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Issue #3 - May 1986

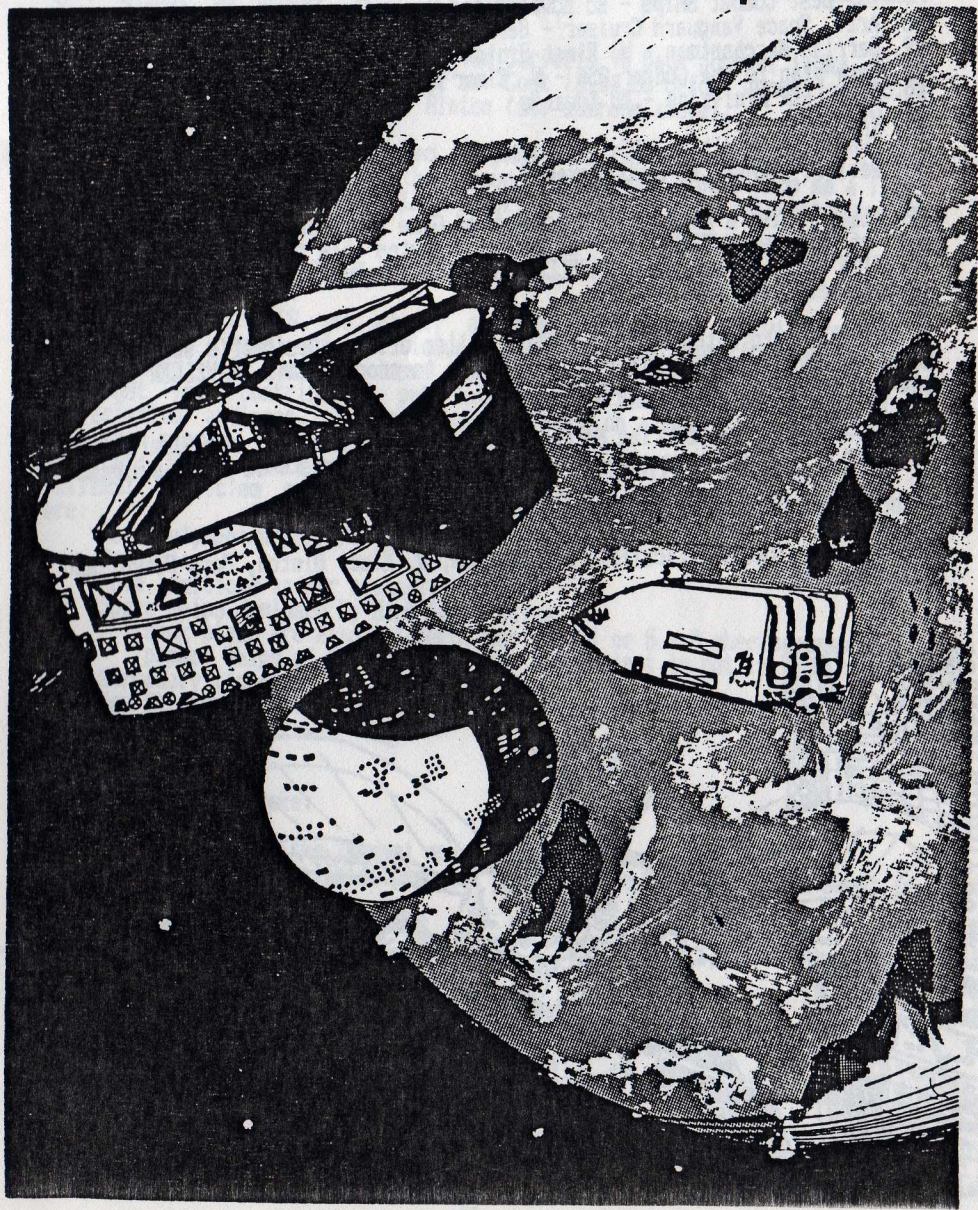


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I would like to extend thanks to Marc Miller of Game Designer's Workshop for being gracious enough to give permission to produce this TRAVELLER fanzine and for being helpful and cooperative.

Cover art entitled 'Darrian Merchantman over Lanth station' was submitted by W. Elmer Hinton and goes along with the article on pages 9-12 of this issue.

Interior art by Herb Petro, Julie Carter, and Phil Morissey.

Articles by (alphabetically) Ed Edwards, W. Elmer Hinton, Herb Petro, and Craig Sheeley.



INTRODUCTION

Your wonderful editor (!?) is proud and happy to welcome you to issue #3 of The Imperium Staple. Many things have happened since issue #2 and I'd like to tell you about the new developments and remind you about the old.

1) First of all I've moved. The Imperium Staple has moved with me. My new address is: 419 Elmhurst; Charlotte, NC 28209.

2) The upcoming booklet entitled TRAVELLER A-2. (see ad on page 5.)

3) W. Elmer Hinton and his Play By Mail TRAVELLER game (described in the TIS #2 Introduction) still has openings. To participate either send \$2 for the rules (counted as credit towards playing) or \$10 to start playing immediately (rules free in that case). Write: W. Elmer Hinton; 20 Almont St.; Nashua, NH 03060

4) Don't forget to buy a copy of Brian Sarver's 90 page Journal index, which covers all 24 Journals and Best of's. Cost is \$4.50 before June 1 and \$5.00 afterwards. Order from W. Elmer Hinton (see address above).

