

THE IMPERIUM STAPLE

Issue #1 - March 1986

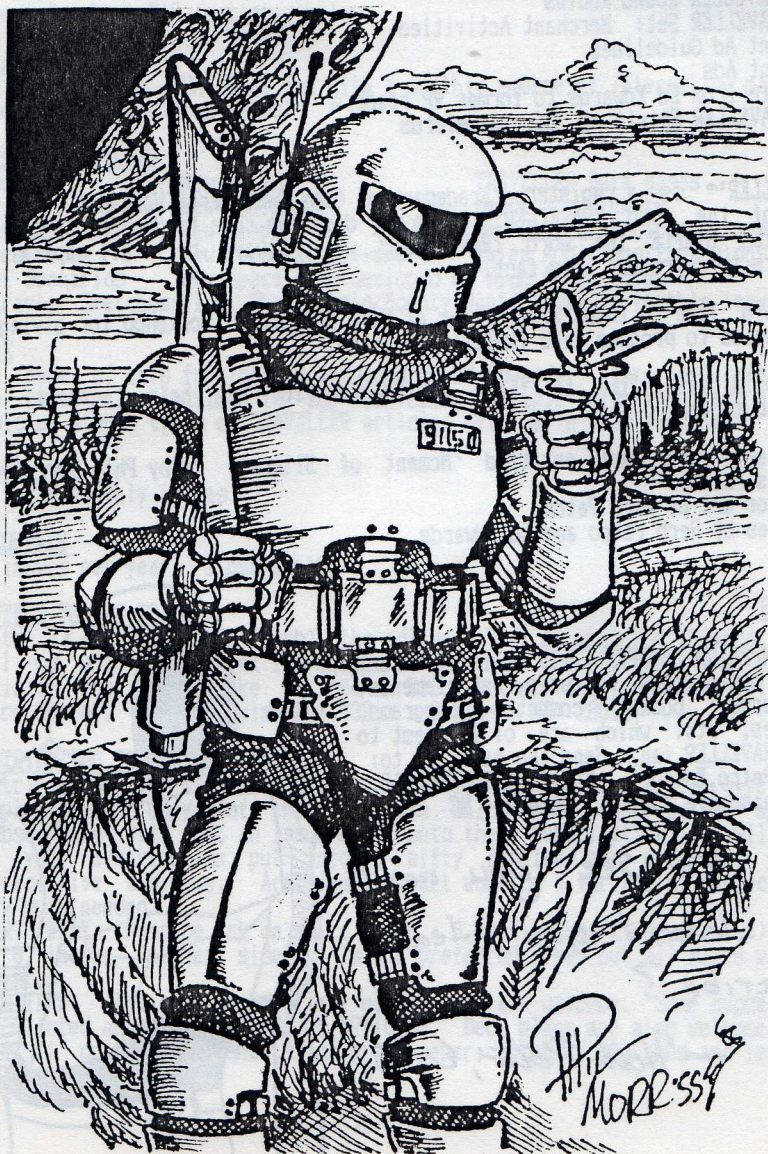


TABLE OF CONTENTS

ISSUE #1

MARCH 1986

- 1 Table of Contents
- 2 Introduction
- 3 Speculation on GDW adventure discontinuation
Preview: Upcoming DGP material
- 5 Character Sketch: Assassin/Bounty Hunter
- 6 Report of the Imperial Society for the Preservation of Religion (ISPR)
- 8 Simulating the URP and PRP for TRAVELLER
Review: Between Worlds #2
- 9 Standard Configuration Starship
- 10 Ringworlds
- 11 J-4 Battle Fleets
- 12 TRAVELLER Round Robins
- 13 TRAVELLER Set: Merchant Activities
- 14 Want Ad Guidelines
Want Ads
- 15 Note from Ed Edwards to former WP readers
TRAVELLER Spirit of '86: Gamelords

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I would like to thank Marc Miller of Game Designers' Workshop for giving me permission to produce this TRAVELLER fanzine.

I would also like to thank Ed Edwards for his help, support, and contributions.

Excellent cover art entitled 'Moment of Silence' is by Phil Morrissey. (thanks Phil)

Interior art by Herb Petro.

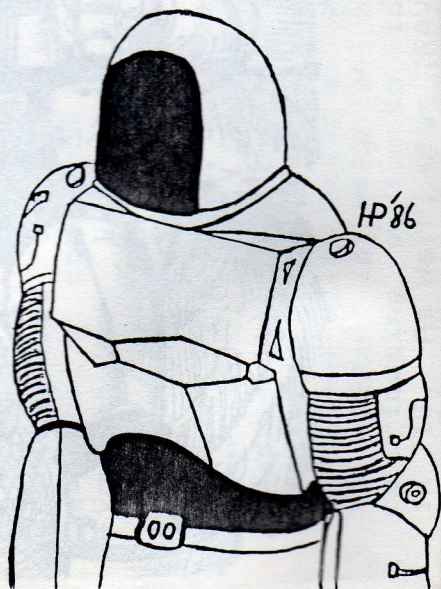
Articles by Herb Petro and Ed Edwards.

