

THIRD IMPERIUM

No. 2

Summer, 1996

THE WEST'S OWN TRAVELLER MAGAZINE

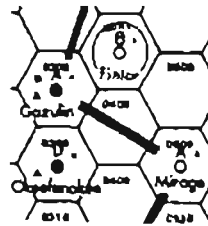
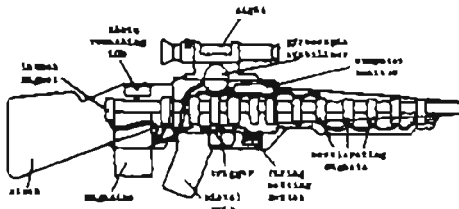


THIRD IMPERIUM

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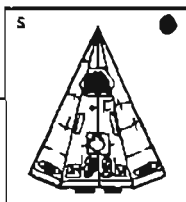


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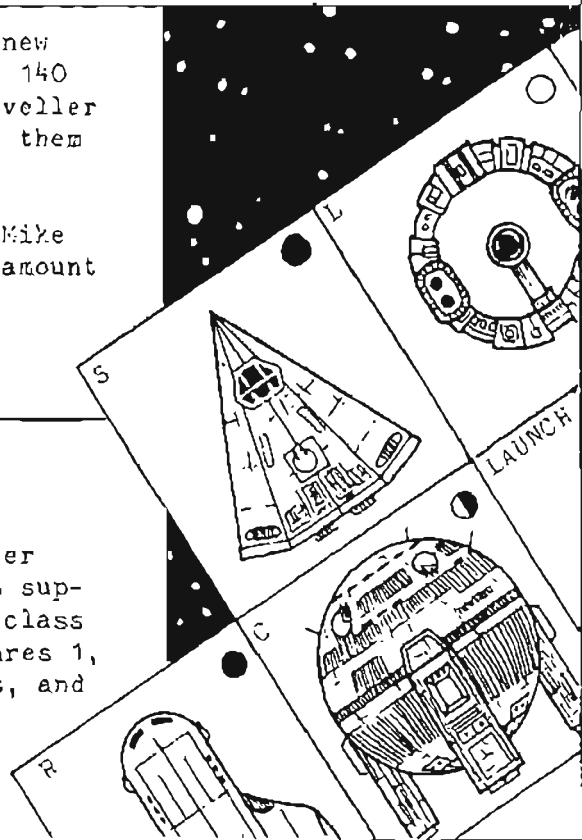
SCOUT/COURIER

100 tons

Basic Traveller
Supplement 7,9
Snapshot

This set contains all the ships from Basic Traveller and Alien Modules 1 to 7. It also contains ships from supplements 7 and 9, The Traveller Adventure, Adventure class ships volumes 1 and 2, Aslan Mercenary Ships, Adventures 1, 4, 6, and 12, Double Adventure 1, the IISS Ship Files, and Third Imperium magazine.

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NOTES FROM THE CAPITAL

Welcome to the second issue of Third Imperium! We've made a few improvements since last issue, most notably in typing (fewer errors) and in size (two more pages). This issue we also have our postal code, which was accidentally omitted from some copies of T.I. number one.

Well, our first issue sold quite well, and hopefully that will bode well for the future. We hope you will continue to enjoy our magazine, and we really would appreciate it if you would write us and tell us what you think. Send us comments, suggestions, articles, even cartoons! We need your input in order to print what you want to see!

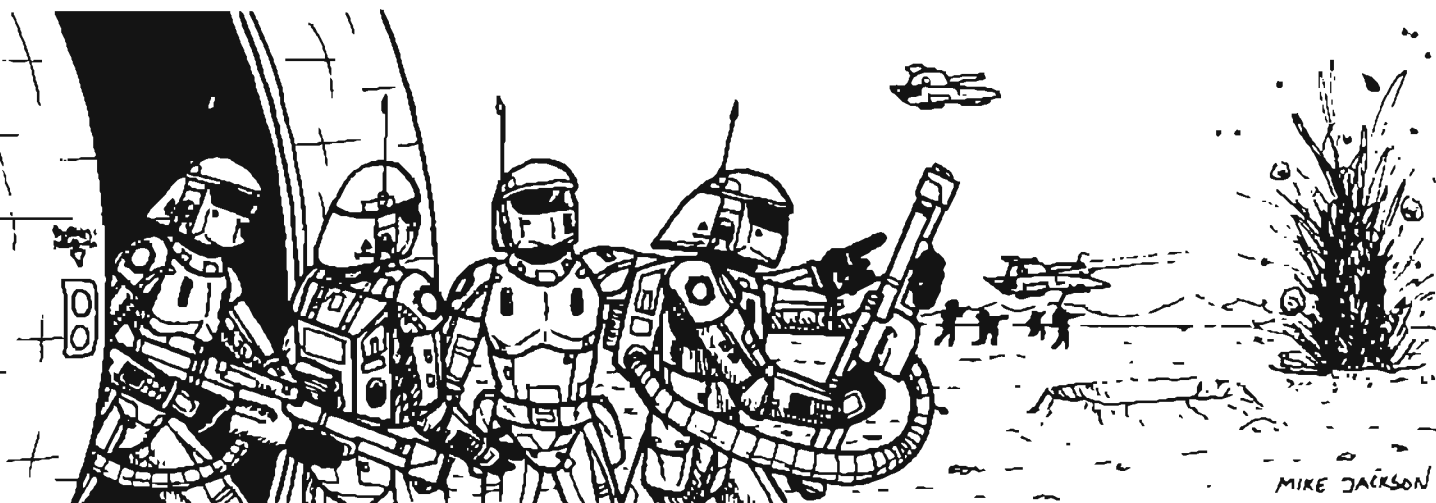
If you can't find Third Imperium at your local dealer, tell them about

us! Have them write us at the address below. We will also accept advertising on any gaming or science-fiction subject. Write us!

This issue we have several interesting articles we hope you will enjoy. We have character generation tables for the JSB, an adventure situation that takes place on a space colony, and a special new feature called "Inside Equipment". Each issue we will examine a different piece of equipment, showing its internal components and how it works.

Well, that's all for now! Until next issue: keep on Travellin'!

-Mike Jackson, Editor



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Portions of this magazine are taken from products by Game Designers' Workshop, and are copyright 1986 by that company.

STAFF: Mike Jackson, Aaron van Berg, Paul Stoneman. Thanks to Dave Morgan. Dedicated to Cameron Carrol, who wanted a more realistic and complex game.

The initial description of the JSB originally appeared in High Passage No. 5.

Third Imperium is published quarterly by Galaxy Games. Send submissions, letters, and advertising to No.512, 4676 Yew st. Vancouver, B.C. V6L 2J6

EVOLUTION: PLANETARY EFFECTS ON CHARACTERS

Over the centuries man has spread across space to colonize thousands of planets. Each world is different, and many are strange indeed. During the years since these worlds were settled humans have changed to suit the environment, and these changes should be taken into account during character generation.

The most important environmental statistic is the character's birth-world size. In low gravity humans born there tend to be taller and thinner than normal. In high gravity they tend to be shorter and thicker.

Worlds of size 0 or 1 cannot be inhabited without artificial means, and so all inhabitants automatically learn vacc suit-1. If the world has grav-plate technology there is no other effect; otherwise all people will be tall, thin, and light, with strength -2. When such people are on worlds of size 9 or A treat their endurance as -1 and -2 respectively.

People from worlds of size 2 or 3 are similar, but do not gain the vacc suit skill and will only have strength -1. They encounter no penalties while on high gravity worlds.

Inhabitants of worlds sized 4 to 8 are normal, as the gravity is not extreme enough to cause changes.

People born on size 9 worlds will be shorter, thicker, and heavier than normal. They will have strength +1 and will be clumsy in low gravity. Treat dexterity as -1 when they are on worlds of size 0 or 1.

Inhabitants of size A worlds are similar to people from size 9 worlds, but have a strength +2 and have dexterity treated as -1 and -2 on worlds size 2 to 3 and C to 1 respectively. Their endurance is treated as +1 on worlds of size 0 or 1.

A world's atmosphere also has an effect on its inhabitants. If the atmosphere is thin the people have an increased lung capacity, and can breathe a very thin atmosphere unaided for a short time: 5 minutes for every point of endurance.

On the other hand, a dense atmosphere is like soup to them, and oxygen tanks are required.

Inhabitants of worlds with dense atmospheres have smaller lungs, and have extreme difficulty breathing thin atmospheres. They breathe thin atmospheres in the same way that people from thin atmospheres breathe very thin atmospheres.

Approximately 10% of worlds with tainted atmospheres can be adapted to (heavy oxygen, some poisonous chemical). Natives can breathe that (and only that) type of atmosphere without assistance, but have a 10% chance of being unable to breathe standard atmospheres.

Other world characteristics can also affect inhabitants. Desert worlds have almost no liquids, and so people can go for long stretches without water. They can also be treated as having desert survival-1 (a version of survival skill applicable only to desert worlds).

People from water worlds have a 20% chance of being adapted to the water. They will be able to withstand immersion in cold water, and will be capable of holding their breaths for several minutes. If they are not of the 20% special cases, treat the inhabitants as having Water Survival-1, and level 1 in one watercraft skill.

Finally, inhabitants of overpopulated industrial worlds will be able to ignore crowding and small spaces. They also have a 20% chance of being able to mentally filter out noises, ignoring loud background noise and concentrating on specific sounds.