5) The round robins mentioned on page 9 of TIS #2 have started. If you want to participate in one of these round robins then please drop me a line. The round robin on future TRAVELLER material promises to be interesting.

CONTRIBUTING TO THE IMPERIUM STAPLE

Contributions to TIS are gladly accepted. As payment you will receive a complimentary copy of the issue in which your contribution appears (subscribers will get an issue added onto their subscription). You will also get your contribution put into a nifty fanzine and presented to an appreciative audience. Articles and art work on a variety of subjects are very much needed.

ART WORK: Ink on white paper preferred. All sizes will be accepted.

WRITERS: Articles on a variety of subjects are welcome. Some suggestions are:

New equipment/weapons/aliens/personal devices

Scenarios

Rule additions and/or expansions

Space ships designed by High Guard Rules

(deck plans are also welcomed, use 8 x 11 or 5 x 8 sheets of graph paper, ships of 500-tons and less are easiest to put in TIS)

Mercenary tickets

New Striker vehicle designs

Character Sketches

Another Ed Edwards joke:

Q: How do you expose the Zhodani spy in the room?

A: Think of eating jalapino peppers. The one who breaks out in a sweat is the dirty Zho!

This space empty due to lack of contributions.

ELITE COMMANDOS

By: Herb Petro

The military usually train their recruits highly in one specialized area, but there is sometimes the need for people trained highly in a few skills and also knowledgeable in many other areas. This is where the Elite Commandos come in. Note that members of the Army, Marines, Navy, and Scouts may attempt to enlist.

Enlistment 18+

DM +1 if Dex 9+
+1 if Int 10+
+4 if in Military
+4 if in Commandos
+1 if SS 9+

Reenlist 6+

A failed reenlistment throw means that the character returns to the branch of the military he was in before.

General Assignments

2 Commando mission
3 Covert Operations
4 Covert Operations
5 Ship board duty
6 Ship board duty
7 Training
8 Training
9 Commando Mission
10 Commando Mission
11 Special
12 Special
13 Special (optional DM +1 if Ed 9+)

Special Assignments

1 Space skill training
2 Intelligence training
3 Specialist training
4 Elite training
5 Officer Aide
6 OCS (Officer training if already an officer.)

Enlistment may only be attempted once.

Elite Commando: Commando

	Survival	Decoration	Promotion	Skill	Covert Ops	Ship board	Training
	5+	5+	7+	4+	6+	4+	automatic
					4+	8+	no
					6+	8+	no
					3+	5+	automatic

SKILL TABLES

Commando Life	Commando Mission	Ship board	Training	Covert Ops	Officer
1 +1 Dex	Recon	Gunnery	Hvy Wpns	Martial Art	Tactics
2 +1 Str	Tactics	Ship's Boat	FA Artlry	Gun Cbt	Leader
3 +1 End	Hvy Wpns	Eng	Vehicle	Blade Cbt	Med
4 +1 Int	FA Artlry	Comp	Gun Cbt	Mech	JOT
5 +1 Ed	Vehicle	Sensors	Gun Cbt	Elec	Instruction
6 Medical	Bttl Drs	Commo	Cbt Eng	JOT	Liaison
7		Nav			
8		Pilot			

DM +2 if Officer

On all special training tables below a 4+ is needed to obtain each listed skill. A person may alternately try to obtain level 2 in each skill but a 6+ is needed.

Space Skill Training	Intelligence Training	Specialist Training
Gunnery, Ship's Boat, Eng, Comp, Sensors, Commo, Ship Tactics, Fleet Tactics, Pilot	Forgery, Streetwise, Martial Arts, Comp, Carousing, Bribery, Gambling, Interrogation	Med, Admin, Comp, Elec, Mech, Vehicle, Fwd Obs, JOT

Elite Training	Officer Aide	Officer Training
Martial Arts, Demo, Survival, Gun Cbt, Blade Cbt, Recon, Zero-G Cbt, Btl Drs.	Receive +1 SS and may pick next assignment, either from general assignment table or special assignment table	Admin, Leader, tactics, comp, Instruction, Recon, Cbt Eng, Streetwise

All of the above skills are found in Book 4 Mercenary, except Martial Arts and Sensors, which are found in TIS #2. All rules in Mercenary apply here. Due to special drugs (RNA factors) the normal limit of Int+Ed = # of skills no longer applies, the maximum # of skills is effectively doubled. This system may tend to make characters that are better than most other characters, but it is not all that easy to get in.

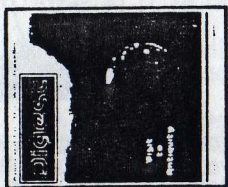
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ADVERTISEMENTS

THE IMPERIUM STAPLE (TIS) will trade or sell ads with groups having items or services for sale which would be of interest to the TRAVELLER fan. The details can be worked out with you if you send a note to: Herb Petro, Editor; THE IMPERIUM STAPLE; 419 Elmhurst; Charlotte, NC 28209

NEW ITEM:

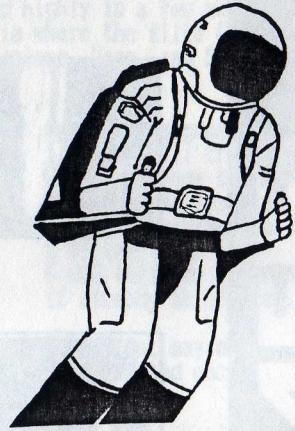
TRAVELLER A-2

Early in July I will be putting out a digest sized booklet of 16 pages. It will be in TIS format, but will have a plasticized cover for durability, spill resistance, etc.

