THIRD IMPERIUM No. 1 Joring, 1906

TRAVELLER

NINE INCRISION '85

INTRODUCTION TO THE REPRINT

In the year since THIRD INFERIOM first began publication many things have changed; we have gained two pages, a color cover page, an extra staff member, and we have grown from being sold on the shelves of two game stores to continent wide subscription distribution. All in all a good year!

But many of our new readers have never seen the first issues of THIRD IMPERIUM. We have received many requests for these out-of-print magazines, and so have created the reprint you now hold. We have made a few changes (new ads, this intro, and moving the cartoon from p.17 to p.2) but largely this reprint is unchanged from the original (including spelling mistakes).

We hope you enjoy this issue and the many that follow. Reep on Travellin'!

-Hike Jackson, Editor



NOTES FROM THE CAPITAL

Welcome to the Third Imperium! By the fact that you've picked up this magazine, you are probably a Traveller player. As such you have probably noticed the very low number of Traveller magazines being published today. To face the facts, Traveller is not as popular as Jungeons & Jragons and other RPG's, and is often neglected.

However, Traveller players in our area need fret no more! Third Imperium is an inexpensive (Ah! Music to a gamers ears!) magazine devoted entirely to Traveller and it's affiliated games such as Striker, Snapshot, and TCS. We are going to do our best to print a magazine of quality. We aren't going to contradict old rules and create strange new ones; rather we will expand existing rules and try to add to the Traveller universe. You can probably already see this from our table of contents, with articles on Terraforming, radiation effects, and a complete adventure

We hope you sill enjoy this issue and the many more to come. Please write and tell us what you think, or submit art or articles. Remember, this magazine is for you, and we want to do the best possible job we can.

-Mike Jackson, Editor



Rad Zone: Radiation Effects4.
Traveller Hardware
Vargr Corsair
Sindal Subsector
Feature Adventure
Terraforming
Traveller's Advice
Campaighn Record Sheet

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STAFF: Mike Jackson, Aaron Berg, Paul Stoneman. Thanks to J. McGruer, Cathy Lu. Dedicated to Cameron Carrol, who wanted a more realistic and complex same

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RAD ZONE: RADIATION EFFECTS

In Traveller there are many oportunities for characters to encounter mangerous amounts of radiation. Proper attention to the effects of radiation can add realism to a game, whether it be aboard a damaged starship or in the middle of a nuclear war.

The following table defines the effects of radiation on individuals, tepensing on their endurance and it's intensity. To use the table, cross-index the player's endurance with the radiation intensity level of the area.

A result of a number indicates the amount of damage taken after exposure, in the form of radiation sickness (dizzyness, vomiting, etc.). If a result of "C" is obtained, the character takes 1 to 6 dice of damage after exposure and may (roll endurance or lower on 3 dice) develop cancer or a similar disease 2 to 12 months after the exposure. When the ailment strikes, the player will take 1 point from strength, dexterity, and endurance until death or treatment. At tech level 10 one month's treatment can halt the process, though lost characteristics wil not be regained. At tech level 12 one month's treatment can restore the player's health to it's original state and completely eradicate the desease.

A result of "D" indicates that after 15 minutes the character will take 3 points of damage every 10 minutes until removed from the contaminated area. Following results are the same as for "C".

Radiation levels aboard a damaged starship will usually be equivalen to the number of radiation hits it took during the combat. Radiation levels in a bombed city or other area will usuall be equivalent to the High Guard rating of the weapons used, minus one level fo every 5 years that have passed since th incident.