The various adaptations described here apply only to people born on the world, and whose parents lived there for a long period of time. Otherwise they are just like normal people. These rules apply to all human races, including Zhodani and Solomani. With a little work they can be adapted to other races as well (just remember- K'kree and Riveers cannot swim).

TRAVELLER'S HARDWARE

STEEL FOAM

Steel Foam was developed by SuSAG's Industrial Chemicals division in 670 because of the need for a strong, fast setting construction material. It was later marketed by many other companies, but SuSAG still manufactures the highest quality Foam.

Steel Foam is a combination of chemicals which forms a foam when it comes in contact with oxygen. The foam then hardens quickly to form plasteel. Available in many sizes of container, it is most often sold in 9kg tanks, similar to fire extinguishers. The container holds enough chemical under pressure to form ten cubic meters of plasteel.

It requires about 5 seconds to spray one cubic meter of Steel Foam, and another minute for it to expand and dry. When set it is very strong and resembles cement. It then requires 100 hit points damage to destroy a cubic meter with an energy weapon (1000 points with a slug-thrower).

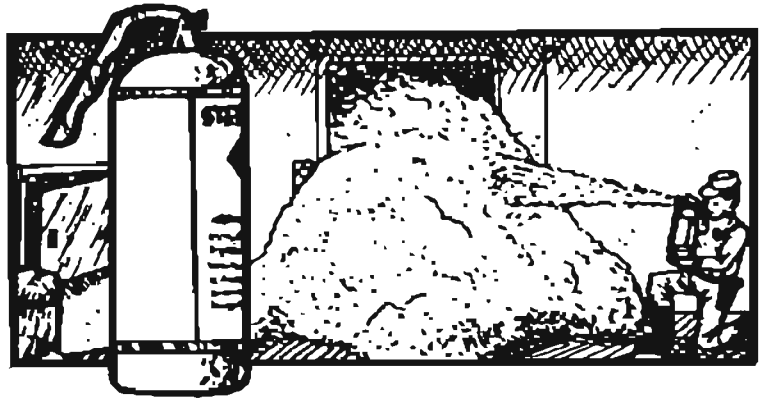
Steel Foam is used in industry, for construction, and in any place where a strong, fast, easily erected barrier is needed. It used by troops to quickly erect shields and bunkers by spraying it over an inflated mold. It is used on starships to temporarily seal breaches in the hull, and in many high-tech structures as emergency fire barriers, etc.

STEEL FOAM: TL:13 Weight:9kg Cost:cr45

CAMOUFLAGE COVER

Camouflage cover is a light, thin, strong, and usually quite large piece of fabric consisting of variable pigment cells woven together. The colour and pattern, IR, and electromagnetic signature can be electronically adjusted to fit in with the surrounding environment. Almost completely detection-proof, it is used to conceal large items in the wilderness such as ships, vehicles, and encampments.

Camouflage Cover is made up of three basic parts: the fabric itself, a control module, and several grav pegs. The control module weighs 500g and looks essentially like a hand computer. By programming in the correct codes the



color, pattern, and signature of the cover can be changed to correspond with the surroundings. This process takes about five minutes.

The cover is then placed over the object it is meant to conceal and held down with the grav pegs. These pegs weigh 150g each and are placed along the edges of the cover; they use a small grav field generator to hold the cover down. One peg is required for every 10 meters of perimeter, with a minimum of four pegs (one for each corner). Placing the pegs requires about one minute per peg, and removing them takes half that time.

When Camouflage Cover is set up over an object with the proper patterns programmed in (sand for desert, rock for mountains, plants for forest) it will become almost completely undetectable. From a distance it is virtually impossible to find (requiring 14+ on 2 dice to detect; +1 per level of Recon or Forward Observer skill) with normal sight, IR, or ship's scanners. From a starship it requires 12+ to detect, with +1 for each level of Survey skill.

From a short distance (anywhere from 20 to 200 meters, depending on the environment) it is more easily detected (roll 8+, +1 per level of intelligence above 7). At this range it is automatically detected if it is being actively searched for. It is also automatically detected upon contact.

Camouflage Cover is sold in almost every size up to 100 meters square (large enough to cover a Kinunir battle cruiser). The cost is 100 credits per square meter of cloth, and each square meter weighs about 200g. The control module costs 350 credits and each peg costs 50 credits.

TL:12

ASLAN TRADER

The Aslan Trader is a very common ship, intended as an interstellar merchant. It is capable of carrying both passengers and cargo, and this coupled with its jump-2 drives and four hardpoints make it a highly versatile ship.

The EAKHAU class Trader is a standard design, available throughout Aslan space, and thus includes a price discount of 10%.

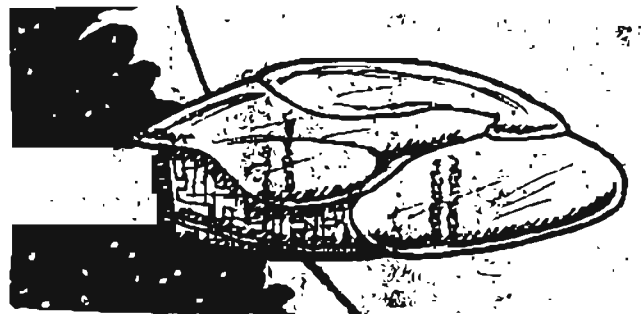
SPECIFICATIONS:

Tonnage: 400 tons standard. 5600m³.
Crew: 5. Up to 11 if gunners, medic, and steward aboard.
Dimensions: 46.5m L x 19.5m W x 14m H. (deck 3 has 5m ceiling)
Acceleration: 1-G constant.
Jump: 2.
Power plant: 2. 8EP. Agility-2.
Engineering: Two Oiweawah fusion power plants driving two KHTEI combine jump drives and one Hkaoahirl class maneuver drive.
Gravitics: Standard inertial compensators. 1.25G floor field.
Electronics: Iyraw model/2 computer.
Range: Unlimited maneuver. one jump (100 tons fuel). 100 days supply consumption.
Armament: 4 hardpoints. 4 tons fire control. No turrets or weapons initially installed.
Screens: None.
Configuration: Cone. Streamlined.
Capacity: 164 tons cargo. 13 staterooms. 16 low berths.
Vehicles: None.

DECK PLAN LOCATIONS:

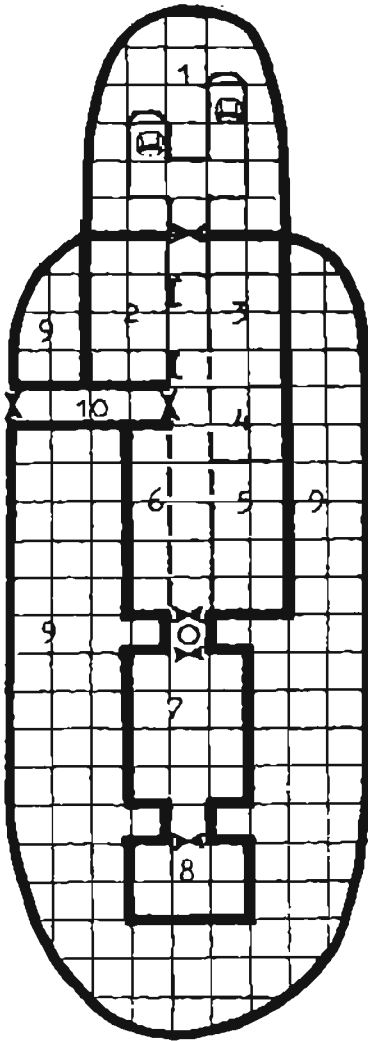
1. Bridge. Positions for pilot and navigator.
2. Computer. Access through removable access panels.
3. Sick bay.

4. Shrine of heroes. Room is used for meditation and contemplation of the Aslan way.
5. Galley. Includes mess and recreation facilities.
6. Ship's locker.
7. Low berths.
8. Dorsal hardpoint. Initially empty, weapons can be mounted and controlled from here.
9. Fuel tankage.
10. Air lock.
11. Captain's stateroom. Access panel to avionics.
12. Crew stateroom.
13. Crew stateroom.
14. Stateroom.
15. Stateroom.
16. Stateroom.
17. Stateroom.
18. Crew stateroom.
19. Crew stateroom.
20. Stateroom.
21. Stateroom.
22. Stateroom.
23. Stateroom.
24. Avionics.
25. Fuel tankage and fuel scoops.
26. Power plant.
27. Jump drive.
28. Hardpoint.
29. Hardpoint.
30. Maneuver drive.
31. Ventral hardpoint.
32. Cargo hold. 5 meter ceiling height.
33. Cargo platform. Floor area lowers out of ship and raises back in. Used for cargo loading and unloading.

