

THE IMPERIUM STAPLE

Issue #2 - April 1986

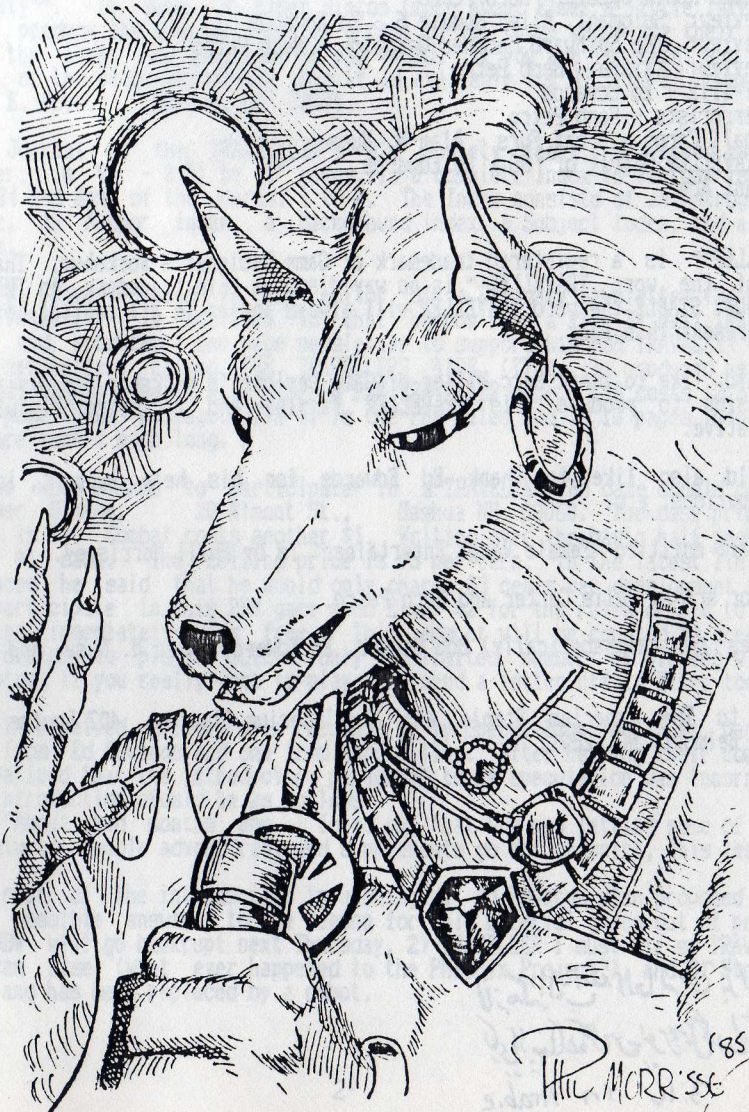


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APRIL 1986

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I would like to thank Marc Miller of Game Designer's Workshop for giving me permission to produce this TRAVELLER fanzine and for being helpful and cooperative.

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

Cover art entitled 'Female Vargr Entertainer' is by Phill Morrissey.

Interior art by Julie Carter and Herb Petro.

Articles by (alphabetically) Bob Carter, Ed Edwards, Alan M. Nuss, and Herb Petro.

Write to The Imperium Staple at: The Imperium Staple, 407 Louise Ave. #38, Belmont, NC 28012

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INTRODUCTION

By: Herb Petro

Welcome to The Imperium Staple (TIS) #2. I would like to thank all those who have subscribed since issue #1 came out (especially Michael Mikesh for his donation). I would also like to thank Julie Carter, Bob Carter, Ed Edwards, Phil Morrissey, and Alan M. Nuss who have articles or art work in this issue. Many things have happened since issue #1, these new developments are listed below.

1) GDW has given me permission to put photocopies of forms from Supplement 12: Forms and Charts into TIS. This means that if you have an article that would look nifty on one of those forms then type the info on a photocopy of the form and send it in to me. An alternative is to just send me the data, tell me which chart it is intended to go onto, and I'll put it there.

2) Secondly we'll discuss the Index to The Journal of the TRAVELLER's Aid Society™. In June, W. Elmer Hinton (more about Elmer a little later) will produce the Journal Index at a cost of \$5, those who place their orders for the index now only have to pay \$4.25. If you are impatient and want a copy of the Index immediately then it is available for \$7 from Ed Edwards, 1410 E. Boyd, Norman, OK 73071.

The Journal of the TRAVELLER's Aid Society Index, developed by Brian Sarver, is 90 - 8.5" by 11" pages, is a complete index to Journal issues 1 to 24 and Best of the Journal 1 to 4. The Index consists of an Astrographic Index, an Author index, a Background index, a Subject index, and a Title index.

3) W. Elmer Hinton is the editor of a Diploacy newsletter (24 pages, quadriweekly). In addition to that he now runs a Play By Mail TRAVELLER game and produces a one page newsletter to support his PBM TRAVELLER game. The newsletter, called THE TRAVELLERS AIDE (TTA), is produced as it is needed and only deals with Elmer's PBM TRAVELLER game. TTA costs 12.5 cents per page plus postage. TTA #1 is the PBM rules and is 10 pages long. TTA 2-4 are each 1 page long.