RADIATION INTENSITY LEVEL

		1	2	3	4	5	6	7`	3	9.	1 <u>0</u>	11	12	13	14	15
ENDURANCE	1	С	С	D	D	D	D	D	D	D	D	G	D	D	D	D
	2	С	С	С	D	D	D	D	D	D	D	D	D	D	D	D
	3	С	С	С	С	D	D	D	D	D	D	D	D	D	D	D
	4	6	С	С	С	С	D	Ď	D	D	D	D.	D	D	D	D
	5	5	6	С	С	С	С	D	D	D	D	D	D	D	D	D
	6	4	5	6	С	С	С	С	D	D	Ð	D	D	D	D	D
	7	3	4	5	6	С	С	С	С	D	D	D	D	D	D	D
	8	2	3	4	5	ن	С	С	С	С	D	D	D	D	D	U
	9	1	2	3	4	5	6	С	С	С	С	Ð	Ŋ	D	D	D
	10	Ő	1	2	3	4	5	6	С	С	С	С	D	D	G	D
	11	0	0	1	2	3	4	5	6	С	С	С	С	D	D	D
	12	0	0	0	1	2	3	4	5	6	С	С	С	С	Û	D
	13	0	0	0	0	1	2	3	4	5	б	С	С	С	С	D
	14	٥	0	0	D	٥	1	2	7	4	5	б	С	С	С	С
	15	0	ð	0	0	0	Ũ	1	2	5	Ļi	5	6	С	С	С

TABLE DM'S: Consult table every 15 minutes spent in contaminated area. - If a character is wearing a vacc-suit or combat environment suit, treat endurance as +3.

- If a character is wearing battle dress, combat armor, or a radiation suit, treat endurance as +6.

TRAVELLER'S HARDWARE: SHIELDS



All shields except the Repulsor are neld by an arm strap and a bandle, and require one arm and hand to use. They cannot be used with two-handed weapons, except with a DM -2 on either the shield's defence or the weapon's required number to hit. Two-handed weapons include broadswords, pole-arms, all slug throwers except pistols, shot guns, and carbines, and all energy weapons except laser carbines. All shields require a strength of 8 to properly protect their bearer unless otherwise specified. From TL2 to TL6 shields are rarely used, as they provide little defence against fire-arms.

SHALL SHIELD (TL O): A 60cm diameter wooden shield, common at primitive tech levels. It gives ± 2 protection (± 2 on the required roll to hit) against handto-hand weapons, and no protection against projectile and energy weapons. $3\kappa g$. cr10.

LARGE SHIELD (TL 0): A larger version of the small shield, usually 100cm by f0c.... It gives +3 protection against hand-to-hand weapons, and no protection projectile and energy weapons. It requires a strength of A+ to use properly. 5kg. cr25.

SMALL SHIELD (TL 1): A metal shield 60cm in diameter similar to the TL 0 small shield, but stronger. it gives +3 protection against hand-to-hand weapons, and +1 against projectile weapons. It gives no protection against energy weapont. 5kg. cr30. COLLAPSABLE SHIELD (TL 7): A collapsable plastic shield, usually transparent, often used by police forces. When open it is 100cm by 60cm, and is 20cm by 20cm when collapsed. It gives +4 protection against hand-to-hand weapons, +3 against projectile weapons, and has no effect against energy weapons. 1kg. cr75.

REFLEC SHIELD (TL 9): A 40cm diameter plastic shield with a reflec coating to deflect laser bolts. It gives +2 protection against hund-to-hand weapons, +1 protection against projectile weapons, and +4 against lasers. It gives no protection against high-energy weapons and requires a dexterity of 8+ to properly use. 1kg. cr100.

REPULSOR BELT (TL 15): Working on the same principles as a grav belt, the repulsor belt uses a grav field and computer micro-processor to repel all fast-moving objects moving towards the wearer. It extends 40cm from the wearer in all directions; thus he or she may fight (provided he or she holds the weapons outside the field), but most enemy attacks will be deflected. It gives +3 protection against hand-to-hand weapons, +5 against projectile weapons, and no protection against lasers. High energy weapons do only 1 damage, as most of the blast is fast-moving super heated plasma. Host of the plasma is deflected, and the majority of damage is due to heat. 5kg. cr150,000.

THE VARGR CORSAIR

The most common of several desighns for this type of vessel, the type VP corsair is a highly flexible para-military starship. Used by corsair bands for pir ating operations, mercenary work, and hired escort duties, it's high crew capacity, good armament, and many vehicles lend it well to any situation.

This desighn for the Vargr Corsair is the one most commonly encountered along the Imperial-Vargr border.