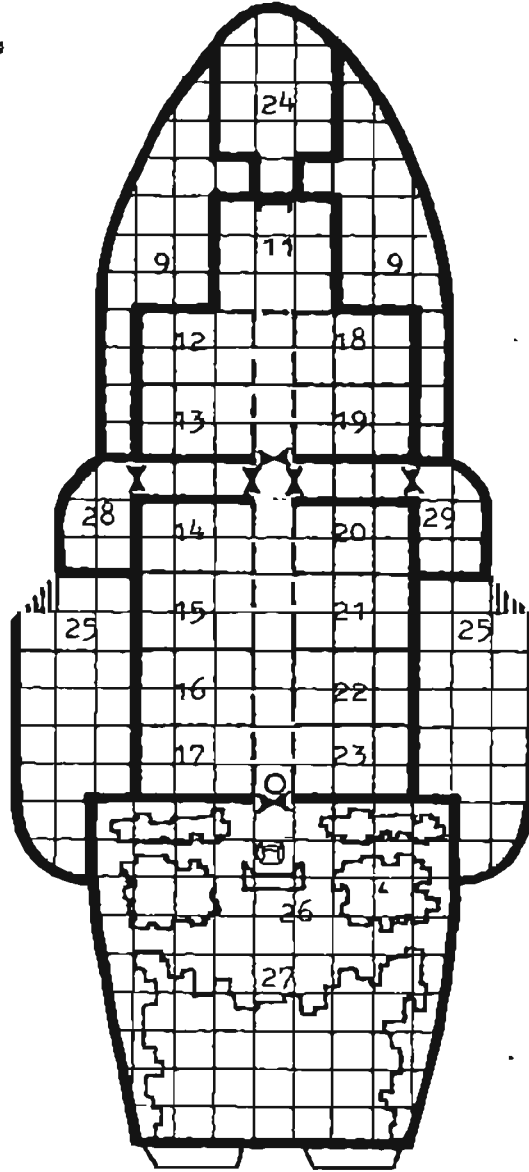


ASLAN TRADER Eakhau-4221221-000000-00000-0 Mcr 124.26 400 tons
batteries bearing crew=5.
batteries TL=10.
Passengers=8. Low=16. Cargo=164. Fuel=100. EP=8. Agility=2.

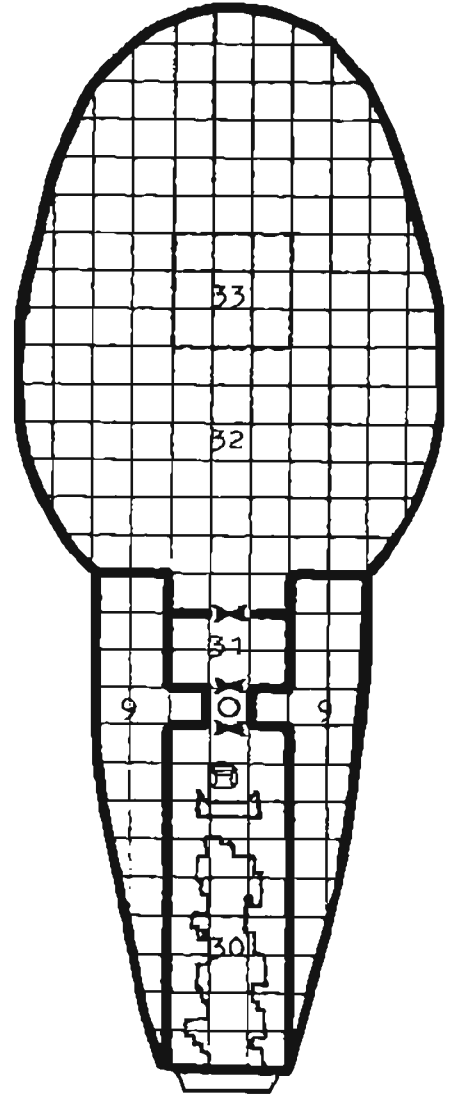
1.5 meter squares for use with Snapshot or Axhantl High Lightning



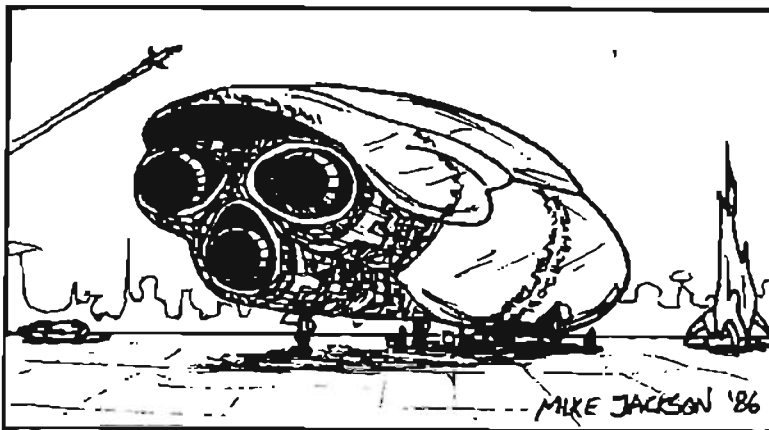
DECK 1



DECK 2



DECK 3



Deck Plan Symbols			
	Interior Wall		
	Sliding Door		
	Bulkhead		
	Maintenance Hatch		
	Lift Shaft		
	IRIS VALVE		MANUAL HATCH
	Iris Valve		Hatch
	Overhead		Overhead
	Floor		Floor
	Both Floor and Overhead		

TLAIOWAHA SUBSECTOR

Colonized simultaneously by Humans and Aslan, the Tlaiowaha subsector is dominated by the Aslan Hierate. All other worlds are independant, and Camoran and Vorito are the only Imperial client states. There are no x-boat lines in the subsector, and there is only one main trade route, linking the Imperium and the Aslan colonies. It travels from Tlaiowaha to Tyokh to Pohl, and then through the Borderland to Tobia subsector.

The Tlaiowaha subsector is dominated by the Ahroay'if clan, which owns Staha, Kteiroa, Hleakhayes, Iroioah, and part of Tyokh. Tlaiowaha itself is controlled by one of the 29, and this clan initially explored and named the subsector. Though its power here has lapsed, the name, and its influence have remained.

There is a clan war currently taking place between Ahroay'if clan and a clan in the Hkea'as subsector over exploitation rights for Akoaft.

ASIMOV was captured by Drinax five years ago in order to halt a global famine. Asimov now sends half its yearly crops to Drinax.

FANTASY has only one continent, in the form of an equatorial belt completely encircling the world. The entire surface is covered in jungle.

SINK has been heavily bombarded by meteors, and its surface covered in large water-filled craters.

ASIMOV, CLARKE, POURNELLE, HERBERT and POHL were all initially surveyed and named by a scout captain with a love for antique Terran science-fiction books.

NAME	STATISTICS	REMARKS	
Oiwoieaw	0103 B7878M7 D	Rich.	G
Asoieteal	0108 B6976J8 A R	Agricultural. Non-industrial.	G
Camoran	0203 A55167A B	Non-industrial. Poor.	G
Keaih	0210 CAA18J7 9		G
Ohualr	0307 B4223G8 9 T	Poor. Non-industrial.	G
Tlaiowaha	0308 B1209L4 E T	Industrial. Subsector capital.	G
Khusai	0403 A5766M5 C R	Agricultural. Non-industrial.	G
Staha	0409 B7554K6 E R	Non-industrial.	G
Asimov	0503 B867564 6	Agricultural. Non-industrial.	G
Kteiroa	0505 C4601K4 8	Desert world.	
Torpol	0601 B55A77A 8		G
Drinax	0603 A33645C F	Non-industrial	G
Tyokh	0606 B466AH7 E		G
Iroioah	0607 B6301G3 E	Desert world. Poor. Non-industrial.	G
Hleakhayes	0609 E4434KB A	Poor. Non-industrial.	G
Akoaft	0610 E898000 0	Barren.	G R
Clarke	0702 B899753 8		
Pournelle	0704 A9B2887 A		G
The World	0707 E100551 6	Vacuum world. Non-industrial.	G
Vorito	0709 E595ABB A	Industrial.	G
Blue	0801 B443487 C	Poor. Non-industrial.	G
Herbert	0804 BA5077A 6	Desert world. Poor.	
Pohl	0805 B564679 6	Rich. Agricultural.	G
Sink	0806 D665220 5	Non-industrial.	G
Fantasy	0808 E788400 2	Non-industrial.	G

The Tlaiowaha subsector contains 25 worlds with a population of 37.798 billion. The highest population is A, at Tyokh and Vorito; the highest tech level is F, at Drinax.

Listings: The base code "R" represents a clan base. "T" represents a base owned by one of the 29.

MAP LEGEND



WORLD CHARACTERISTICS

- Water present
- No water present
- ☄ Asteroid belt

BASES

- ↔ Clan military base
- ★ Tlaukhu military base
- ▲ Imperial scout base
- ▼ Scout way station
- 7 Research station

TRAVEL ZONES

-  Amber zone
-  Red zone

POPULATION

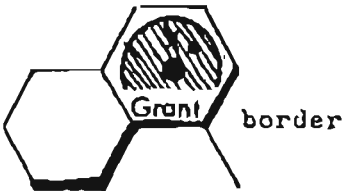
- Secundus - under 1 billion
- Primus - over 1 billion