TRAVELLER A-2 (TA-2) will contain a listing of over 350 approved and non-approved items for TRAVELLER with a description of each item. In addition to a short review of the item, the item will also be rated for quality, usefulness, and availability.

Cost is \$2.00 for the plasticized version and \$1.50 for the plain paper version if ordered before June 21. Afterwards the cost will be \$2.25 and \$1.75 respectively. TA-2 is authored by Herb Petro and Ed Edwards.

To order send the amount listed above to:
Herb Petro, Editor
TRAVELLER A-2
419 Elmhurst
Charlotte, NC 28209



You may use the attached form for your convenience. Orders will be filled as soon as TA-2 is printed

All the girls are a '10' after closing by Phil Morrissey.



LASER WEAPONS

PART 2

By: Herb Petro

Everyone and his kid brother has seen at least one of the Star Wars™ movies, especially the scenes where Vader and Luke are light saber dueling. Did you notice that when one of them missed the other and the light saber hit a support beam, the support beam was no longer there? What they were using is what I call a plasma saber.

In TIS #2, page 6 I discussed light sabers of tech levels 9 through 13. In this article I will discuss tech level 15 light sabers. At tech level 15 the bottled laser energy light saber is superceded by the plasma energy light saber. The plasma saber is introduced 3 tech levels after plasma energy is first used as a weapon. This reflects the same difficulties as with the laser light sabers in holding the energy in the form of a blade instead of just releasing it in the form of a bolt.

RANGE	close	short	medium	long	v. long	Damage	activated length
plasma saber	-1	+1	no	no	no	8D	800mm
ARMOR	nothing	jack	mesh	cloth	reflec	ablat	battle
plasma saber	+3	+3	+3	+3	+3	+3	+1
Weapon	TL	weight in gms	length in mm	base price	power pack duration/cost	req. str	Adv. DM
plasma saber	15	375	160	500	10 min. 300	3	-1 5 +1

Using the same formula in Laser Weapons, Part 1 in TIS 2 page 6-7 we can also figure the time needed for a plasma saber to cut through a starship hull. All figures will be the same as in the TIS 2 article. The T rating of the plasma saber is 1 minute. The plasma saber does twice as much damage as the light saber, but the time needed to cut a hole is NOT 2 times less. The time needed is 4.5 times less than that of the light saber due not only to the higher damage but also to the higher penetration. The plasma saber can be held against the hull of a ship similar the the light saber therefore reducing the cutting time by 4.

Laser Rifle and Laser Carbine power packs can be used for the plasma saber in the same manner as the light sabers. At tech level 15 the plasma saber's length is not adjustable. At tech level 16 it is.

High Guard, Second Edition, Book 5 (GDW, 81) has three sources of ship weapon designators.

Source 1: IN Form 3, page 37

Source 2: Weapon selection tables, pages 24 and 25

Source 3: Attack tables, pages 45-46

Each source uses various designators for weapons as shown in the diagram below. These sources are noted on the following relation diagram by the number used above.

	1	Beam Lasers, 2
	Lasers	Pulse Lasers, 2
Beam Weapons		
3	Energy Weapons	Plasma Gun, 2
	1	Fusion Gun, 2
Particle Weapon 1		Particle Accelerator, 2,3

By this chart, and "Energy Weapon" mentioned in source 1 refers to a "Plasma Gun" or "Fusion Gun" mentioned in source 2. A "Plasma Gun" in source 2 is referred to as an "Energy Weapon" in Source 1 and a "Beam Weapon" or merely "Beam" in source 3.

THE BEST COMBAT SHIPS

Part I

By: Craig Sheeley
and Ed Edwards

For a long time, the debate of battlegroup vs batteriders has been perpetuated, with arguments offered that conclusively prove nothing. Looking at the problem from a standpoint of trying to use the High Guard, Second Edition, Book 5 (GDW, 81) and Trillion Credit Squadron, Adventure 5 (GDW, 81) system to the best advantage and still having a force capable of strategic employment, the answer is clear: Neither battleships or batteriders are viable combat bases!! They are terribly inefficient, both of them.

Battle riders are costly. The mother ship of the batteriders costs a great deal and is not a viable combat ship. Batteriders are vulnerable. The riders are terribly vulnerable to any spinal weapon hit, taking multiple critical hits from even particle accelerators, while the carrier is often unarmored entirely! Battle riders are slow. Tactically, the riders are lightning fast, moving like big fighter craft. Unfortunately, to be cargo-efficient, the carrier has to sacrifice maneuver advantage from an offensive range-adjuster to a mere defense. Strategically, the batterider combination is incredibly slow! Fueling time is easily ten times more than any but the most unstreamlined battleship. In the game Fifth Frontier War, Game 4 (GDW, 81), unless the rider fleets are lucky enough to find a friendly starport, it is one week lost to fueling.

Now, let us knock battleships. They are quick-refueling, jump capable, big and heavily armed and armored. They are also NOT battle efficient! Statistically, a batterider one fifth the size (and one eighth the cost) of a battleship has the same chance of crippling the rider, IN THE FIRST TURN OF FIRE EXCHANGE! Kind of a waste of all that tonnage, what?

Hybrid fleets using a Jump-4 or Jump-5 mother ship and Jump-1 or Jump-2 battleships combine the bad features of the pure battleship and batterider as described above (see "J-4 Battle Fleets", TIS #1 Page 11).