Anyone who wishes to participate in a TRAVELLER PBM game should contact W. Elmer Hinton, 20 Almont St., Nashua NH 03060. The base price per turn is \$1. Combat costs another \$1. Writing over the basic half-page will cost \$1 each. The ceiling price is \$5 per turn. In the latest TTA Elmer produced he said that he would only charge 33 cents per development turn. To participate in this PBM game send Elmer \$2 for the rules or \$10 to start playing immediately-rules free. This amount will be counted as credit if you decide to play. NOTE: Only a limited number of players will be accepted, if you really want to play then send a letter off to Elmer today.

4) I received 2 letters in response to my Speculation in TIS #1, page 3. One from Ed Edwards and one from Marc Miller. After hearing their comments I realized that the introductory paragraph to my speculation was incorrect. The introduction should be as follows:

"About two months ago I found out that GDW was letting some of their adventures, double adventures, and supplements go out of print, this led..."

The rest of the introduction is unchanged. Ed Edwards also proposed three more possible answers to the reason for this material going out of print:

1) GDW will go bankrupt next Thursday, 2) TRAVELLER I must die so TRAVELLER II can rise (what ever happened to the Phoenix Project?), and 3) Strophon died and has been replaced by a robot.

REVIEW
The TRAVELLERS' Digest #4
By: Herb Petro

This is another goody filled issue of TRAVELLERS' Digest. The Universal Task Profile (UTP) series is concluded here with 'Accidents and Mishaps', and in addition to this installment of UTP is all of the UTP series in a two page version! The UTP system for handling tasks is really good. In the center of this issue is a fold out 11" by 17" sheet with deck plans for the Gold of Zurrian, a 1000-ton long liner. The murder mystery adventure is an interesting adventure. There is library data for the Vland Sector, detailed info and a map of the Kagamira Subsector (subsector F of the Vland Sector). There is a new character class, the Law Enforcer and also info on forensic science. Even though there is more good than bad in this issue I do have a complaint, there isn't a map of the X-boat routes of the Vland sector!

CONTRIBUTING TO THE IMPERIUM STAPLE

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

ART WORK: Must be ink on white paper. All sizes will be accepted.

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

New equipment/weapons/aliens/personal devices

Scenarios

Rule additions and/or expansions

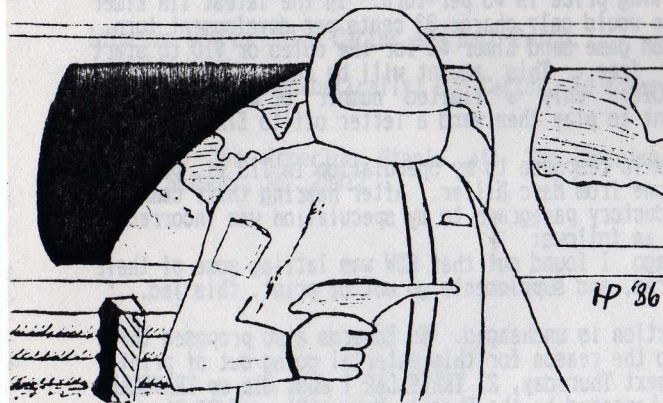
Space ships designed by High Guard Rules

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

Mercenary tickets

New Striker vehicle designs

And any other subject dealing with TRAVELLER that you can think of.



I plan to put TIS #2 together on April 26-27. Submissions must reach me by April 24 to be considered for TIS #2. Issue #2 should reach everyone by no later than May 6.

May the staples of your TRAVELLER books never come loose!

A WINNER



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#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



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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

SENSORS SKILL

By: Alan M. Nuss

Unlike other SFRGP's TRAVELLER does not have a skill to cover the operation of a spacecrafts sensor systems. These systems are essential for travel between planets. The chances of hitting anything large enough to damage a ship is small but it can happen. I suggest adding Sensors skill to the Navy, Scout, and Merchant Careers. (Books 5, 6, 7)

NAVY: replace Gun Cbt. with Sensors on the Line/Crew and Flight branch skills tables.

SCOUTS: add Sensors to the Space skill list

MERCHANT: replace Leader with Sensors on the Deck and Free Trader Service skill tables.

TO SPOT AN OBJECT: 8+ (2D6)

DM's: + Sensor skill level

+1 if object is powered

-1 if object is unpowered

+/- Ref. DM's

On the first turn of scanning a character can determine the approx. tonnage, the approx. power plant rating, configuration, approx. course, and if any weapons and screens are powered. The following turn the character can tell the tonnage, the power plant rating, course, and G's accelerating/deaccelerating.

The turn after the enemy has fired at the player's ship the character can tell the type of offensive weapons used, how many batteries, and the attack factors of those weapons. The only way to determine the type of screen and its rating is to use the appropriate weapon against it. A particle accelerator battery will not tell you if that screen is a meson screen or a nuclear damper.