SPECIFICATIONS:

Tonnage:	400 tons standard. 5600 m^3 .
Crew:	10. up to 14 troops with
	double occupancy.
Dimensions:	78m L x 55.5m W x 15m H.
Acceleration:	5-G constant.
Jump:	2.
Power-plant:	5. 20 EP. Agility-3.
-	
Engineering:	Two Taeksnguz D-3 fusion
	power-plants driving one
	Ghouk field-type jump dr-
	ive and two Arrgh 431/A
	maneuver drives.
Gravitics:	Aengar inertial compensa-
	tors. 1G floor field.
Electronics:	Gzohrsekh model/2 computer.
Range:	Unlimited maneuver. One
-	jump (130 tons fuel). 200
	days standard supply con-
	sumption.
Armament:	Two triple missile turrets
	in nose. Two dorsal and
	ventral triple laser tur-
	rets.
Screens:	none.
	:Needle. Streamlined.
Capacity:	20 tons cargo. 12 state-
odhuct of .	rooms. 4 emergency low.
Vehicles:	50 ton cutter. Two open
venicies.	
	cutter modules. Two Grav
	APC's.
a second and a second second second second	

DECK PLAN LOCATION KEY:

- 1. Avionics. Floor hatch to C deck.
- 2. Bridge. Positions for pilot and
- navigator. 3. Computer.
- J. computer.

- Common Area. Includes mess and recreation facilities. Ceiling hatch to Jorsal laser turret. Floor iris valve to C deck.
- 5. Air lock.
- 6. Galley.
- 7. Sick bay.
- 3. Records office.
- 9. Stateroom.
- 10. Stateroom.
- 11. Stateroom.
- 12. Stateroom.
- 13. Stateroom.
- 14. Stateroom.
- 15. Engineering. Hatch up to A deck. Hatch down to C deck. Positions for 2 Engineers.
- 16. Power-plant.
- 17. Maneuver drive.
- 18. Avionics and radio-jammer.
- 19. Missile turrets.
- 20. Missile storage.
- 21. Stateroom.
- 22. Stateroom.
- 23. Stateroom.
- 24. Stateroom.
- 25. Stateroom.
- 26. Stateroom.
- 27. Ship's locker.
- 28. Emergency low berths.
- 29. Flight control/mustering area.
- 30. Cargo. Iris valves to B and D dec
- 31. Vargr Cutter.
- 32. Spare Cutter module.
- 33. Grav APC's. Hatch up to C deck.
- 34. Jump drive. Hatch down to ventral laser turret. Hatch and iris valv up to C deck.
- 35. Fuel scoops.
- 36. Fuel tankage.



 VARGE CORSAIR
 VP-412552-000000-30002-0
 Mcr 213.0696
 400 tons.

 batteries
 2
 2
 TL=11.

 batteries
 2
 2
 Crew=10.

 Passengers=0.
 Low=20.
 Cargo=20.
 Fuel=130.
 EP=20.
 Agility=3.
 Troops=14.



SINDAL SUBSECTOR

A largely unclaimed subsector, Sindal currently consists mostly of worlds not part of any large government. One corner is part of the Imperium, and is connected to it by an X-boat route from the Tobia subsector. Sindal has no subsector capital, and so the Imperial worlds are controlled from the neighboring subsector.

The Sindal subsector derives it's name from the Sindalian Empire, a government that controlled most of the area during the Long Night. The Emperors of the Sindalian Empire ruled with an iron fist however, and during a 50 year civil war Sindal was devastated by bacterial warfare. Literaly blasted back to the dark-ages, the world is now known as Noricum and has re-advanced to a tech level of 1. The Empire's successor only lasted 12 years before it too collapsed.

SALIF is currently supporting a charismatic leader who promotes happiness, the simple life, and kindness to all.

NUMBER ONE is controlled by various religeous groups currently waging a propaganda war against each-other for control of the planet. THEEV is a high-tech no-government world, and is the center of illegal activities for the sector.

CORDILLON is currently being terraformed for colinization by ALBIE, which is suffering from over-population problems.