- starport type
- gas giant
- bases
- world type
- x-boat route

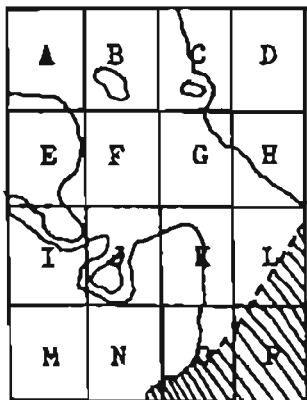


world name

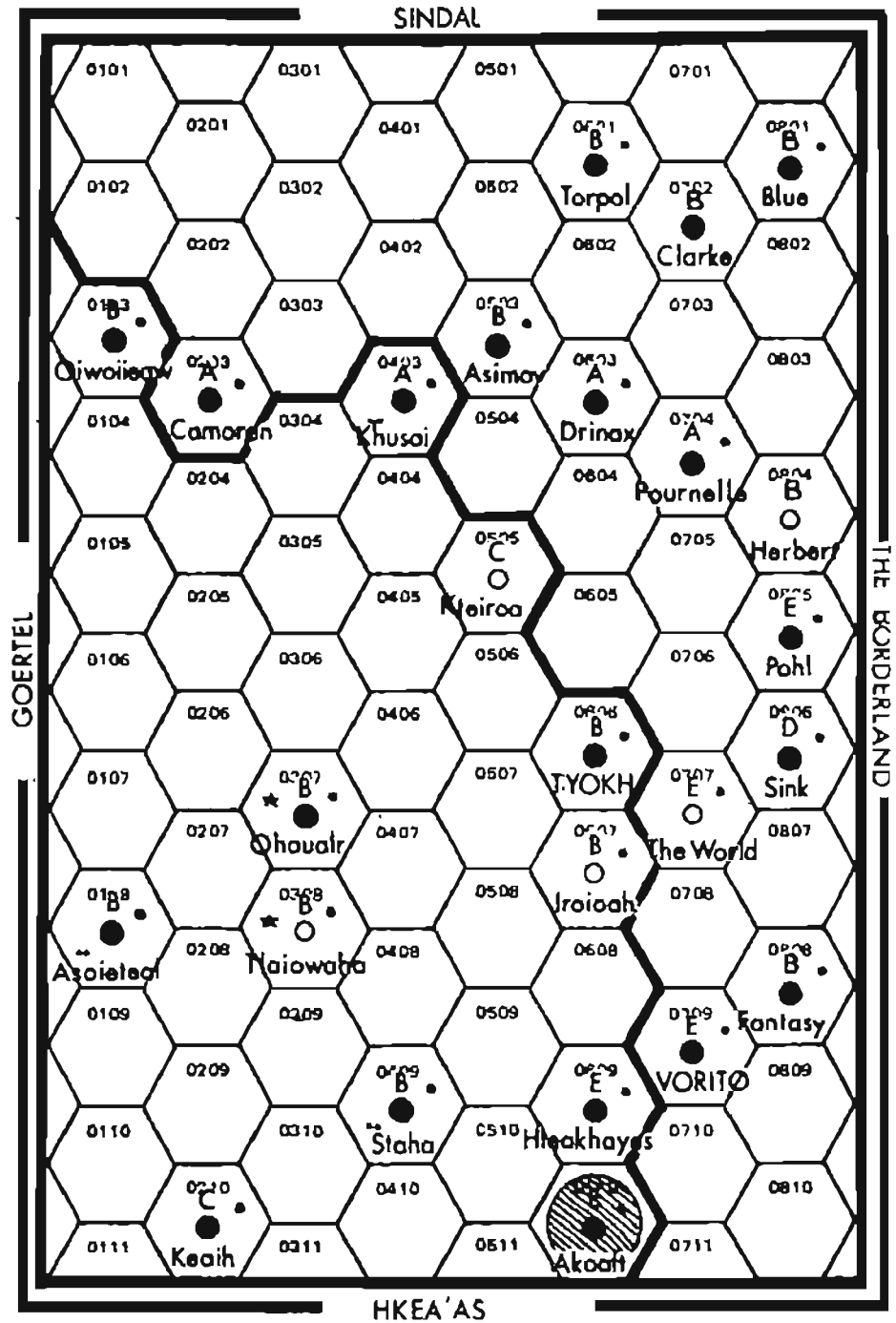
travel zone code



border



TROJAN REACHES SECTOR



- A: Menorial
- B: Egyrn
- C: Pax Rulin
- D: Gazulin
- E: Yggdrasil
- F: Dpres
- G: Sindal
- H: Tobia

- I: Nora'a
- J: Goertel
- K: Tlaiowaha
- L: The Borderland
- M: Ranib
- N: Silraaihe
- O: Hkea'as
- P: Binary

FEATURE ADVENTURE: CODE OF HONOR

Note: proper use of this adventure requires Alien module 1: Aslan.

For the past several months the players have been travelling about the Tlaiowaha subsector carrying cargo and passengers. Currently aboard ship is an Aslan male who goes by the nickname Ehaoweakye, meaning "lover of the land".

According to Aslan tradition the crew and passengers of a starship in jump meet each night for story swapping sessions, and Ehaoweakye has arranged two nights for such endeavors. The story swappings are fun and informative, as each person in turn tells stories of what they have done, seen, and intend to do.

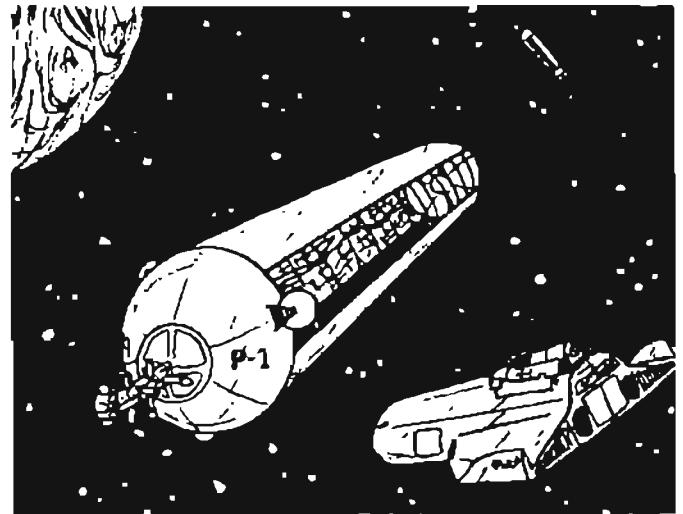
During the second story swapping session, quite late in the evening, Ehaoweakye discusses his current mission. He reveals that he is the first son of his ekho (family), and first in line for the title of Patriarch. For the last few years his ahriy (pride) has been feuding with another ahriy on Tlaiowaha, and three months ago the fighting came to a violent head. During a meeting of the patriarchs that make up his ahriy, an enemy soldier burst in and killed Ehaoweakye's father. One of the other patriarchs challenged the enemy soldier to a duel and was also killed. The soldier then escaped Tlaiowaha in a stolen Trader.

It is Ehaoweakye's duty, according to the Aslan code of honor, to find the enemy soldier and duel him to the death. All evidence shows that the soldier fled outside the Aslan worlds, and that he can be identified by a hairless patch under his left eye—the scar from a laser wound.

At this point Ehaoweakye asks the players if they could help him find the soldier, as searching is very difficult for him. In return he can pay or 50,000 plus expenses, but he must be allowed to duel the soldier unaided by the players.

THE SEARCH

The search involves landing at various likely worlds and asking questions around the starport. The soldier's course was as follows: Tlaiowaha, Staha, Hleak-hayes, Vorito, The World, Herbert and Pournelle. On each of these worlds ver-



ious information can be obtained.

On all the specified worlds starport officials will reveal that an Aslan transport with the markings of Ehaoweakye's ahriy stopped to refuel, but strangely did not pick up cargo. They can also give the ship's next listed destination. On Vorito questioning may bring up the information that the Aslan soldier hired several stranded mercenaries for his ship. On Herbert officials say that the same ship was stopped by an Imperial patrol cruiser on customs duty, and shot at it. The cruiser's drives were slagged and the Aslan transport hid in the asteroid belt for a week before jumping out of the system. On Pournelle the officials reveal that the trader is currently docked at Pournelle station-1.

The referee should extend the search, including rumors, encounters, and events on each planet. The search can include looking for contacts in startown and even bribing starport officials, but should eventually lead to the space colony at Pournelle.

POURNELLE

Pournelle (A-9E2887-A) is a large, cold, unpleasant world with a corrosive atmosphere of methane and ammonia. Its hydrographics (20%) consist of ammonia ice-caps at the poles.

Pournelle has a population of 931 million, of whom 5 million live in orbiting space colonies. The government is a civil service bureaucracy, in which officials are chosen for their expertise. Thus all officials are the best available, and the ruling council of three is highly efficient.

Pournelle's main industries are mining and the construction and export of all manner of electronic items, from computer chips to starships. It is renowned for its well built space colonies.

Pournelle maintains a large down port with trade and ship repair facilities, but its main starport is at Pournelle station-1, one of the colonies at the L5 orbit point. The planet has a large (3000 km diameter) moon, Baen, orbiting at 400,000 km distance. There are a total of 30 stations at the L4 and L5 points, all of a similar design, housing the rich members of Pournelle's society.

STATION-1

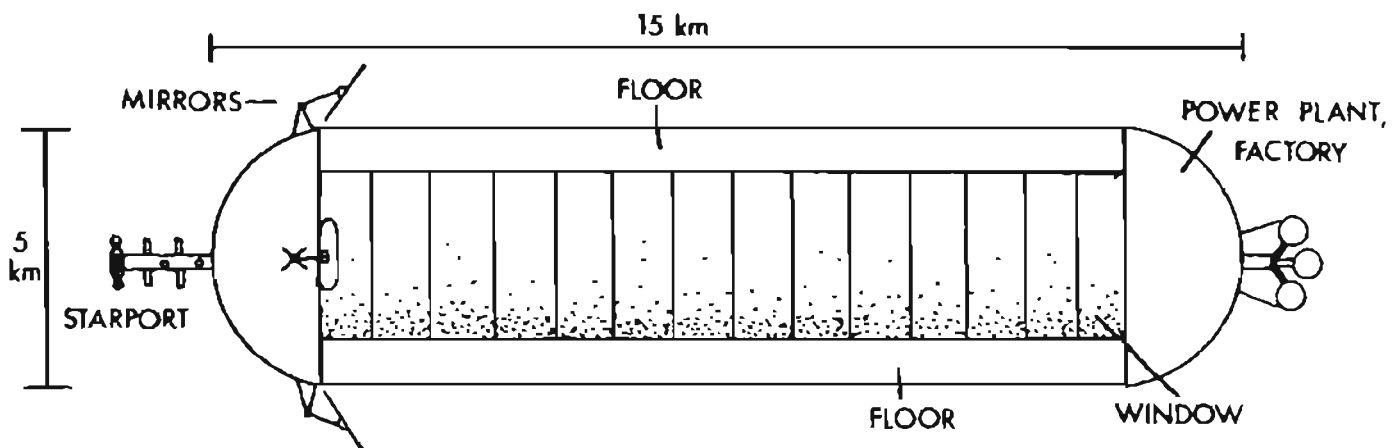
Pournelle station-1 was the first space colony to be constructed in the system. Commissioned in 1013, it was completed in 1038 and opened in 1040. Though it has 18,750,000 tons displacement, most of its inside is empty space, so construction time was only 25 years (as opposed to 93 years, as suggested by following the regular Traveller rules for starship construction).