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, 407 Louise Ave. #38, Belmont, NC 28012

Hope to see you next
ish. Won't you please
subscribe?

—Herb Petro, Editor



INTRODUCTION

by: Herb Petro

Welcome to the first issue of THE IMPERIUM STAPLE (hereafter referred to as TIS). I (Herb Petro) am the editor. I started TIS to take over where Ed Edwards' TRAVELLER Newsletter WORKING PASSAGE (WP) left off. On January 9 I received a letter from Ed Edwards (whom I am in frequent contact with) saying that due to computer breakdown and lack of money to repair the computer, WP had to die (Most of the WP masters were done by computer). I was quite unhappy when I heard this news, since many features that WP had were not to be found elsewhere (i.e. data bases, speculation). I therefore decided to start a fanzine to fill the void left by WP, the end result is what you now hold in your hands.

Some info about TIS is listed below:

PURPOSE

To provide the TRAVELLER fan with a monthly source of interesting material (see types of articles below)

TYPES OF ARTICLES

News	New Aliens	TRAVELLER Data Bases
Reviews	New Equipment	Mercenary Tickets
Previews	New Weapons	New Striker Vehicle designs
Speculation	New Personal Devices	Rules Additions/Expansions
Mini Scenarios	New Space Ship designed by High Guard Rules	
Character Sketches (i.e. The Assassin/Bounty Hunter article in this issue)		

NAME

The name of this fanzine was proposed by Ed Edwards. 'Imperium' represents the fact this fanzine is for TRAVELLER. 'Staple' signifies that all the basic or staple types of TRAVELLER articles will be in this fanzine.

PRICE

\$5 for 6 monthly issues

FREQUENCY

12 issues per year, 1 per month.

LETTERS TO THE EDITOR

Write a letter to me (Herb), the editor. Tell me what you think of 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, 407 Louise Ave.#38, Belmont, NC 28012

CONTRIBUTING TO TIS

Contributions to TIS are gladly accepted. As payment I will give you 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: Must be ink on white paper. 3 by 5 inches (long side up) and 5 by 8 inches (either side up) is the preferred size, but all sizes will be accepted.

WRITERS: Articles on a variety of subjects are welcome. Some suggestions are listed above under TYPES OF ARTICLES. 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.

SPECULATION

by: Herb Petro

About a month ago I found out that GDW was discontinuing all their adventures and double adventures, this led me to write an article speculating on why they decided to do this. Though more reasons may be thought of, here are mine:

- 1) Perhaps not that many new gamers are coming into the field of TRAVELLER to warrant the reprinting of these adventures any longer.
- 2) Perhaps GDW does not want to flood the new gamer coming into TRAVELLER with all this material, just the sheer volume of TRAVELLER material is enough to make someone think twice before trying to get into TRAVELLER
- 3) Perhaps GDW wants to produce several new adventures and does not want the older adventures to compete with their new products
- 4) Perhaps GDW is going to abandon TRAVELLER, though this is not likely since there is still a lot of money to be made selling TRAVELLER material
- 5) Perhaps the Zhodani have planted a spy at GDW to eradicate all the TRAVELLER material for the purpose of psychohistory!?

PREVIEW

by: Herb Petro

The folks at DIGEST GROUP PUBLICATIONS (DGP) have been busy lately. They are working on many new TRAVELLER products. Here's the "low-down" on each of them:

GRAND SURVEY: A definitive guide to world creation, design, and exploration. Will be the size of a GDW alien module, and will include: Imperial Scout survey procedures, High-Tech survey equipment (each one illustrated), detailed information on starship sensors, complete deck plans of the DONOSEV class survey vessel from FIGHTING SHIPS, detailed data on TL9-15 vacc suits (each one illustrated), extensive world design rules by J. Andrew Keith, and a complete index. The DONOSEV deck plans will be done by Ed Edwards. Scheduled release date: June 1, 1986. Price: \$7.

GRAND CENSUS: A companion volume to GRAND SURVEY. GRAND SURVEY deals mostly with the UPP stats of size, atmosphere, hydrosphere, and population. GRAND CENSUS covers the stats of government, law level, and tech level in loving detail. For example, ever wonder what's really different between a TL13 and a TL14 world when you land on one? GRAND CENSUS will tell you. Scheduled release date: First quarter 1987.