MARDUK is blanketed by continual storms. It's population lives a nomadic existence.

CHALCHIUTLICUE's population live in huge floating palacc-like cities.

NAME STATISTICS

REMARKS

Homestead	0105 05			Non-industrial. Jessert world.	G
Ace	0109 E7.			Dessert world.	~
Salif	0206 A6			Poor. Mon-agricultural.	G
Number One	0208 09	C6778 7			G
Thebus	0309 B5	34320 6		Poor. Non-industrial.	G
Noricum	0403 D8	867BB 1		Agricultural.	G
Oghma	0410 B2			Ice-capped.	G
Dolberg	0503 EA				
Vume	C505 B1	00477 C		Vacuum world.	G
Theev	0506 A4	34500 F		Non-Agricultural. Non-industrial.	GΑ
Harduk	0510 03	77:136 3		Non-industrial.	G
Albe	0601 A5	40A98 E		Industrial. Dessert world.	G
Realgar	0603 87	50444 A	N	Dessert world.	G
Palindrome	0606 B4	53334 B		Poor. Non-industrial.	G
Borite	0609 E6	55796 4		Agricultural.	G
Chalchiutli	0704 B7	61787 7		Rich. Water world.	G
Cordillon		31210 C		Poor. Non-industrial.	G

The Sindal subsector contains 17 worlds with a population of 74.248 billion. The highest population is A, at ALBE; the highest tech level is F. at THEEV.





VIBOI

TRCJAN REACHES SECTOR

FEATURE ADVENTURE: OUT OF THE EGG

CORDILLON (Sindal C43121-C) is a small empty world on the fringe of the Imperium. Until recently it was deemed unnecessary and unsuitable for colonization and remained uninhabited. However in the neighboring system of ALSE population pressures have caused famine, crime, and over-crowding to become unmanagable. To help solve the problem, ALSE's government has commisioned SHAPE of EARTH, LIC to terraform CORDILLON and make it suitable for colinization, thus releiving ALSE of it's population problems.

In the three years since the terraforming project began (see this issue's article on terraforming) CORDILLON has gained a very thin atmosphere and 10% hydrographics. It s rotational velocity has been increased to 43 hours, and it s newly built-up electromagnetic field now filters out a large percentage of it s sun's harmful radiation. Because it s spin is still relatively slow however, the planet's temperature changes from a warm 30°C during the day to an icy -40°C at night. As yet there is no plant or animal life on CORDILLON and most of it's surface is still a rocky wasteland. Five bases have been set up on the planet's surface to monitor the asteroid falls and operate the starport. They control the terraforming operation and maintain facilities for the asteroid movers. The world's main starport is type C, and is located at Base 1. The other four bases have starports of type D.

The players have been hired by SHAPE of EARTH, LIC to act as spotters and security for Base 3 and it's accompanying starport. The pay is good and the hours are mediocre, but the base cheif, A.S. Roland (678899), is stuck up and short tempered, and seems to love making life difficult for his subordinates. So far the group has had several run-ins with him, and are close to being blacklisted.

THE EASE

The base has a total of 56 personnel. The six office personnel maintain records, monitor operations, and generally control the base. They all have single stateroom modules. The 50 other hands take care of other operations and live at double occupancy. Ten operate the starport, three operate the communications





and monitor equipment, one operates the laser battery, and the rest are maintenance, security, and forward observers.

The base is constructed of standard building modules of different types set together.

- COMMUNICATIONS SHACK: From here communications and asteroid monitoring are conducted. This is the brain-center of the terraforming operation, and includes a model/3 computer.
- 2) PULSE LASER: This is a duel pulse laser turret emplacement (as High Guard) for base protection and the destruction of asteroids that fall off course
- 3) VEHICLE TENT: Five ATVs and two airrafts are stored and maintained here.
- ROLANDS OFFICE: This area includes all the most important files and documents and a safe containing the company pay roll.
- ESS: This area includes cooking and eating facilities.
- RECREATION ROOM: Includes collapsable tables and chairs and various entertainment facilities.
- 7) STORAGE: The south storage area contains food stores, while the north area holds vacc-suits, weapons, and equipment up to TL 12. All equipment must be sighned out at the office in front (vehicles are also sighned out in this office).
- c) GENERATOR: Supplies power to the base, starport, and facilities. Equivalent to Book 5 factor 3 power-plant.
- CFFICE: each contains a computer console, files, and facilities for the operation of the base.