Jump capable life boats carried aboard batteriders has also been proposed as an ultimate answer to the battleship versus batterider question. While this concept may have some validity protecting portions of the crew to fight again, the rules of Trillion Credit Squadron (TCS) does not concern itself with how crews are trained, how they are paid, etc. The role-playing group might like the jump capable life boat to conserve the lives of playing characters in which a great time has been invested in the generation. For normal TCS play the jump capable life boat is useless.

So, then what IS the best ship for combat? Analysis of the combat system indicates that the only effective weapon is the spinal mount. To a limited extent the nuclear missile bay is also effective. Therefore, the ideal combat ship needs to carry a spinal mount, missile bays, and one of each other weapon to flesh out the USP and absorb damage. The ship needs to be at least partially streamlined (configuration 1 or 2 for best meson dodging), fully jump-capable, fairly armored (to deal with missiles, otherwise you would be "scrubbed" into impotence), and a minimum size to carry and fire a spinal meson mount. Finally, the ship should have at least 3G acceleration, for fleet maneuvering and defense purposes. The ship which fits these criteria? the medium battlecruiser of 30,000-ton to 60,000-ton displacement. The ship-of-the-line, the bulk of any combat fleet, should be the battle cruiser!

If you allow expanded rules in your campaign, an even more efficient battle craft is possible. This kind of ship evolves in response to Jim Cumber's article in The Journal of the TRAVELLERS' Aid Society #20 (GDW, 85): "Spinal Mounts Revisited." A ship big enough to comfortably carry the massive A-PAWS, otherwise known as the V-gun (which refers to its size, type V). The A-PAWS weapon calls for a ship of almost 2,000,000 tons...a well-protected ship, since the combat system penalizes large vessels. Still, the awesome power of the V-gun does compensate to a limited degree. With adequate protection (multiple bridges, screens, Black Globes, and a backup power plant), the Megadreadnought (MDN) is a most useful ship.

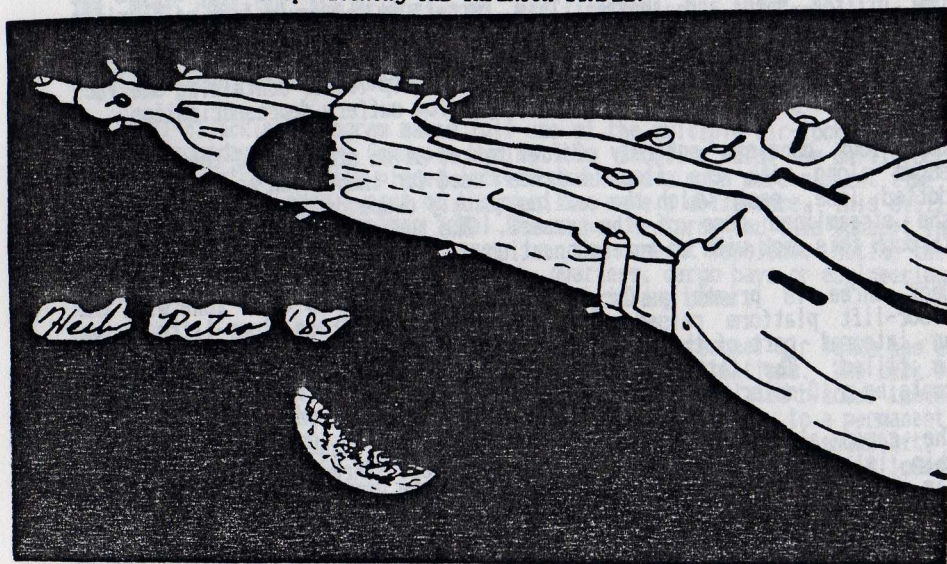
From this addition evolves the optimum fleet doctrine: For every six full squadrons of battlecruisers (eight battlecruisers per squadron), one MDN is provided. In this configuration, the MDN vaporizes the largest of the enemy ships first, thereby insuring that the enemy will concentrate fire on the MDN rather than taking out the battlecruisers..at least three solid hits from medium-sized spinal meson guns will be required to silence the MDN (this assumes a black globe 4 at full throttle, providing +8 to meson damage rolls, and a roll of 2 on the damage dice for a Crew-1 hit; a 1/36 chance, thus the need for three meson spinal mounts doing at least ten hits apiece, requiring size J+ mounts), and the silencing is only going to be temporary! Also, do not forget the massive out-pouring of missiles from the MDN -- all that extra space makes for quite a few missile bays. Even if only 7% of the missile hits are good (assuming nuclear missiles, enemy armor of 10+, the black globe +8), when you have that many bays, volume makes up for low effect.

Please note that an all-cruiser fleet would have anywhere from 50 to 60 battlecruisers for the cost of one MDN. If you want A-PAWS capability, there are sacrifices. Because the MDN costs several trillion credits, if you only have a trillion budget, you obviously will not be building MDNs. The Imperium however, can and should build MDNs.

Part II: More arguments in favor of the MDN + BC fleet for defense of the Imperium.

Part III: High Guard designs for the MDN and BC.

Part IV: "Standard Configuration Fleet" meets "The Best Combat Ships"
Keep watching THE IMPERIUM STAPLE!



THE DARRIAN MERCHANTMAN

By: W. Elmer Hinton

With the rise of Imperium influence in the Spinward Marches, the one-time technological masters of the region, the Darrians, and their ubiquitous free trader ships began to lose sway. Never grandiose in their desire for expansion, the Darrians nevertheless used their well constructed, highly advanced ships to scout and trade with the region at large. The mainstay of this activity was the Darrian Merchantman, most ably demonstrated in the Gunter-256 class, 300-ton Free Trader.