MACINTOSH SOFTWARE: GDW's disks WordGen and Bestiary in Macintosh format with pull-down menus and windows, each for \$18.50, plus \$1.00 shipping and handling. Also a disk of cut and paste TRAVELLER art, forms, and charts for \$18.50 plus \$1.00 shipping and handling. Scheduled release date: March 1, 1986.

ROBOTS, BOOK 8: GDW liked the DGP series on robots in TRAVELLERS' DIGEST so much that they have commissioned them to do book 8, ROBOTS. This book is going to discuss how all major races use robots, give robot encounter tables, provide even more detail on robot design, and address player character robots!

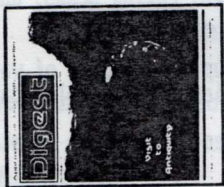
A WINNER



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#2 SOLD OUT



#3 AVAILABLE NOW



#4 AVAILABLE MARCH 1

"... beyond a doubt one of the best licensed Traveller products I've seen in a long time . . . I wish a magazine of this quality could have become available much sooner . . . a winner."

— J. Andrew Keith
Noted Traveller Author

The Travellers' Digest

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1-Yr. Subscriptions - \$14.00



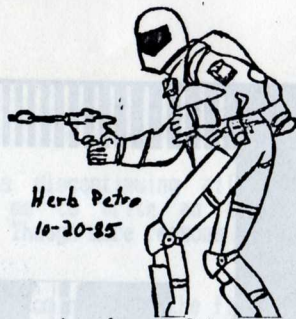
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Boise, ID 83709
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VISA and MC Accepted
Dealer Inquiries Invited

Assasin/Bounty Hunter

by: Herb Petro

Girkaasi Sokolov AADB85 Age 34 4Terms
Cbt Rifleman-3 Laser weapons-2 Mcr0.9
Blade Cbt-2 Tactics-2 Battle Dress-2
Hunting-2 Survival-2 Forgery-5
Laser Pistol, ACR, Battle Dress,
Gas grenades, Fragmentation grenades



Constantly clad in Battle Dress, this killer works alone. Sokolov is a deadly man born on a high gravity world (the reason for high strength and endurance) who hires himself out to kill people. When he's low on work he takes up bounty hunting, going after only the most dangerous criminals, simply because dangerous criminals have more of a price on their head.

Sokolov's forgery level is only good for making identification cards for himself. He can forge almost any ID card he needs. The reason that his forgery level is only good for making ID cards for himself is that he is completely familiar with his own fingerprints, retina scans, and DNA pattern and he has no desire to learn anyone elses.

Sokolov can run across your adventuring group in a variety of way:

- 1) If your characters are mercenaries then Sokolov can be hired by someone to take out your commander
- 2) If your characters are merchants then Sokolov may be stalking one of your passengers
- 3) If you just have general type characters, then the group may have gotten an underworld boss made at them (knowingly or unknowingly) and Sokolov could be hired to exterminate one or more of the group
- 4) Your characters may not be directly involved, they might just be caught in between the assasin and his prey
- 5) Your group may be hired to protect someone who knows that he is in danger, then Sokolov can come into the picture and the adventurers will have to fight him off, or run away

There are many more possibilities with Sokolov, including the possibility of the adventurers hiring Sokolov, then someone taking revenge on the group. I hope you can find some use for Sokolov.

REVIEW: R & D FACILITY

by: Ed Edwards

Research and Development Facility, Building Module 2 (Seeker, P.O. Box 337, Finley, ND 58230; 8.5" by 11", 9 pages with 4 page cover, \$5, 1985)

R & D Facility is ready to use with 15mm miniatures. The first page shows a small drawing of the ground level and each of the 6 lower levels. The second page shows an overhead view of the grounds on which the facility are located. The other seven pages show the ground level floor plan and each of the six lower levels.

The front cover shows an exterior view; inside front cover shows the symbols used on the floor plans; inside back cover shows the lift system; the outside back cover has a 5" high Seeker symbol.

Photo enlarge the 8.5" by 11" sheets to 11" to 17" and they are useful for 25mm miniatures.

**REPORT OF THE IMPERIAL SOCIETY FOR
THE PRESERVATION OF RELIGION (ISPR)**

by: Ed Edwards

The Third Imperium is not interested in the religious beliefs of its citizens; only in the actions of its citizens. As long as religion's beliefs do not cause adherents of the religion to break the laws of the Imperium or interfere with its progress, the religious beliefs are acceptable. Religious organizations not misaligned with Imperial harmony are welcome in all civilized portions of the Imperium, because common features of most religions are the teachings of ethics and morals. Planets with governments which persecute mainline religious beliefs can and are placed in Amber or Red Zone status to protect adherents.

URP

**Universal Religious Profile
ABCDEF - G**

PRP

**Personal Religious Profile
ABCDEF**

The profile can be applied to a religious organization or to individual sophonts.