 STATEROOM: Each contains sleeping and storage facilities for one or two per sonnel.

All doors are iris values. Empty modules with values to the outside ac as air-locks, as the entire module must be depressurized for exit from and entrance to the base.

The base itself and it's accompanying starport are located on a smalplateau in a rough area of the planet surface. A gravel road leads east frothe base to the starport, and south west to base 2.

THE CRASH

One evening while outside securing the base for the coming night, one of the adventurers notices a light streak across the sky; it then dissappears behind a mountain five kilometers away. The asteroids are scheduled for planetfall during the night, and checking in the communications shed reveals that no starships are reported in the area.

This is an extremely odd occurence, and the players should be sorely tempted to investigate, as it may be something they can sulvage. They must first sighn-out equipment and a vehicle, however. The equipment manager is quite pig-headed and will insist on proper authorization. He is a greedy coward however, and is very susceptible to bribes or threeats.

The journey is rather difficult oue to the rough terrain, and takes



about an nour. When the players pass around the mountain (it is too steep to climb) they are shocked to see a furrow almost a kilometer long gouged into the earth. At it's end, to the north, still hot from re-entry, is a large blue egg-shaped object.

THE EGG

The Egg is half-buried in the earth with its stern pointing up. Close examination reveals an iris valve and several nozzles in the accessable end. The entire object is of about 100 tons displacement, and is constructed of an extremely strong and resilient low-friction material.

After the object cools (about 15 minutes) the players may attempt to enter it through the iris valve. There are no switches or buttons in the vicinity of the valve, but a beam of light flashed on its surface will cause it to open or close and activate lights within the ship.

Most of the inside of the ship is constructed of the same material as the hull. Scattered about its interior are many objects which at first resemble dead eels or insects. Upon examination they are found to be Jeactivated robots of about 20 kg.

There is no atmosphere inside the ship, and lighting is dim. The various romots have no sense of sight, instead relying on a type of radar. Each has a small low-intensity laser which serves to open the doors within the ship.

 THE BRIDGE: This area is shaped like a sphere, with many outlets, wires and cables, all joining at the base of a large pedestal in the very center. At its top is a small motallic sphere; it is Osshius, the artificial inteligence, and it is feactivated. From here it controls the entire ship and its robotic crew via direct interface. It may easily be removed, and can be recognized by anyone with computer expertice as extremely valuable.

- ROBOTS: This area contains various complete and incomplete robots, their control outlets, spare parts, and repair facilities.
- 5) LAB: This area contains variou: avparatus which can be ilentified as scanners, analyzers, and lab equipment. In the corner in two plexiglass tubes are the bodies of two dead human males. In other parts of the lab are partly disassembled beices of equipment, and two scout uniforms.
- 4) ELECTRODICS: In this area are the ships main electronic systems, including avionics, back-up computer systems, and a black-globe generator.
- 5) SPARE PARTS.
- 6) FUEL.
- >) HAIN CORRIDOR.
- ORIVES.

SPECIFICATIONS: Using a 100 ton hull, the Egg is an alien acout vessel. It has jump drive-3, maneuver drive-6, and nowerplant -7, giving it 721 and Arility 2. Fuel tankage of 37 tons supports the powerplant and one jump-3. The ship has only a back-up computer model/1, as Osshius functions as a model/3. There are no staterooms and no low berths. There is one Weapons mount, holding a 11 29 particle accelerator. There are no ships vehicles and no cargo. It mounts a Th 20 factor-6 black globe generator and is made of a Th 20, nearly frictionless material.





The Egg is operated by Osshius and its subordinate robots, which act as engineers, technicians, scouts, troops, and general workers. The ship has no cost in human terms, and took 9 months to build.