Station-1 is a cylinder 15 kilometers long, with a diameter of 5 kilometers. Its body is divided into six equally sized and spaced areas: the city, the crops, and the park, with a window between each (see diagrams and cover). At the bow end is the starport and three 1km diameter mirrors. At the stern are the power plant, factory, sensors, and a research station.

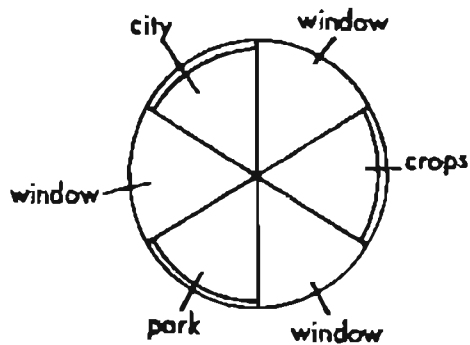
The stern end always faces Pournelle's sun, a cool red giant (K1 III). The mirrors reflect the light through the windows and into the colony, keeping it warm and sunny. Station-1 operates on a 24 hour day with a 9 hour night, during which time the mirrors are pointed away from the colony. It rotates once every minute, giving the appearance of one tenth normal gravity. Station one has a population of approximately 305,230 inhabitants, all of whom work in the starport, the factory, or the research station, or just don't work at all. They are business men and government officials, operating across space.

Station-1 has three main modes of transportation- There is a monorail for high speed travel built along the border between each section (a total of six lines). For personal transport, inhabitants rely on wings; because of the low gravity, man-powered flight is possible using wings made of fabric stretched over a metal framework and harness. Wings weigh 4kg (in normal gravity) and cost cr 150. There are no large roads; only small footpaths. The third mode of transportation consists of elevators in the bow and stern for travel from one section to another.

Because the station's rotation only gives gravity on its inside surf-



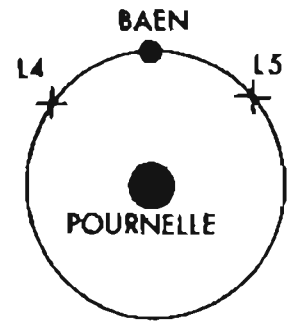
STATION-1



STATION-1 CROSS-SECTION

L-POINTS

There are five theoretically stable points orbiting a planet with a large moon. Objects placed at these points require extra effort to move, and so tend to stay indefinitely. Of the five points, only L-4 and L-5 are actually stable.



STATION LOCATIONS



PHIL JENSEN '86

ace (gravity decreases as you move towards the axis) the center of the station is in zero-G. This includes the starport, the factory, and the research station, as well as a zero-gravity hospital for patients too sick to survive in normal gravity.

The city contains various offices, stores, businesses, and theatres, and the homes of most of the population. The crops section contains fields and grazing lands where a variety of plants and animals are raised for food. The park is a recreational area with forests, hills, and even a lake. The last three kilometers from the stern contains the mansions of various high-level citizens, including the government council of three.

The crops and park are given water by a series of sprinklers for 10 minutes every night. The water then sinks into the soil and is pumped back to the sprinklers, thus forming a complete water cycle. Air is regenerated by the plants, and waste used to fertilize them. The system is completely self-sufficient.

Station-1's main industry is the growth of pure crystals and the forming of difficult alloys, only possible in zero-G. It is also the location of Pournelle's main shipyards.

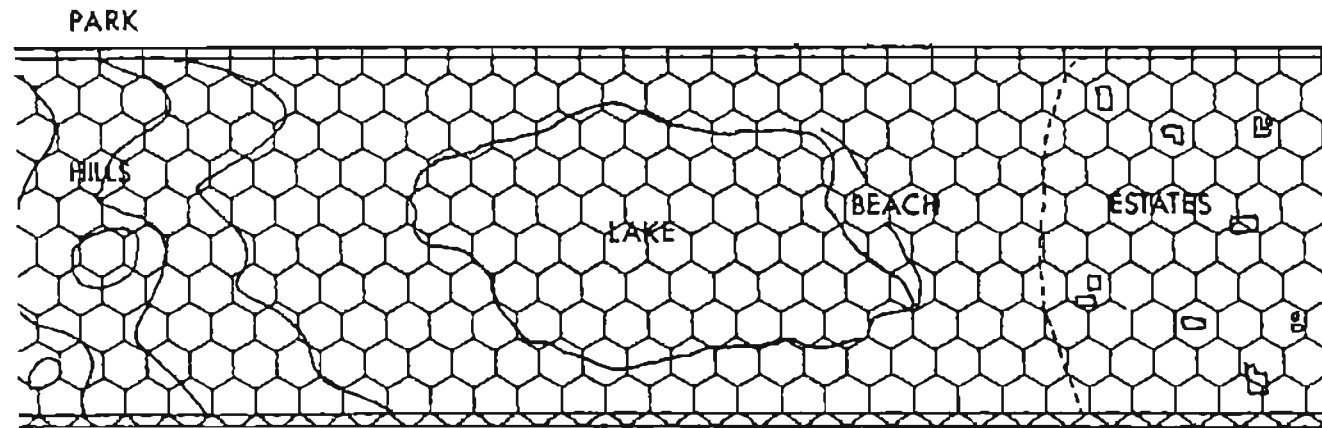
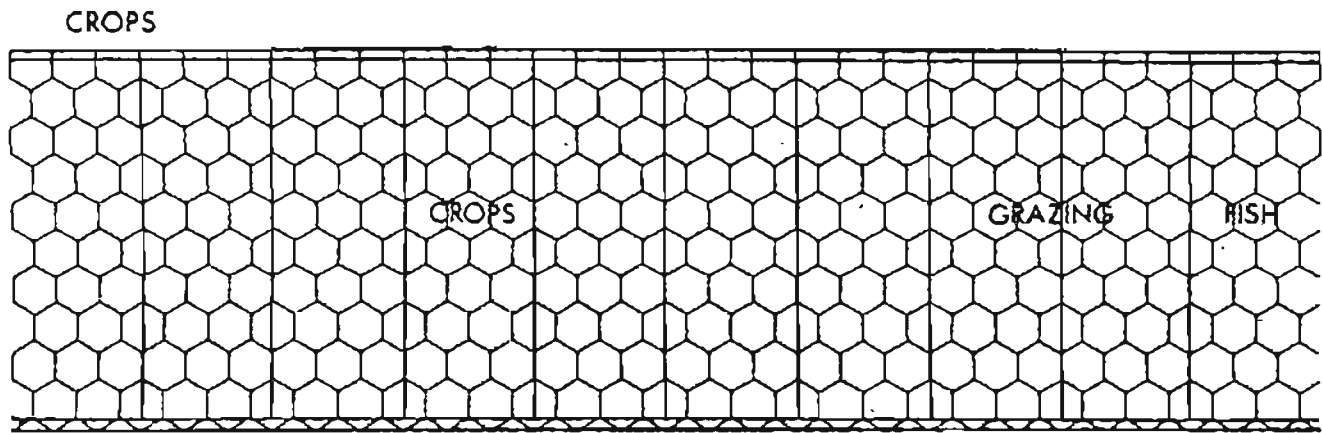
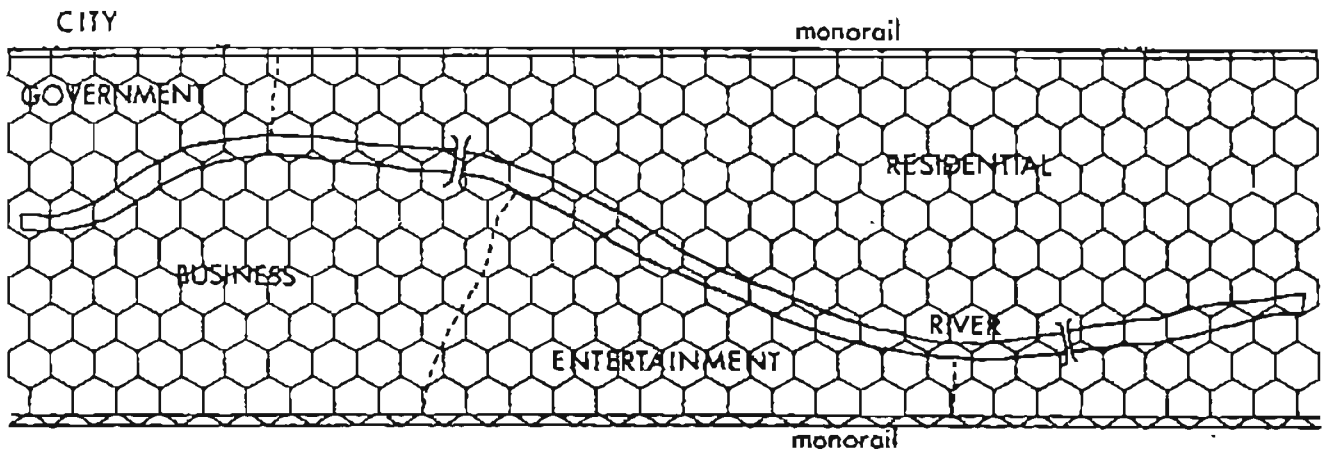
Because of the low gravity people seem stronger and have greater endurance. While on the station treat everybody's strength and endurance as if they were multiplied by 10. They can lift more and tire less easily, but still have the same amount of damage points.