A. God View (GV)

- 2 or less anamism
- 3 many gods in hierarchial orders
- 4 many gods
- 5 several gods
- 6 god is interested in the daily affairs of sophonts
- 7 god interacts with sophonts in key moments in life
- 8 god is involved with sophont affairs only at historical points
- 9 god exists but is not generally available
- A - 10 panthesism
- B - 11 agnosticisim
- C - 12 atheisim
- D+ - 13+ god? The question is meaningless.

B. Devotion Required (DR)

The DR indicates how much of an individual's time is expected attending worship, studying holy writings, in prayer or meditation, etc.

- 3 or less minutely
- 4 several times an hour
- 5 hourly
- 6 several times a day
- 7 daily
- 8 several days a week
- 9 weekly
- 10 monthly
- 11 yearly
- 12 several times during life
- 13 none

C. Organization Structure (OS)

OS refers to the formality of the organization required to support the religion.

- | | |
|------------|--|
| 2 or less | highly hierarchal structure throughout the region of influence |
| 3 | formal structure on regional basis |
| 4 | formal structure on area basis |
| 5 | loose regional wide organization |
| 6 | loose area wide organization |
| 7 | independent world wide organization |
| 8 | local organization, district imposed by-laws |
| 9 | local organization, world imposed by-laws |
| 10 | local organization, no by-laws |
| 11 | loose informal organization |
| 12 or more | no organization |

D. Liturgical Formality (LF)

LF refers to the formality of religious worship when several sophonts gather together.

- | | |
|-----------|---|
| 2 or less | holy writings not accessible to unindoctrinated |
| 3 | prescribed by holy writings |
| 4 | prescribed by highest authority |
| 5 | prescribed by higher authority |
| 6,7 | regionally prescribed |
| 8 | locally prescribed |
| 9 | very limited prescribed liturgy |
| 10+ | complete informality (conversational type) |

E. Sophont Extent (SE)

SE refers to the number of different type sophonts to which a religion is applicable.

- | | |
|---|--|
| 1 | only limited groups of this type sophont |
| 2 | most groups of this type sophont |
| 3 | all of this sophont type |
| 4 | two or more sophont types |
| 5 | most sophont types |
| 6 | all sophont types |

F. Missionary Ferver (MF)

MF refers to the extent to which adherents go to convert others to their religion. This is an indicator of how likely an encounter with a person of this religion will include a mention of the religion.

- | | |
|-----------|-------------|
| 2 or less | none |
| 3 | very little |
| 4 | some |
| 5 | frequently |
| 6 | always |

G. Number of Adherents (NA)

NA refers to the number of adherents in a URP for religions which have adherents in several subsectors only.

- | | |
|----|-----------------------|
| 5 | Hundreds of thousands |
| 6 | Millions |
| 7 | Tens of Millions |
| 8 | Hundreds of Millions |
| 9 | Billions |
| 10 | Tens of Billions |

SIMULATING THE URP AND PRP FOR TRAVELLER

By: Ed Edwards

Elements lower than zero should be changed to zero before the next step is applied. If two elements (in the first 4) are zero, the religion is unacceptable by Imperial Law.

- | | |
|----------------------------------|--|
| A. God View (GV) | GV = 2D6 |
| or at tech level 10+: | GV = tech level - 7 + 1D6
(on natural 6, subtract next 1D6) |
| B. Devotion Required (DR) | DR = GV - 3 + 1D6 |
| C. Organizational Structure (OS) | OS = DR - 7 + 1D6 |
| D. Liturgical Formality (LF) | LF = OS - 7 + 1D6 |
| E. Sophont Extent (SE) | SE = 1D6 |
| F. Missionary Ferver (MF) | MF = SE - 3 + 1d6 |
| G. Number of Adherents (NA) | NA = 4 + 1D6 |

Example URP: AB5444-6 (A = 10; B = 11)

- | | |
|--------------------------|--|
| A. GV = 15 - 7 + 3 = 11: | Agnosticism as God View |
| B. DR = 11 - 3 + 2 = 10: | monthly devotion |
| C. OS = 10 - 7 + 2 = 5: | loose area wide organization |
| D. LF = 5 - 7 + 6 = 4 : | liturgy prescribed by highest authority |
| E. SE = 4 : | 3 sophont types Vilani, Darrian, and Zhodani |
| F. MF = 4 - 3 + 3 = 4 : | selected individual missionaries |
| G. NA = 4 + 2 = 6 : | Millions |

AB5444-6: Ethical Batar (EBites)

The name comes from a Solomani term "Ethical" pertains to moral principles pr values and a Vilani term "batar" referring to self improvement. EBites, as they are nicknamed, believe the ultimate questions of life do not have firm answers but that logic dictates one can improve one's life by adhering to the EB codes. Area organizations are found in the Darrian Confederation and the capital planets of the Imperium portions of the Spinward Marches Sector, Deneb Sector, and the Corridor Sector.

