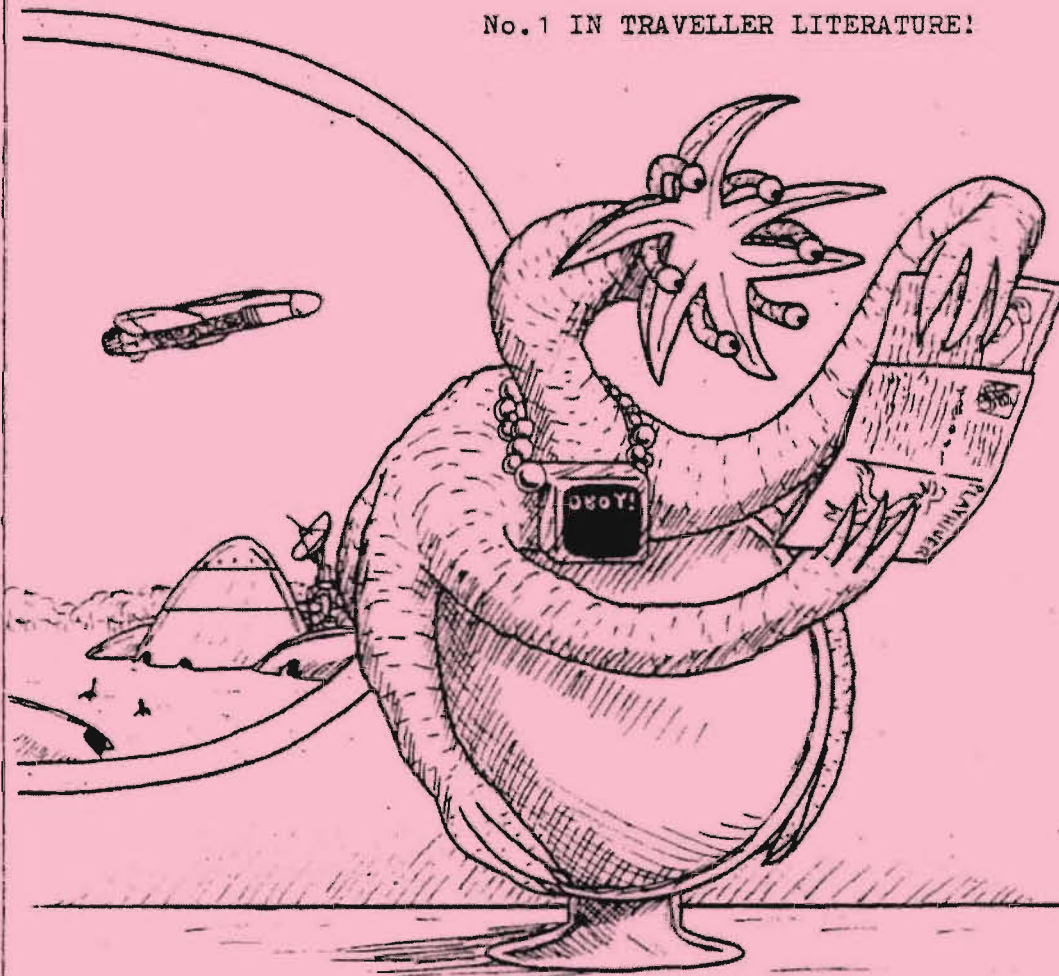
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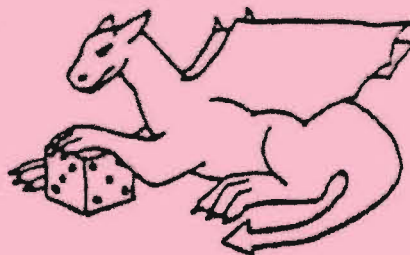


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