THE DUEL

Once aboard Station-1, the players must find the Aslan soldier. Checking at the starport will reveal that the Aslan Trader has been abandoned for the last several weeks. Asking around will also reveal that the soldier's name is Ktaiha.

Searching the station and questioning various people about Ktaiha will eventually lead the players to a small shack in the park. The referee should devise the clues that lead them there, such as seeing Ktaiha in a crowd or trailing one of his thugs. While the players fight the thugs Ktaiha will attempt to escape on wings. This can lead to a flying duel, or perhaps he will reach his ship and a space battle will take place.

If the players kill Ktaiha rather than allowing Ehaoweakye to duel him to the death, he will be dishonored. He will not pay the characters, and he will be exiled from Aslan space. If Ktaiha should win the duel he will flee, but he will find new thugs and trail the players, hoping to kill them and tie up all loose ends. How the adventure ends is up to the referee.



STATION-1's INTERIOR SECTIONS

EHAOWEAKYE ex-space officer A7B87B age:35 3 terms cr400,000
 Independence-1, Khaihte(pistol)-1, Pilot-1, Leader-1, Tolerance-2,
 Jack-o-t-1 equipment: Khaihte, Takheal(long rifle), Yurletya
 (spear-hook), cloth armor.

KTAIHA military C69866 age:30 2.2 terms(unfinished) cr15,000
 Dewclaw-1, Hunting-1, Akhaeh(throwing edge)-1, Zakhysaar(hunter's rifle)-1
 equipment: Akhaeh, Fierah(thong), Zakhysaar, cloth and reflec armor.

JSB

The JSB (Imperial Ministry of Justice Special Branch) is the most elite security force in the Imperium and is one of the best-trained para-military organizations ever developed.

Under the JSB doctrine of 850, six divisions (Field Enforcement, Counter Insurgency, Investigative Research, Intelligence Recon, Imperial Security, and Special Security) under three offices (Investigative, Intelligence, and Security), with one central authority. The current Head of the JSB is Director Terrence Beem, who supervises operations from offices in the Ministry of Justice Building on Capital. Each office handles a unique aspect of JSB operations and has a district command post in every sector of the Imperium.

The total manpower of the JSB is approximately 10,000. These include administrative personnel, independent operatives, and Military elite strike forces concentrated in the trouble spots of the Imperium.

The Imperial Security branch manages starport and interstellar security. The Special Security Branch includes elite strike forces and the Emperor's personal guard.

ENLISTMENT

Enlistment is only possible on subsector capitals.

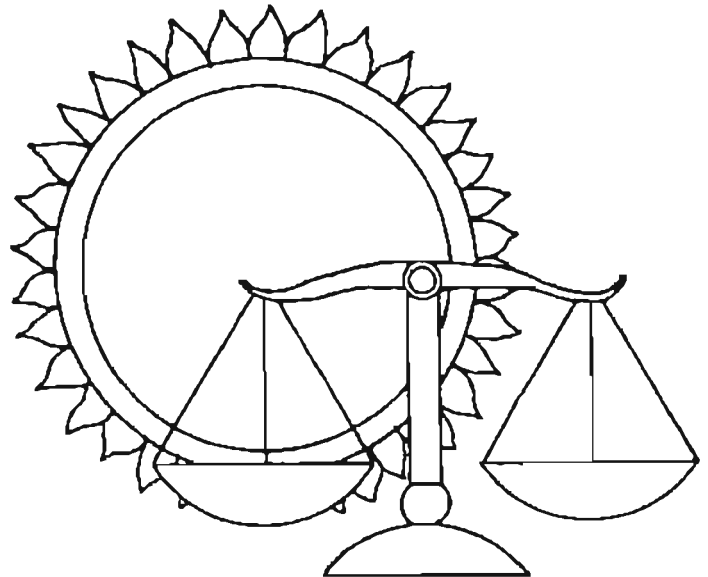
Throw to Enlist.....12+
DM +1 if Endurance.....8+
DM +2 if Intelligence.....9+

TERMS OF SERVICE

At the start of the first term a character may choose one of the three offices. Then one die is rolled on the table below to determine branch.

BRANCH SELECTION

Office	Die	Branch
Investigative	1-4	Field Enforcement
	5-6	Investigative Research
Intelligence	1-3	Counter Insurgency
	4-6	Intelligence Recon
Security	1-6	Imperial Security



INITIAL TRAINING

The first one-year assignment is spent in basic and advanced training. The player receives the specified skill on the Initial Training table, plus one skill from the correct branch skills table.

ASSIGNMENTS

At the beginning of each subsequent year Officers roll on the General Assignment table and Enlisted men roll for a commission (8+, DM +1 if Education 8+). Then all characters roll on the Specific Assignment table and consult the appropriate Assignment Resolution Table. The rest of the system is resolved according to the standard advanced character generation system (Mercenary, High Guard).

RE-ENLISTMENT and MUSTERING OUT

After each term (four years) roll two dice to re-enlist. Re-enlistment is allowed on 6+ and necessary on 12+. DM +1 if character is an officer. Characters must re-enlist in the same branch unless they have cross-training; in which case they may re-enlist in that branch.

Mustering Out: The character is allowed one roll on the Mustering out tables per term of service, plus 1 if rank 1 or 2, plus 2 if rank 3 or 4, and plus 3 if rank 5 or 6. DMs: +1 on benefits table if rank 5 or 6. +1 on cash table per level of gambling skill.

Retirement, Aging and most other processes treated as in the other Traveller books.

SPECIAL ASSIGNMENTS

Cross Training: The player rolls once on the Service Skills table of any other branch. At the conclusion of any future term, providing successful re-enlistment the player may transfer to that branch. The player may choose any branch except Special Security.

Martial Arts School: Based on the Martial Arts rules presented in the Journal of the Traveller's Aid Society No. 19.

Roll 5+ to receive each skill: Punch, Kick, Block, Hold Break, Combat Throw, Disarm Opponent, Jump Kick.

Commando School: Roll 4+ on one die to receive each skill: Brawling, Gun Cbt, Demolitions, Survival, Recon, Vacc Suit.

Starship School: Roll 5+ on one die to receive each skill: Pilot, Navigation, Engineering, Gunnery, Ship's Boat, Ship Tactics.

Technical School: Roll 5+ on one die for each skill: Computer, Electronics, Gravitics, Mechanical.

OCS: Roll one command skill, one staff skill, and one Service skill. Following completion of the assignment, the player receives a commission.

Military Attache/Aide: Player receives +1 social standing, a promotion, and may choose his next assignment (any except Attache/Aide).

Special Security School: Roll 5+ on one die for each skill: Gun Cbt, Stealth, Tracking, Tactics, Battle Dress, Martial Art. The player is then transferred to the Special Security Branch.

SKILLS

The following skills are new or not listed in Basic Traveller:

BATTLE DRESS: The individual has been trained in the use of battle dress and its associated weapons systems. May be used as vacc suit expertise. Book 4.

GUN COMBAT: Cascade skill. Choose one of the following areas: Rifles, Pistols, SMG, Laser Weapons, Zero-G weapons, High-Energy Weapons, and Auto Weapons. Book 4.

INSTRUCTION: Individuals have training in instructing students in a clear and lucid manner and motivation for learning. Players with this skill may teach their own skills to others. May teach up to one skill level below their own in Instruction and the skill being taught. Book 4.

INTERROGATION: The individual is practiced in the psychological arts of interrogation. Is able to extract more information from a prisoner than is normally possible. Book 4.

HEAVY WEAPONS: The individual has been trained in the use of Vehicle and ground mounted heavy weapons. Choose between: LAG, LMG, HMG, Auto-cannon, VRF Gauss Gun, Grenade Launcher, and ARL. Book 4. HMG appears in JOT no.9. ARL appears in JOT no. 17.

LIAISON: The individual is skilled in the art of dealing with others; this skill is usable in relations with members of military units, citizens in a community, and with alien or foreign cultures. Used as a DM on the reaction table in basic Traveller. Book 5.

RECON: The individual is skilled in military scouting. Book 4.

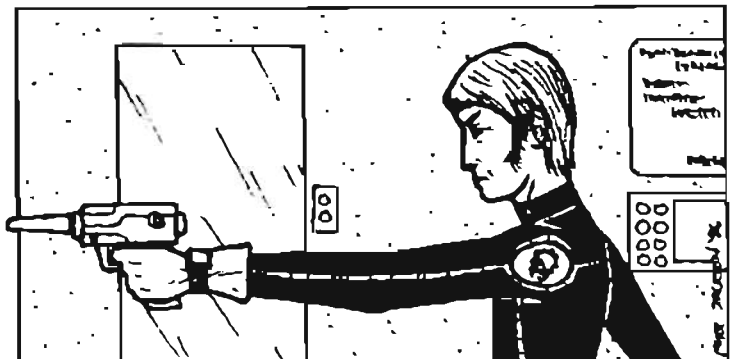
RECRUITING: The individual is familiar with the most effective means of recruiting individuals. Has a higher chance of hiring more and better quality people.