Selected gurus teach from the EB Book of Wisdom (developed over the last 800 years) each day of the Imperial year evenly divisible by 20. These EB gurus generally train 5 years at the sector headquarters. Participants in these meetings are expected to donate 2% of their income for training additional gurus and maintaining local and sector facilities for the furthering of EB.

Some 27,000,000 Imperium citizens are members of Ethical Batar. 18,000,000 of these live within the Spinward Marches. EB is most popular at tech level 13+.

REVIEW

by: Ed Edwards

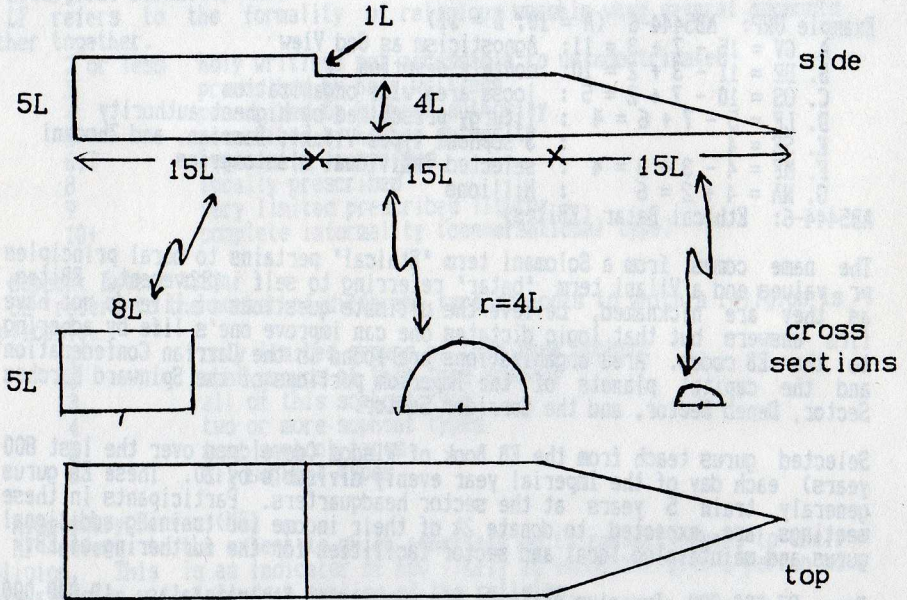
BETWEEN WORLDS #2, Jan. 86 (Between Worlds; 3914 Angeles; Tampa, FL 33629; 16 pages, 5.5" by 8.5", \$7 for 6 bi-monthly issues, 1986)
Issue 2 is a step above BW#1. While the Faster than Light drive sets the 200 ton Pioneer Cruiser outside mainstream TRAVELLER, the ATLAS, and other TRAVELLER rules are applicable so unless you run a continuous campaign the adventures can be adapted. In any case the equipment, characters, and weapons in BW2 are applicable to the Imperium Campaign. Is BW worth \$7 for 6 issues? Belonging to the "more TRAVELLER fanzines the better" school: yes!

THE STANDARD CONFIGURATION STARSHIP

by: Ed Edwards

Going from High Guard (GDW,80) ship plans to fully detailed floor plans generally require an algebraic exercise. Oh the rules are simple: a 1.5 meter by 3 meter by 3 meter space is 13.5 cubic meters in volume which equals one ton. Computing the number of cubic meters (or in this case 2 standard 1.5 meters by 1.5 meter squares of a deck 3 meters high) for the selected shape is the mathematical problem.

In the space ship shape below (Needle Configuration, USP Code 1): The overall height is 5L, the overall length is 45L, and the width is 8L. The tonnage is more difficult.



The volume of the aft box is $5L \times 8L \times 15L = 600L$ cubed. The center section is half of a cylinder so its volume is $\frac{1}{2} \times \pi \times r^2 \times l$ or $\frac{\pi}{2} \times (4L)^2 \times 15L$ or using $\pi=3.14$, the volume is about 377L cubed.

The fore section is half a cone with a base of radius 4L and a height of 15L. Using formula for the volume of a cone $V = \frac{\pi}{3} r^2 l$. We find the volume to be $\frac{1}{3}$ of that of the half-cylinder portion or some 127L cubed.

The sum of these portions is 1104L cubed. Dividing by 13.5 we find the maximum tonnage about 82L cubed. For standard tonnage one is allowed 10% overage. Dividing by 1.1 we get 74 L cubed.