The Gunter ships were first designed in -1025, primarily for shipments of cargo. Passenger traffic was segregated to well heeled companies or subsidized liners, but there was a crying need for freight transport and, occasionally, colony supply units. These merchantman were fast and reliable, at TL 16 using a minimal crew without danger, and have survived up to 1600 years with good maintenance. The last such ship, TL 15 with TL 16 components, to have been stood down from service was the Drakus Var. In 1097 it was decommissioned after 1100 years service, the oldest ship still operating. At the time, Darrian issued the proud boast that 37 of the class over 600 years old were still actively in hand. Many more, built from then to now (with increasingly lower Tech Levels; the most recent examples being about TL 13) are still to be found in and around the Darrian subsectors.

The 300-ton design shown in the plans is the prototype Gunter-256 Class TL15/16 vessel built no less than 400 years ago. These are rare now, and tightly held, although a Merchant with years of dedicated service to a Darrian family might receive one as a benefit. There are less than 75 believed to be in existence.

The ship consists of 5 levels; four main decks and an upper turret. Deck 5 shows the turret at the top. The design is streamlined, depending on maneuver drive descent in TL 15 versions, but possessing in TL 16 version a full grav descent capability, allowing atmospheric entry regardless of streamlining (as per grav vehicles/air-raft; note TL15 Imperium technology seems yet unable to produce grav plates with sufficient lift to transport craft of over 100 tons).

Due to the streamlining, the upper-forward turret has a full view across the bow of the ship and above. This turret is the equivalent of a triple turret; laser and sand are often present though the exact mix of weaponry varies greatly. Access to the lift-shaft beneath is through a floor hatch. Between decks, in the floor, is also a small ship locker containing one Vacc suit for the gunner in the event the ship below suffers depressurization.

Deck four consists entirely of fuel tanks; seven standard 10-ton tanks are shown along with the floor hatches used for inspection and repair. The dotted line, past which the ceiling quickly descends to the deck following the streamlined nose of the vessel. The turret access lift shaft passes through this deck with no interconnection.

Deck three is primarily Cargo Bay 3, and can hold up to 60 tons with the floor-lift platform raised and locked into place. These floor-lifts become an integral part of the deck and are loaded once the remainder of the level is filled. The three floor lifts nest at the bottom level. This level contains a 10-meter door for large loads.

The cargo allotment is variable. With the Fuel Tank #8 in the nose, the ship is capable of Jump-2 and four weeks power. Three bays of 10-tons each has been set aside here for use in making the ship Jump-3 capable. Three collapsable Bladder-Tanks are stored here and can be inflated with fuel when necessary. This cuts down on the amount of cargo space by the same amount.

Note the cluster of ceiling hatches to the deck above directly adjacent to the wall hatches for inspection of the inflated Bladder Tanks. Another cluster of three ceiling hatches and one wall hatch are near the lift-hatch.

For security reasons this level has no access to the rest of the ship except by a one-way hatch in the lift shaft (openable from the shaft, only). Sealed off from the rest of the deck is part of the engineering section- one of the smaller maneuver drives. There is a floor hatch in the upper right corner which descends to the rear roof hatch on the lower engineering deck.

Deck two is mostly cargo bay (50 tons) with access through a hatch on the lift-shaft and a floor hatch in engineering. Forward is the fuel purification plant (200-ton capacity) with fuel scoops shown along the nose. The rear section houses the main maneuver drives (set close to the ceiling. See Deck 3 for cowling insets at rear) and another small maneuver drive.

Deck one is the bottom most and heart of the ships decks. At the rear lies the remainder of engineering with Power Plant and Jump Drive. Here too is the lower rear turret, capable of 270 degree sweep (with full view of the underside and rear). The turret is a self-contained ball that can suffer a hit without depressurizing the engineering section.

Forward of engineering is a Low Berth room containing 6, and in a cubicle opposite is the ships' Emergency Low berth, which can hold five more. The TL15/16 model has a specially designed low-power program that can save the ship after a misjump; the computer powers only the low berths, signal beacon and itself, allowing an extended wait for help (even up to years).

The port side has an air-lock containing a standard air/raft, which opens directly into Cargo Bay 1 (30-tons). The bay has its own fresher for use by the engineer on duty or by stevedores loading the bay. (For security purposes this tends to minimize any excuse that would allow a stranger into the living quarters area.) This bay is also equipped with a 10-meter door.

Forward of the cargo area are the living quarters. This consists of quarters for the crew (3 staterooms), messroom, ships' locker, and access via ceiling hatch to the upper-turret lift shaft. There is a central common room, and air locks to the outside and the bridge.

The nose contains the bridge, comp, and fire control 1 & 2, as well as its own emergency air-lock to the outside, and its' own small ships' locker. Seating for a double-occupancy crew of 5 at the bridge (Pilot, Navigator, Communications, Chief engineer, and Damage control officer) are provided.

The anti-hijacking program makes full use of the multiple air-lock system. Though redundant today (except during the frontier wars) the multi-lock system and strategically placed lockers speaks of a much more violent time, where survival of even a part of the ship can make a difference. This still makes the Darrian Merchantman ideal in rougher sectors, and this concept is one that is usually retained even on the newest versions. Notice the unusual bulkheads which can make Bridge, quarters, cargo bays or engineering sections independently secure from hull breach in any other.