STEALTH: The individual is skilled in the art of not being detected. Has a positive DM on rolls for hiding, avoiding detection by people or machines, and sneaking up on people or things.

SURVIVAL: The individual is familiar with both the theory and practice of living off the land. Is adept at finding water, constructing shelter, and finding a way across country. Book 4.

TRACKING: The individual is skilled in the art of tracking people through a civilized environment (such as a city, starship, or across space). Can find and follow clues such as fingerprints, licence plates, photos, and information from individuals.

VEHICLE: Cascade skill. Choose one of the following areas: Prop-driven aircraft, Jet-driven aircraft, Helicopter, Grav vehicle, Tracked vehicle, Wheeled vehicle, Large watercraft, Small watercraft, Hovercraft, and Submersible.



GENERAL ASSIGNMENT

Die	Field	Enf	Ctr Ins	Inv Res	Int Rec	Imp Sec	Sp Sec
0	Command		Command	Command	Command	Command	Command
1	Command		Command	Command	Command	Command	Command
2	Command		Command	Command	Command	Command	Command
3	Staff		Staff	Command	Staff	Command	Command
4	Staff		Staff	Staff	Staff	Staff	Staff
5	Staff		Staff	Staff	Staff	Staff	Staff
6	Special		Special	Special	Special	Special	Special
7	Special		Special	Special	Special	Special	Special

DMs: optional DM+1 if Ed 8+, optional DM-1 if officer

SPECIFIC ASSIGNMENT

Die	Field	Enf	Ctr Ins	Inv Res	Int Rec	Imp Sec	Sp Sec
2	Raid		Raid	Raid	Raid	Raid	Raid
3	Raid		Raid	Invest	Raid	Raid	Raid
4	Shp Trp		Ctr Ins	Invest	Shp Trp	Shp Trp	Raid
5	Invest		Ctr Ins	Invest	Trng	Trng	Ctr Ins
6	Trng		Trng	Trng	Trng	Field	Field
7	Field		Field	Trng	Field	Field	Field
8	Field		Field	Field	Field	Field	Field
9	Shp Trp		Invest	Invest	Field	Invest	Invest
10	Ctr Ins		Ctr Ins	Invest	Invest	Ctr Ins	Ctr Ins
11	Pol Act		Ctr Ins	Pol Act	Ctr Ins	Pol Act	Raid
12	Pol Act		Pol Act	Pol Act	Pol Act	Pol Act	Pol Act

SERVICE SKILLS

Die	JSB Life	Field Skills	Crnd Skills	Staff Skills
1	Brawling	Forgery	+1 Soc	Computer
2	Str +1	Bribery	Admin	Electronic
3	Carousing	Stealth	Medical	Mechanical
4	Gambling	Streetwise	Vehicle	Medical
5	Dex +1	Tracking	Computer	Admin
6	End +1	Electronics	Leader	Recruiting
7	Int +1	Mechanical	Tactics	Instruction
8	Soc +1	J-o-T	Leader	Liaison

DMs: +1 if NCO +1 if NCO +2 if terms +2 if terms
+2 if Off. +2 if Off. 3+ 3+

BRANCH SKILLS

Die	Field Enforcement	Counter Insurgency	Invest. Research
1	Gun Combat	Gun Combat	Streetwise
2	Gun Combat	Gun Combat	Liaison
3	Vehicle	Streetwise	Admin
4	Blade Combat	Stealth	Tracking
5	Survival	Blade Combat	Interrogation
6	Vacc-suit	Brawling	Computer
7	Leader	Interrogation	Leader

DM +1 if Officer

Die	Intel. Recon	Imperial Security	Special Security
1	Recon	Gun Combat	Gun Combat
2	Recon	Gun Combat	Gun Combat
3	Stealth	Hvy Weapons	Stealth
4	Vehicle	Blade Combat	Tracking
5	Survival	Vehicle	Survival
6	Fwd Obs	Tactics	Battle Dress
7	Interrogation	Leader	Leader

ASSIGNMENT RESOLUTION

Field Enf.	Trng	Field	Raid	Shp Trp	Invest	Ctr Ins	Fol Act
Survival	auto	4+	6+	4+	4+	5+	5+
Decoration	none	none	6+	12+	12+	9+	9+
Promotion	(6+)	(7+)	6+	(6+)	8+	9+	6+
Skills	7+	10+	6+	6+	6+	8+	7+

Ctr Ins, Int Rec	Trng	Raid	Ctr Ins	Invest	Field	Fol Act
Survival	auto	6+	6+	4+	5+	6+
Decoration	none	6+	8+	12+	none	9+
Promotion	(6+)	6+	8+	8+	(7+)	8+
Skills	7+	6+	6+	6+	10+	7+

Inv Res	Trng	Raid	Invest	Field	Ctr Ins	Fol Act
Survival	auto	6+	5+	4+	5+	6+
Decoration	none	6+	10+	none	9+	9+
Promotion	(6+)	6+	8+	(7+)	9+	8+
Skills	7+	6+	6+	10+	8+	7+

Imp + Sp Sec	Trng	Raid	Ctr Ins	Shp Trp	Invest	Field	Fol Act
Survival	auto	6+	5+	4+	4+	4+	5+
Decoration	none	6+	5+	12+	12+	none	9+
Promotion	(6+)	6+	9+	(6+)	8+	(7+)	8+
Skills	7+	6+	6+	6+	6+	10+	7+

Dts: Survival- +1 if End 8+. Decoration- optional +1 if -1 on Survival.

INITIAL TRAINING

Field Enforcement.....	Pistol-1
Counter Insurgency.....	Pistol-1
Investigative Research.....	Streetwise-1
Intelligence Recon.....	Recon-1
Imperial Security.....	Rifle-1
Special Security- Cannot be taken initially.	

SPECIAL ASSIGNMENTS

Die	Enlisted	Officer
1	Cross Trng	Technical School
2	Martial Arts	Martial Arts
3	Commando	Attache/Aide
4	Starship	Commando
5	Technical	Starship
6	OCS	Special Security

RANKS

Enlisted	Officer	Trav. Rank
E1 Agent	O1 Lieutenant	1
E2 Corporal	O2 Lt Comdr	2
E3 Subsergeant	O3 Commander	3
E4 Sergeant	O4 Captain	4
E5 Sergeant Major	O5 Major	5
	O6 Subsupervisor	6
	O7 Supervisor	6
	O8 Grand Supervisor	6

MUSTERING OUT

Benefits	Cash
1 Low Psg	1 10,000
2 +2 Int	2 10,000
3 +2 Edu	3 20,000
4 Gun	4 30,000
5 Travellers'	5 40,000
6 High Psg	6 50,000
7 +2 Soc	7 100,000

SURVIVAL

Making the survival throw exactly indicates an injury; less indicates death. An injury during Police Action, Raid, Counter Insurgency, or Ship's Troop entitles the character to a purple heart.

SKILL ELIGIBILITY

JSB LIFE: All characters
 FIELD SKILLS: Character is in a Field assignment.
 COMMAND SKILLS: Any officer in command
 STAFF SKILLS: Any officer in staff assignment
 BRANCH SKILLS: Character in specified arm

DECORATIONS

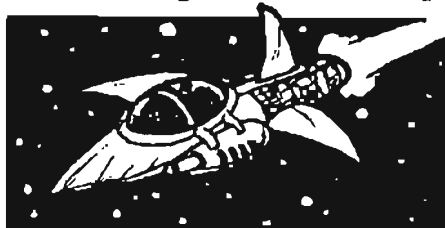
Throwing the indicated number or lower awards the MCOF; rolling three higher gives the MCG; rolling six higher gives the SEH.

ASLAN WARSHIPS

The following Aslan ships can be encountered in any situation where a warship should be. They have all been designed using High Guard™.

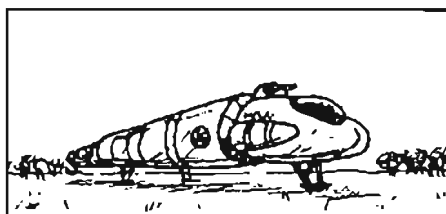
ASLAN FIGHTER Yeawel-0206RR1-000000-00002-0 Mcr14.55 10 tons.
 batteries bearing 1 Crew=1.
 batteries 1 TL=14.
 Passengers=0. Low=0. Cargo=0. Fuel=2.5 EP=2.5 Agility=6. Troops=0.

Used for light combat, patrol duties, escort work, and planetary defence, the Yeawel class fighter is an integral part of most Aslan space forces.



ASLAN TROOP CARRIER Hoeywea-1206611-030000-00001-0 Mcr00.75 100 tons
 batteries bearing 1 1 Crew=2.
 batteries 1 1 TL=10.
 Passengers=50. Low=0. Cargo=30. Fuel=6. EP=6. Agility=6.

Used for transfer of troops from orbit to surface and back during combat, the Hoeywea class Troop Carrier has proved to be a highly successful design.



ASLAN DESTROYER Keawehei-E6446H3-056600-50904-0 Mcr4420.56 5000 tons
 batteries bearing 5 5 2 5 Crew=118.
 batteries 5 5 2 5 TL=14.
 Passengers=0. Low=0. Cargo=63. Fuel=2300. EP=300. Agility=0. Troops=100.
 30 Fighters. 5 Ship's Boats. 2 Troop Carriers.