For	L	Computed tonnage	rated tonnage
	3	1,998	2,000
	9	53,946	54,000
	30	1,998,000	2,000,000

2,000 tons is a useful size for a destroyer (size code "B"). 54,000 is a useful size for a Battle Cruiser (size code "P"). 2,000,000 tons for a dreadnaught mounting a 200,000 ton A-PAWS weapon (see p.44 of the Journal /GDW,84/)

L		Tonnage	45L Length (meters)	5L/3 Height (decks)
3	DD	2,000	135	5
9	BC	54,000	405	15
30	DN	2,000,000	1350	50

While other values of "L" can be selected, these three are the most useful. You will see more of these needle space ships in THE IMPERIUM STAPLE.

Can you see whole fleets of space craft with the same configuration? The enemy finds out too late that the Destroyer they are about to zap is really a Battle Cruiser!

RINGWORLDS ?

by: Ed Edwards

The 11,000 worlds of the Imperium have an approximate total population of 2.2 trillion (or 2.2 times 10 to the 12th power). A small ringworld around a planet might be 60,000 miles in radius and 2,000 miles wide. The area would be pi times 60,000 squared times 2,000 or 226 trillion miles. If the population was 1 person per square mile (very sparsely populated) then there would be 226 trillion beings. This is 100 times the population of the Imperium.

TRAVELLER Pop.
Code

Population

10 = A	Tens of billions	Largest Imperium world
11 = B	100's of billions	
12 = C	Trillions	Imperium Total
13 = D	Tens of Trillions	
14 = E	100's of Trillions	Sparse moon ring
15 = F	Quadrillion	
16 = G	Tens of quadrillions	
17 = H	100's of quadrillions	Large moon ring
18 = J	Quintillion	Sparse planet ring
19 = K	Tens of quintillions	
20 = L	100's of quintillions	
21 = M	Sextillions	Sparse star ring
22 = N	Tens of sextillions	
23 = P	100's of sextillions	
24 = Q	Septillion	Large star ring

A high tech moon ring within the Imperium would rule the Imperium. All the rest of the Imperium - the whole area covered by ATLAS - would be trivial by comparison.

REVIEWS

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THE IMPERIUM STAPLE, 407 Louise Ave.#38, Belmont, NC 28012

J-4 BATTLE FLEETS

by: Ed Edwards

The mission is to proceed J3 from a main base to a forward base, proceed J1 to the battle scene and return. For our example 3 each 200,000 ton BB's are to be delivered.

Under the battle ship concept the following is needed:

A J3 tanker	60% ship fuel
3 each J3 BB's 200,000 ton	30% ship fuel

The tanker must carry 60% fuel for two sequential J3's. The maximum fuel a J3 tanker can carry is 75%. This leaves 15% of its mass for mission fuel. The fuel required for the mission is needed:

for 2 J1s of the BB

for a J3 of the BB

for one BB that is 10% + 10% + 30% or 50% of the BB's mass or 100,000 tons.
3 BB's need 300,000.

15% M = 300,000

M = 300,000/0.15 = 2,000,000 tons

A 2 megaton fueler is required

3 x 200,000 = 600,000

2,000,000 + 600,000 = 2,600,000 tons of large ships

The hybrid fleet needs:

One J3 mother ship

60% fuel

3 J1 BB's

20% fuel

These BB's need not be 200,000 ton BB's but only deliver the weapon of such BB's. They have approx. 10% space not used for the fuel of the 200,000 ton BB's - this can be used to carry ships.

The BB's are approx. 10% weapons; these J1 BB's can carry perhaps 11% weapons. The J1 BBs can be 180,000 tons with the same weaponry.

The mother ship can carry approx. 10% cargo $3 \times 180,000 = 540,000$

The mother ship must be 5,400,000. The fleet 5,400,000 + 540,000 = 5,940,000

This fleet is almost twice the tonnage (hence twice the cost) of the BB only fleet.

If the advance base were near a gas giant then the BB concept fleet would not need the fueler, the hybrid concept would need the mother ship anyway.

What if the next mission were J2 from the main base? The BB concept fleet would need no fueler, the hybrid concept would need the mother ship.

What if the next mission required a BB at each of 3 locations the same week and J3 away (refueling allowed)? The BB concept fleet could handle the project, the hybrid fleet could not.

According to TRILLION CREDIT SQUADRON, Adv 5 (GDW, 81), it costs the same to:

Build a fleet

Maintain a fleet in service for ten years

Maintain in ordinary (decommissioned) a fleet for a 100 years

TRAVELLER ROUND ROBINS

If you read the Strategist then you know as much about round robins as I do. If you do know what a round robin is then you may skip down to the bottom of the page and read the conclusion of the article.

As I see it A starts the letter and B, C, D, and E participate. Sheet 1 has the addresses of A, B, C, D, and E and a statement of the nature of the round robin. Sheet 2 side 1 contains A's points A1, A2, & A3. A spends \$.22 to mail the 2 sheets to B.