OSSHIUS

Osshius is a large, spherical, metallic object with many plugs and openings for wiring and cables. It is approximately one meter in diameter and weighs 200kg. There are various lights, sensors, and output devices on its outside. It is currently deactivated as the ship's powerplant has been wrecked.

Osshius is an artificial inteligence with thoughts, emotions, and a sense of self, just like any other intelligent being. Be can be treated as a human with intelligence 15 and education 20, and has the following skills: pilot-2, gunnery-2, navigation-2, engineering-2, mechanics-2, electronics-2, gravitics-2, computer -4, survey-2, recon-2, and J-o-t-4.

Osshius is incapable of independant action due to a lack of limbs or propulsion. When connected to a power source it may communicate and think, but must rely on robot extensions in order to act. It may analyze any language or object, and can control any system it is connected to.

If the players manage to hook it to a power source Osshius will emit a series of clicks and whirs, and its lights wil begin to flash. After about ten minutes, assuming the players talk within this time, it will say in a halting mechanical voice: "Greetings. I am Osshius. Can you understand me?".

OSSHIUS' STORY

In speaking to the players, Osshius will reveal that he was created 125000 years ago by an alien race known as the ESSIOH. They inhabited a large area of space near the core of the galaxy, and it was created to travel about the salaxy collecting data for its masters. 1500 years ago it returned to its point of origin, only to find that the entire ESSIOH race had disappeared. Records showed that they had fled the galaxy because of a genetically engineered plague which destroyed half their population.

Bereft of ourpose, Osshius has continued to travel the galaxy collecting data. Recently it contacted a scout curier and captured it for better analysis of the ship and its crew. From them it learned galanglic and found out about the Imperium. Once it was finished, Osshius leactivated them for a better look at their internal systems.

Soon after this, Osshius was attacked by several naval starships investigating the scout's dissappearance. It escaped, and after a series of jumps reached Realgar. There it was intercepted and quickly jumped out-system to Cordillon. However, during the battle its powerplant and drives were damaged, and it was forced to crash-land. THE PROBLEM

The Erg is irreperable, but Osshius is easily recognized as quite valuable, and the players should remove it from the ship and possibly hide it somewhere. Its knowledge is extremely valuable, as are its abilities. It could prove extremely valuable to the adventurers or sell for a very high price. When reactivated it will request that it be allowed to accompany the players (so as to continue gathering information).

The existence of Osshius should be kept secret by the players. If it is discovered by Shape of Earth, LIC, it will become property of the company (as it was discovered by company employees on company time with company equipment).



While returning to base the players encounter an ATV driven by several of the base personnel. They have been ordered by Roland to investigate the seismic disturbance caused by the crash of the Egg, and are fully equiped. They will ask the players what they are doing out, and if the Egg is mentioned, report to Roland by radio. They will then continue on their way.

TERRAFORMING



At first glance, it may seem strange that there are so many habitable planets throughout the Imperium and the rest of known space. Our own solar system has only one habitable world, and the development of life on it seems to be a frightfull coincidence.

The reason for this seeming discrepency is Terraforming. Over the many years since the invention of jump drive the Major races developed the technique of adapting worlds to their needs, of making them more like their homeworlds.

Terraforming is a process which, over many years, converts a hostile world into a livable one. This is done by increasing hydrographics, building or changing the atmosphere, and introducing plant and animal life.

A Terraforming operation consists of two to three stages, which vary from planet to planet. The usual type of planet terraformed has either too litle or too poisonous an atmosphere, and no free standing water. It's rotation is often too slow to give it a strong enough electro-magnetic field to keep out deadly solar radiation. This slow rotation also tends to make days extremely hot and nights extremely cold. The planet must also have no indigenous life-forms that could be harmed by the operation.

The first step in the Terraforming process is planetary bombardment with ice asteroids. The asteroids, consisting of frozen oxygen, hydrogen, nitrogen, and other gasses and liquids, are found in asteroid belts and the rings of gas giants. They are found and collected by belters, who, with the help of asteroid tugs and Mass-drivers, move them towards the planet which is to be terraformed. When the asteroids reach planetary orbit, Explosives are set on their surfaces to knock them to the planet's surface. Complex computers and starship escorts ensure that the asteroids fall on target.