The Keawehei class destroyer is intended as both support and fighter-screen in large fleet actions and as a paramilitary vessel in non-war situations.



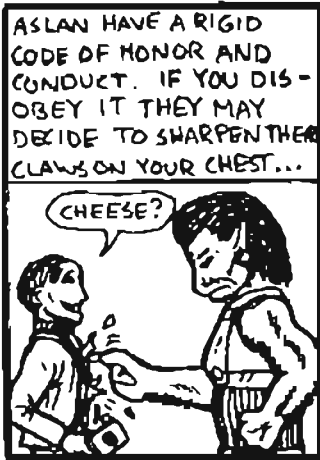
LIGHT CRUISER Iroieah-L1348H3-556608-99609-0 Mcr21230.07 20,000 tons
 batteries bearing E 2 521 6 Crew=211.
 batteries F 2 521 6 TL=14.
 Passengers=0. Low=100. Cargo=100. Fuel=7600. EP=1600. Agility=2. Troops=50.
 150 Fighters. 1 Troop Carrier. 1 launch tube.

The Iroieah light cruiser is a standard combat ship, used in large fleet actions and Tlaukhu peace-keeping duties.



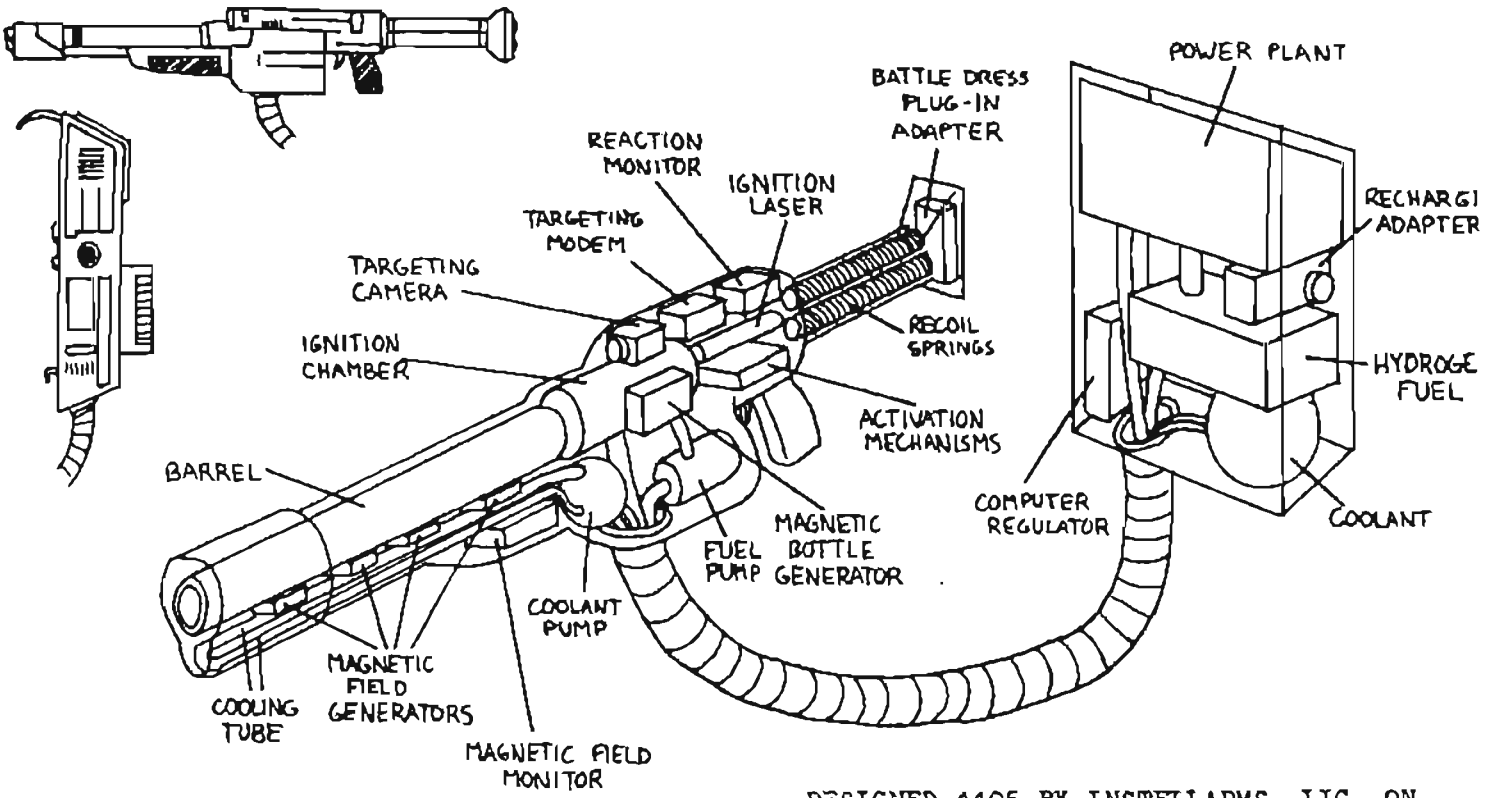
TRAVELLER'S ADVICE

DEALING WITH ALIENS IS VERY TRICKY BUSINESS. THEY HAVE THEIR OWN CUSTOMS, RELIGIONS, AND PATTERNS OF THOUGHT. YOU SHOULD ALWAYS BE CAREFULL...

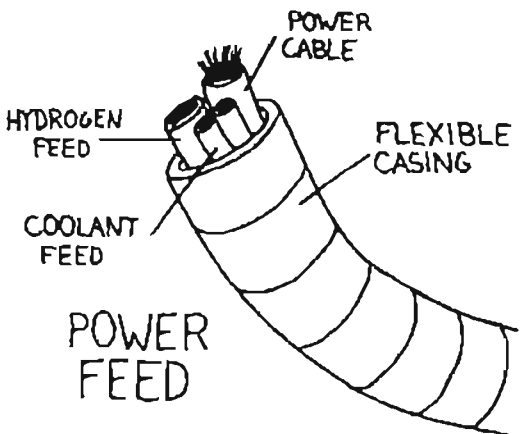


INSIDE EQUIPMENT

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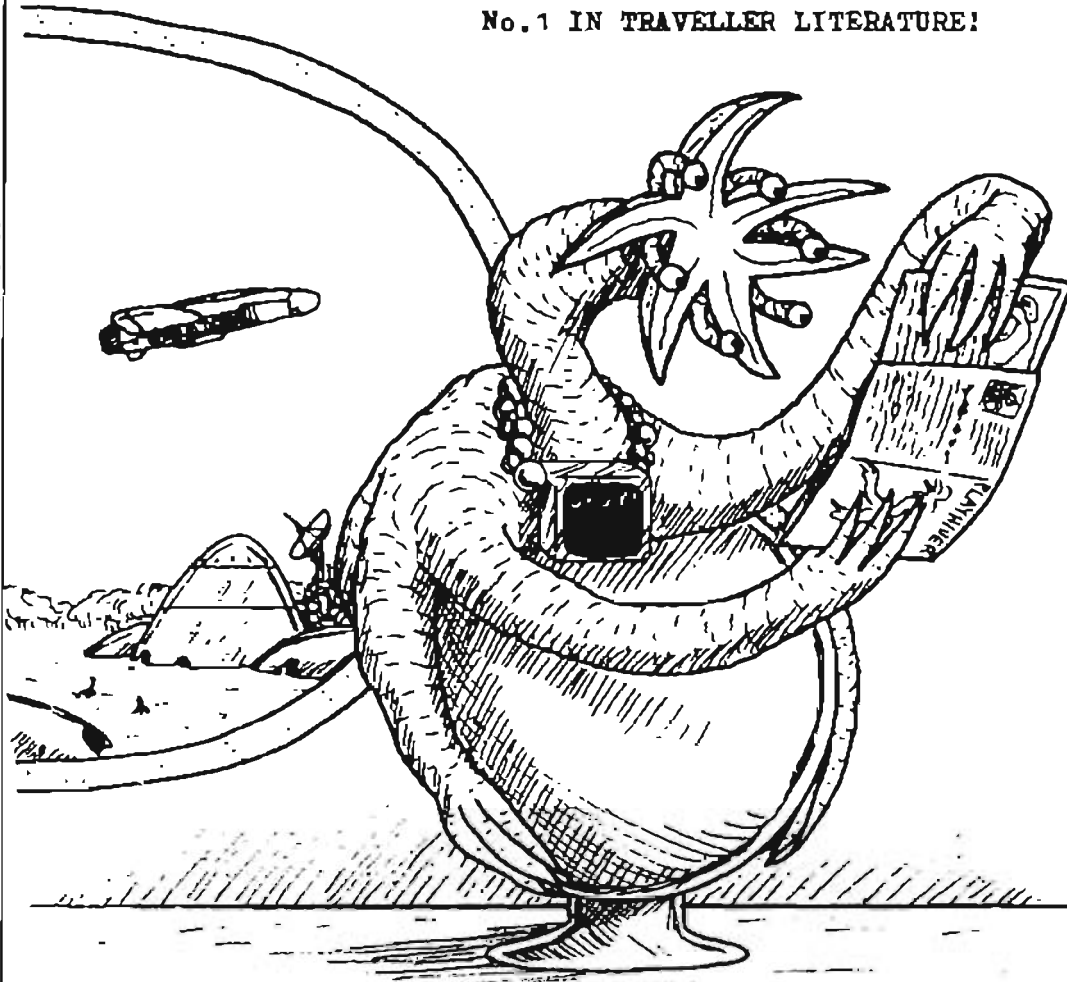
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