Sheet 2 side 1 contains B's answer to A1 (called B1). Sheet 2 side 2 contains B's additional insight about A2 (called B2). B is not really interested in point 3, but adds points B4 and B5. B spends \$.22 to mail the 2 sheets to C.

C is quite verbal and writes:

Sheet 2 Side 2 - C1 Sheet 3 Side 2 - C4, C5, C6
Sheet 3 Side 1 - C2, C3 Sheet 4 Side 1 - C7

C spends \$.22 and mails the sheets to D

D addresses all points, but adds nothing new:

Sheet 4 Side 1 - D1, D2, D3, D4
Sheet 4 Side 2 - D5, D6, D7 D sends it all to E

E sits on it awhile until A asks around and finds that E is holding everything up, then E adds:

Sheet 4 Side 2 - E2, E6 E sends it along to A

A would remove A's comments (since everyone has read them), but B's comments are also on Sheet 2, so A adds:

Sheet 4 Side 2 - A1, A2, A6

Sheet 5 Side 1 - A7, and a new topic - A8 A mails the 5 sheets to

B

B adds comments: Sheet 5 Side 1 - B1, B2 Sheet 6 Side 1 B8 (a long response)

Sheet 5 Side 2 - B6, B7 Sheet 6 Side 2 B8 B sends to C

C removes sheets 2 and 3 (all have been around once). C adds comments:

Sheet 6 Side 2 - C1, C2 Sheet 7 Side 1 - C4, C7, C8
and mails sheets #1, 4, 5, 6, 7 to D

D adds comment D8 and mails sheets #1, 4, 5, 6, 7 to E

E adds comment E8 and mails sheets #1, 7, 8 to A (everyone has seen 4, 5, 6)

A adds comment A1, A8 and mails sheets #1, 7, 8 to B

And on it goes around as long as the group is interested.

I would like to start some round robins. What subjects might interest TRAVELLER fans? If you have an idea for a subject of a round robin or would like to participate in a round robin then contact me at: Herb Petro, Editor, 407 Louise Ave. #38, Belmont, NC 28012

TRAVELLER SET - MERCHANT ACTIVITIES

By: Herb Petro

In TIS there will be a series of TRAVELLER Sets. A TRAVELLER Set is a list of TRAVELLER items on a particular subject aimed at beginning players who don't know which of the 250+ TRAVELLER items to collect first. Along with each item is an explanation of why it is useful when dealing with that subject.

1) Basic Rules Set.

All TRAVELLER sets will have the same #1, be it Basic TRAVELLER (GDW, 77), Deluxe TRAVELLER (GDW, 81), The TRAVELLER Book (GDW, 82), or Starter TRAVELLER (GDW, 83), this is obviously required.

2) Merchant Prince, Book 7 (GDW, 85)

This book provides rules for generating Merchant characters, rules for merchant activities (buying, selling, and trading goods) and contains a description of typical merchant spaceship lines.

3) Traders and Gunboats, Supp. 7 (GDW, 81)

This supplement has information and deck plans for several ships, including two merchant ships: a subsidized merchant and a far trader.

4) Forms & Charts, Supplement 12 (GDW, 83)

Has forms for character data, weapon data, equipment data, ship design worksheets, mercenary ticket, repatriation bonds and many others. The forms pertaining to merchant activities include ship's papers (commercial) and a cargo manifest.

5) Leviathan, Adv. 4 (GDW, 80)

This adventure centers around the 1800-ton merchant ship Leviathan as it trades throughout the outrim void.

6) Signal GK, Adv. 13 (GDW, 85)

An interesting adventure which features a 600-ton passenger liner as well as Imperial Intelligence, Solomani Intelligence, silicon intelligence, and a defecting professor. The setting is near the Imperial border in the Solomani Rim.

7) Merchant Class Ships (FASA, 82)

A collection of deck plans and stats for six 1000-ton merchant ships. Even though this is now out-of-print it can still be found in many stores and from some mail order game stores.

SUBSCRIPTIONS

If you haven't subscribed yet, then won't you please consider a subscription? The Imperium Staple (TIS) is really a good buy at only \$5 for 6 monthly issues. As far as I know TIS is the only monthly fanzine for TRAVELLER in the United States (I don't know about other countries since I don't have any overseas correspondents).

WANT AD GUIDELINES

by: Ed Edwards

Want ads in THE IMPERIUM STAPLE (TIS) are free as a service to subscribers. They are especially useful for persons trying to complete their TRAVELLER collection. Also they are nice for persons selling unneeded excess gaming material (personally I use it to raise cash for completing my TRAVELLER collection). "For Sale" ads and "Wanted" ads will be printed seperately.