The asteroids naturally hit the planet's surface and melt, and over time begin to form oceans and an atmosphere about the world. The force of their impaact (at the proper angles) tends to increase the planet's speed of rotation, helping to build up it's electromagnetic field and shorten it's day to a comfortable length (20 to 30 hours).

The second step in the Terraforming process is used only on planets that already have atmospheres, but which are tainted or exotic. This step involves the use of genetically engineered bacteria which ingest the harmfull compounds in the atmosphere and excrete breathable gasses.

The third and final Terraforming step is the introduction of plant and animal life to the world, usually at the same time as colonists.

Terraforming first becomes possible at tech level 12. The first step takes approximately one year per hydrograhic UPP rating desired to complete, assuming a standard crew of 1000 workers are at work. They are usually equipped with about 50 ships for asteroid towing and escort. Lookout stations both in orbit and on the planet's surface are set up for observation and control of the operation. Costs for the first step are extremely expensive, usually about Mcr10,000 per hydrographic SPP rating desired.

The second step, when used, is less expensive but takes much longer. The development of the proper bacteria takes three months and costs Mcr2.5, and their introduction costs Hcr1. However the process takes 10 years if the atmosphere is very thin, 20 years if the atmosphere is thin, 30 years if the atmosphere is standard, and 40 years if it is dense. The third step is left up to the colonists, and cannot properly be priced.

Several companies currently Terraform in the Imperium and surrounding area. They are usually commisioned by local or the Imperial governments.

The most well known corporation specializing in Terraforming is SHAPE of EARTH, LIC. Based in the Deneb sector, they work on 4 to 5 worlds a year, ranging anywhere from the Vargr extents to the Aslan Heirate. Several other corporations such as ULTRA-VLAND, COLONY PRIME and PLANETAILOR also Terraform worlds, but they are less far-ranging and many have reputations for sloppiness.

Terraforming can add depth to any TRAVELLER adventure, and can be used as a stepping stone to many exciting games.

ASTEROID HOVER PT-A716642-000000-10001-0 Mer 888.16 1000 tons. 4 4 TL=12. batteries bearing 4 4 Crew= 9. batteries Passengers=0. Low=0. Cargo=100. Fuel=160. EP=60. Agility=5. Belters=10. Cutter with mixed and fuel modules. 180 tons grappling systems. Haneuver varies with size of asteroid towed- 200 ton asteroid=5 G. 500 ton asteroid=4 G. 1000 ton asteroid=3 G. 2000 ton asteroid= 2 G. 7000 ton asteroid=1 G.

continued from page 14

Note: while aboard the Egg one of the base personnel will notice the empty control pedestal. He will realize that something is missing, and the players, being the only other ones there, will be blamed.

Several days later a patrol cruiser arrives at thebase, captained by commander P. R. Staaper of the JSB (Imperial Hinistry of Justice, Special Branch). He and his men will investitate the crash site, and then begin asking questions around the base. Soon after, Roland and the man from the investigation will reveal what they know, and all fingers will point to the players.

FINISHING THE ADVENTURE

If the players reveal the location of Osshius the JSB will thank them and leave. However, Roland will be extremely anground instruct a few men to take the players to the next asteroid target site and leave them there. If the players refuse to cooperate with the JSB they will be arrested and removed from the planet. Aboth scenarios can lead to exciteing escape scenarios). If the players get away with Osshius they will be followed by the JSB for some time. After a few months (or if the players leave the Imperium) the JSB will give up the chase.

Osshius may serve as a friend, ally, or servant to the players. It can easily be hooked up to a ship's computer and control all its systems. It has knowledge of many worlds throughout the galaxy and many cultures. It cannot build high-technology objects, but can serve as a useful addition to any campalghn.



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Feature Adventure- "Code of Honor" Hardware- Camoflage Dover Subsector- Tlaiowaha Plus character generation tables for the JSB, deck plans to an Aslan starship, and much, much more!



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FOR TRAVELLER







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