Each of the two cargo bay doors and the two personnel air locks has a retractable coupling sleeve for station or vacuum situations. The deck 3 optional-tankage walls also retract when not holding inflated bladder tanks (and controlling the L-Hyd temperature). These connect to a permanent stanchion with rungs which allows access to the ceiling hatches shown aft. When retracted f9 and f10 act as two separate 10-ton cargo bays; f11 loses all of its walls and becomes part of the general bay area.

The older ships only required a crew of three; a pilot, one engineer/tail gunner, and one navigator/top gunner, Unlike current Imperial standards, no

medic was required on this size vessel, nor any steward since no passengers were aboard. Today, using double occupancy, a crew can consist of (Cabin 1) Pilot/Medic, steward/medic; (Cabin 3) Nav/Gun, Eng/Gun; (Cabin 2) one VIP passenger or two military passengers. This is not recommended though.

As shown, the design stats are: 300-ton hull; engineering 33 tons (Jump drive C (2) Mark XII Gunter; Maneuver Drives B (1), 2 Holden-V mains, and 2 Dasskin Mark 7 auxiliaries; Power Plant C (2), Kinninkami Deluxe); plus Fuel Purifier 3 tons; 200-ton fuel output capacity. Fuel tankage 20-ton power (4-weeks), 60 tons (Jump-2), optional 30-ton (additional Jump-1). Cargo 110/140-ton depending on fuel Bladder-tank usage. Six low berths; one emergency low berth, one Air/raft. Three staterooms. Bridge (20 tons), 2 tons fire control, Computer model 2. 1-G Grav plating all decks, thoughtout; 1-G inertial maneuver plate (Holden Lift). Streamlined.

If construction were possible (eliminate grav maneuver plate, and substitute TL 15 or less drives and power plant) the cost would be 109.6 Mcr not including software over credit allowance, or architects fee. In the Darrian system, standard plans are available (with the slight modification noted) for 1500 Cr. Outside of the Darrian system, the plans must be drawn from scratch. By the same token, reduce the above 20% for standard design if produced in the Darrian system. Otherwise the ship is custom.

In more recent times, the basic Gunter class merchant has been modified slightly for various uses. Often, a slightly larger set of drives (for direct Jump-3 instead of 2+1) is included, which eliminates a bit of cargo space from deck 1, while the rest of that area is converted to staterooms for added crew and passengers. Using D-Drives (18 more tons), and converting the remaining 12 tons for 3 staterooms, plus salon space tying into a number of staterooms in cargo area 2 (say 7), allows 52 tons of cargo (82 with the bladder tank option retained). Rumor has speculated for decades that the Imperium Free Trader (holding 7 passengers, 3 crew and 82 tons cargo space) is itself a descendant of the ancient Gunter class ships. In this form the crew is actually 6 (pilot, navigator, steward, medic, 2 engineers), two of whom double as gunners in time of need. Of course, the Free Trader is a 1-jump ship, compare with the 3-parsec capability of the Darrian Merchantman. This second design is also fairly old and quite common, competing directly with Imperium ships along its' edge. It is also common to see L-Hyd tank couplings on these vessels.

(Designers note: The jump capabilities and other drive numbers have been obtained from the Drive Potential chart by interpolation rather than using the 'next higher' number rule, whenever a whole number stands between those noted. This can be considered an advantage of the TL-16 design, or can be used, as I do, as the standard state of affairs.)

Although not designed using High Guard (because 1. it will then be compatible with the vast majority of campaigns, and 2. because the author loathes the High Guard ship system - but then, the author is also a raving Solomani loyalist) with High Guard statistics given below for a typical 400-1100 year-old Gunter.

AP-3231223-0v0000-v000v-0 Mcr109.6+ 300 tons (v=variable) Veh. = Air/raft
EP = 36 v v Crew = 3 Passengers = 0 Low = 6 Cargo = 110/140
Agility = 1 v v Fuel = 80/110 TL = 16 with TL15 components

The low agility is due to the Maneuver drive rating ceiling; plenty of energy is available for weapon systems etc. Book 2 drives are used (as per page 22, High Guard). L-Hyd tank couplings will usually occur only in those ships using Jump 3 or more. The jump number given in the stat list is total range (not J-Drive number, which is 2) for this ship class when unmodified.

Darrian
Merchantman

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Deck 5.

Symbols:

Hatches

Ceiling:

Floor:

Wall:

One-way:

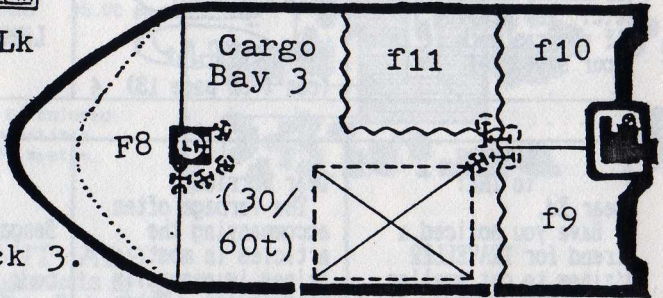
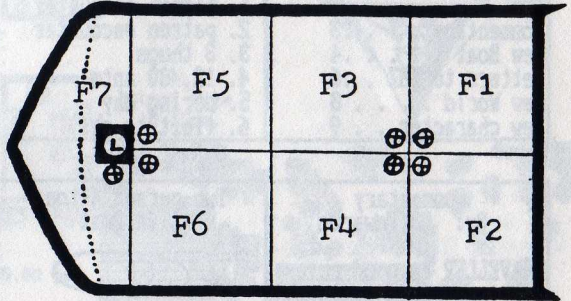
Floor-Lift:

Lift Shaft:

Air-Raft:

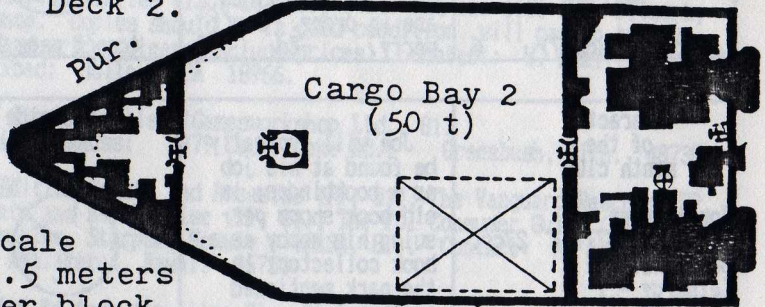
Air-Lock: Lk

Deck 4.

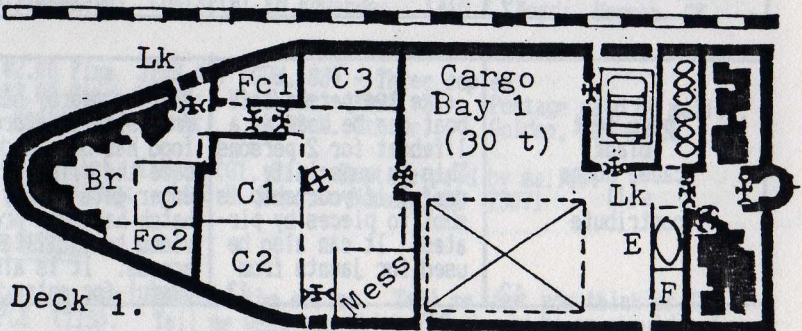


Deck 3.

Deck 2.



Scale
1.5 meters
per block.

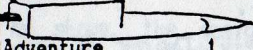




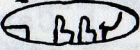
Deck 1.

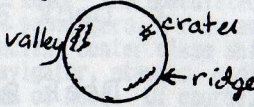
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TRAVELLER MINI-ZINE (TMZ) ISSUE #1

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TRAVELLER Mini-zine #1 	ADVENTURE Take your character to a public park. Roll one die 1. pigeon encounter 2. patron encounter 3. 3 thugs 4. 12,400 ants 5. boring day 6. (left to ref) 1	TRAVELLER Data Base #18w Imperium Capitals Capital Sector Capital Core
Adventure 1 TDB 2 Commentary 3 New Boat 4 Letters to TMZ . . 6 New World 8 New character . . . 9		

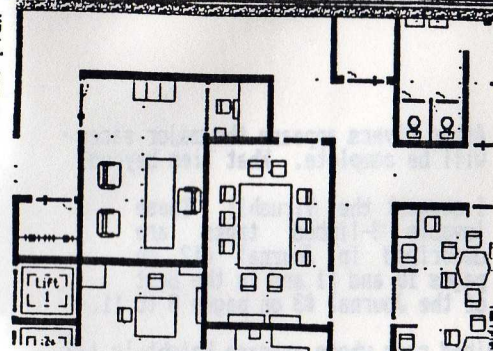
Commentary By: Ed Edwards TRAVELLER is good role-playing, board gaming, SF books, miniatures, etc. Try playing it if you can work it into your schedule!	Two-person 4-ton Life Boat <i>out side</i>  <i>top</i>  <i>inside</i> 	TRAVELLER Mini-zine credits: Editor - Ed Edwards Author - Ed Edwards Art - Ed Edwards List of subscribers: you
3	(con't on page 13) 4	5

LETTERS to TMZ: Dear Ed, Have you noticed a trend for TRAVELLER 'zines to get smaller and smaller? Worried (con't page 7) 6	Dear Worried, The verbage often accompanying the articles in most 'zines is generally unnecessary. Therefore smaller 'zines are in order. Don't worry. -Ed 7	New World Dept. Bengazar - E00000-0 
		(con't page 11) 8

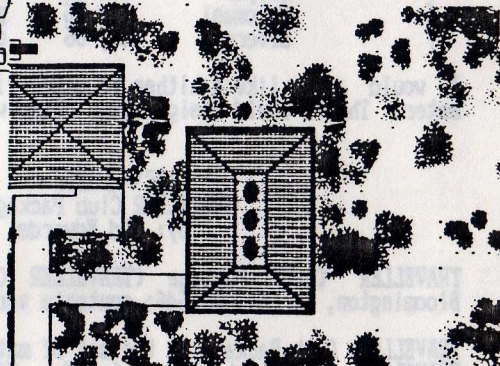
Character of the month club Joe Average 77777-7 27cr. Bookbinding - 2 Lethergy - 1 Pen Knife - 1 9	Joe will typically be found at his job as a bookbinder; in old book shops persuing his hobby as a book collector; in the park mentioned on page 1. 10	Backside of Bengazar 
		11

page left blank cause noone will contribute 12	The two person life boat can be used as a lifeboat for 2 persons. This is especially useful if your ship is shot to pieces by pirates. It can also be used for jaunts from 13	ship to nearby bases. Provision to store food has been made in case the pilot or passenger gets hungry. A hatch has been provided to facilitate access. It is also useful for entry. 14
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Sample of Module #1 floor plan

Actual Size
in 15mm.