FOR SALE ads should specify the product or service for sale, the quantity available, the condition, the requested price, who pays the postage, the name and address of the seller. Generally the seller should pay the postage: first class for items under 16 oz.; Parcel Post for items in excess of 16 oz. Third class is unreliable and can take weeks for delivery. Photocopies for sale will NOT be mentioned in TIS, Conditions are approximate:

MINT: Item still in sealed package as originally sold. TRAVELLER items NOT ORIGINALLY sold sealed cannot be in mint condition.

FINE: In original condition, no visible signs of use or storage damage.

GOOD: Largely unused, can contain identifying marks (mine say on the first page or the table or contents page: "11/6/83 T106" indicating the date of aquisition and the acquisition #.) Cardboard pieces are unpunched.

POOR: Obviously used, bent corners on documents, non-critical portions can be missing (dide, zip lock bag, etc.), faded paper. The game or supplement must be usable. Cardboard pieces punched.

DAMAGED: Torn places in document, Portions missing. The extent of damage must be specified.

Prices and conditions should be stated to avoid unnecessary communication between the buyer and the seller. Fans who just want to read the material will be satisfied with "Poor" while collectors insist on "Fine" or "Mint".

WANT ADS

FOR SALE:

For TRAVELLER: \$5 mint Nithus (G1, 81), 2 copies

Non-TRAVELLER:

\$7 poor The Complete Book of Wargames (Simon and Schuster, 80)

\$3 good Space Gamer #70, Jul/Aug 84 (SjG, 84)

\$3 good Sundown on Starmist, SF3 (TSR, 83)

\$7 good Ship Construction Manual (FASA, 83)

All postage paid, Write: Ed Edwards, 1410 E. Boyd, Norman, OK 73071.

FOR SALE:

First Edition Scouts and Assasins, complete; contact me with your offer.
Craig Sheeley, 1619 South Broadway, Springfield, MO 65807

FOR SALE:

Working Passage 0 to 11, good condition, \$1.25 each #0 to 7, 10, and 11 are 12 pages each, #8 is 9 pages, #9 is 18 pages. Contact: Ed Edwards, 1410 E. Boyd, Norman, OK 73071

Dear WP Reader:

I thank the TIS editor for sending the first issue of THE IMPERIUM STAPLE to the readers of WORKING PASSAGE. I knew all the time he would, if I crossed his palm with enough dollars. If you have received TIS #1 from WP then your mailing label will have "(number)WP" in the first line. The number represents the number of WP issues owed to you. WPO to WP11 exist. Ordering existing WP issues instead of non-existent future issues of WP is the best method for to repay you for your trust in me. If you want cash you will have to wait.

To loyal contributors to WP, sorry to leave you hanging. I will be spending all my gaming dollars for the next year trying to get even. Please contribute to TIS. Please subscribe to TIS.

-Ed Edwards, Editor
defunct WORKING PASSAGE

P.S. Sorry, I forgot the rules say you can only do a working passage for a limited number of hops. If someone will give me \$120 for a 61 issue set of SPACE GAMER (#15 to #75), I will repay all paid subscribers of WP with the proceeds.

This is the first in a series of articles about what happened with new material for TRAVELLER in 1985 and what will happen in 1986. Other subjects may be taken up briefly in this series also.

TRAVELLER Spirit of '86: GAMELORDS

by: Ed Edwards

Alas! This TRAVELLER wave is receding. No new TRAVELLER goodies came out of Gamelords in 1985. Indeed, it died in 1985. By this time it should be quietly buried with a fond memory of Gamelord's contribution to TRAVELLER:

Ascent to Anekthor (Gamelords, 84)
The Desert Environment (Gamelords, 84)
The Drenslaar Quest (Gamelords, 83)
Drexilthar Subsector, A Pilot's Guide to (Gamelords, 84)
Duneraiders (Gamelords, 84)
Lee's Guide to Interstellar Adventure (Gamelords, 83)
The Mountain Environment (Gamelords, 83)
The Undersea Environment (Gamelords, 83)
Wanted: Adventurers (Gamelords, 84)
Startown Liberty (Gamelords, 84)

These items are still frequently available at the original price of \$5.95 or \$6.95. They are well worth the price.

Several other booklets were written, but never published by Gamelords. One of them (Grand Survey) will be published by Digest Group Publications (see page 3). I am not sure what become of the others, which include:

Caledon Subsector, A Pilot's Guide to
Rogues in Space (or Letter of Marque)
Wanted: Veterans

Brian Sarver has completed his index to the Journal of the TRAVELLER'S Aid Society. We (Ed Edwards, Brian, and I) can't figure out a way to offer copies of it for less than \$6.00, but we're working on it. This price is due to the fact that the index is 90 pages long. I'll keep you updated on what happens with this index, when and if it will be made available, and (if it does become available) how much the cost will be.