Sample of Module #2 floor plan



- Module #1 - THE CORPORATION \$5.00 ppd
7 floors - part of Ground Floor shown
- Module #2 - RESEARCH & DEVELOPMENT \$5.00 ppd
7 floors - part of Overview shown

Look for SEEKER's new line of colored
15 and 25mm deck plans. Compatible
with any Science-Fiction RPG system.

WANT ADS

Wanted: Any TRAVELLER products by the following companies-Paranoia Press, Judges Guild, Group One, Games Workshop, or FASA. Especially interested in the FASA deckplans series (ISCV Leander, etc.) and the IISS Ship Files by Games Workshop. Copies should be in good condition, will pay up to five times standard price (please include prices). Contact: W. Hamilton; 1502 Chinguipin Road; Holland, PA 18966.

Wanted: IISS Starship Files (Gamesworkshop Ltd., 81)
Contact: Alan. M Nuss; 4079 Cedar Lake Rd.; Greenbush, Mich. 48738

Wanted: 2nd Edition Scouts and Assassins (PP, 81), The Vanguard Reaches (PP, 81), Merchants and Merchandise (PP, 81), The FCI Consumer Guide (FASA, 82), and Hotel Complex, Starport Module 1 (FASA, 81). Contact: Al Adams, Jr.; Box 1328; Kealahakua, Hawaii 96750

Wanted: I offer \$4 each for Alien Star #1 to #6 in any readable condition. Mailer pays postage. Contact: Ed Edwards; 1410 E. Boyd; Norman, OK 73071

For Sale: \$2.00 Fine JTAS #17 (GDW, 83) - Three copies
\$3.00 Good ZISMV: Vlezhadt1 (FASA, 81). Postage paid by mailer.
Contact: Brent Steinsouer; 12732 W. 7th Dr.; Golden, CO 80401

For Sale: \$4.50 Mint Nithus (G1, 81). Postage paid by mailer.
Contact: Ed Edwards; 1410 E. Boyd; Norman, OK 73071

LETTERS TO THE EDITOR

Write a letter to me (Herb), the editor. Tell me what you think of THE IMPERIUM STAPLE (TIS). Tell me what you think TIS should be or should not be. Tell what kind of articles you would like to see in TIS. Letters should be sent to: Herb Petro, Editor; THE IMPERIUM STAPLE; 419 Elmhurst; Charlotte, NC 28209

TRAVELLER SPIRIT OF '86:

Alien Series
By: Ed Edwards

The Alien Modules are:

Module #	Title	Release	After Hivers appears the major races will be complete. What lies beyond?
1	Aslan	84	
2	K'Kree	84	
3	Vargr	84	I suggest the Virushi! These
4	Zhodani	May 85	lovable 8-limbed tanks are
5	Droyne	Oct 85	described in Journal #12 on
6	Solomani	Jan 86	pages 10 and 11 and in the Best
7	Hivers	May 86	of the Journal #3 on pages 8 to 11.

I would also like a hither to undescribed race whose average height is 1/2 meter. Then I could design space ships with 1 meter high decks!

REVIEW:
TRAVELLER Club Package
By: Ed Edwards

TRAVELLER Club Package (TRAVELLER Clubs, GDW, P.O. Box 1646, Bloomington, IL 61702-1646; contents vary, dates vary)

TRAVELLER Club Package is the set of material you get when you register your TRAVELLER Club with GDW. In Nov 85 I asked for a current sample of the Package for review. The TRAVELLER Data Base Project is a registered TRAVELLER Club (now with some 30 members) as are over 300 clubs. A list of club members is available for mailouts to services for TRAVELLER fans (at least some interesting "junk" mail) so the package is not all you get.

Anyway what I got is first a letter from Loren Wiseman explaining benefits of being a registered TRAVELLER Club. This letter establishes the availability of the adventure Memory Alpha for \$4 to club members. Marc Miller is working on the UPPs to go with Atlas (GDW, 84) the stats for Deneb, Corridor, Vland, and Lishun sectors are available for \$1 each. Not mentioned here. but obvious in a previous telephone conversation with Marc Miller is an occasional GDW mailing of spacial material to the clubs. The first such mailing was expected sometime in March, but has obviously been delayed, TIS will keep you posted.

The second element was Journal #17 (the Journal issue sent varies)

The third element es a GDW flyer.

The fourth element is Understanding TRAVELLER, a 1 page booklet.

The fifth element is a set of 8.5" by 11" sheets. "Licensed TRAVELLER Products" mentions many TRAVELLER products, who produced them, and addresses of current producers of "Approved for TRAVELLER" products. Digest Group Publications has a flyer for TRAVELLERS' Digest. A flyer for the now defunct Working Passage [now hopefully a TIS flyer] is included. A GDW flyer for the by-mail only computer programs for TRAVELLER is also present. Several ads for GDW TRAVELLER products are included. A copy of The Workshop Newsletter #14. All this was mailed to me in an envelope with \$1.41 postage. Why GDW will spend this money on TRAVELLER clubs is a mystery. Perhaps they love TRAVELLER clubs?

REVIEWS

THE IMPERIUM STAPLE (TIS) will review any games, magazines, figures, supplements, adventures, books, computer programs, fanzines, etc. which are of interest to the TRAVELLER fan. Send the material to: Herb Petro, Editor; THE IMPERIUM STAPLE; 419 Elmhurst; Charlotte, NC 28209