AGILITY - DEXTERITY

By: Herb Petro

In some Role-Playing Games (RPG) there is a physical characteristic called 'agility', in others there is a characteristic called 'dexterity'. Most RPGs treat agility and dexterity as the same thing, when in reality they are not. Dexterity is defined in the Webster's Third New International Dictionary as 'skill and ease in using the hands', while agility is defined as 'quickness and dexterity of movement'.

The definitions clearly show that dexterity and agility are two separate characteristics. A small, old swiss watch maker may have a high dexterity and be able to fix very tiny things with his hands, yet he probably won't be able to jump out of the way of a boulder very fast, which would show a low agility. In TRAVELLER there is only the characteristic 'dexterity'. I propose that the characteristic 'agility' be added onto the Universal Personality Profile (UPP). I think the best method of adding agility to the UPP is to add it after social standing, which should look like this:
str/dex/end/int/ed/ss - ag.

MERCHANT PRINCE ERROR

By: Alan M. Nuss

According to the Table of Ranks and Promotions for Free Traders the character must have at least Pilot-1 to be able to take the test for 0-4. As the skill tables now read a Free Trader may never receive Pilot skill, only Ship's Boat. To correct this oversight I suggest replacing the Admin with Pilot on the Free Trader Service skills table.

LASER WEAPONS

By: Herb Petro

A popular weapon in the campaign I play in is the light saber. Yet the TRAVELLER rules don't have stats for this item, so here are the stats as I think they should be.

You may notice that the laser dagger was developed one tech level after the introduction of the laser carbine. The reason for this being that the laser carbine only had to expel laser energy, while the laser dagger had to keep that laser energy held in the form of a blade. You may also notice that reflex, ablat, and battle dress are less effective against laser blade weapons than they are against laser gun weapons due to the fact that the laser energy in laser blade weapons is applied more constantly, not in the form of a single, quick blast.

Eventually at tech level 11, the light saber was developed, it could be adjusted to various lengths. Use either the light saber short, med., or long mode depending on the length you want it to be, 4D damage is done no matter what length is being used. Also by TL 11 more energy, hence higher damage and better armor penetration, could be packed into the hand held laser. By tech level 13 the length which a power pack lasted was increased. The changing of the setting on a light saber is done by simply depressing a thumb switch. This can be done while a person is still fighting, but the attack will be made with a -1 DM.

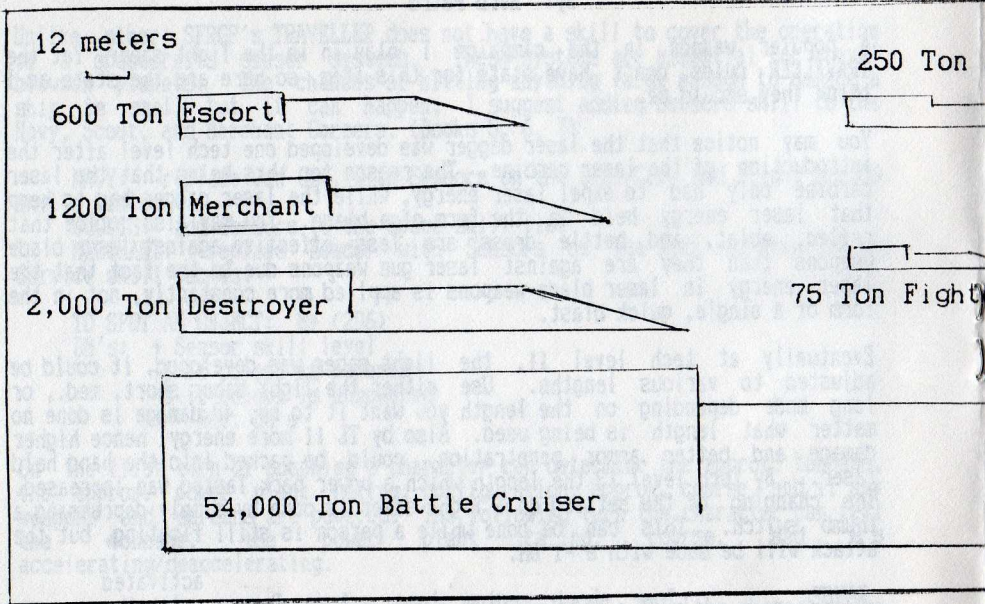
RANGE	close	short	medium	long	v.long	Damage	activated
							length
laser dagger	+1	-1	no	no	no	2D	250mm
laser sword	-1	+1	no	no	no	3D	800
light saber short	+1	-1	no	no	no	4D	250
light saber med.	0	0	no	no	no	4D	500
light saber long	-1	+1	no	no	no	4D	800

ARMOR	nothing	jack	mesh	cloth	reflec	ablat	battle
laser dagger	+1	+1	-1	-1	-7	-6	-5
laser sword	+2	+2	0	0	-7	-6	-5
light saber	+3	+3	+1	+1	-7	-6	-5

Weapon	TL	weight	length	base	power pack	req.	Adv.		
		in gms	in mm	price	duration/cost	str	DM	str	DM
Laser dagger	9	250	125	2750	2.5 min. 200	4	-2	8	+2
Laser sword	10	500	200	3000	2.5 min. 300	5	-1	9	+1
Light saber	11	400	175	2500	5 min. 260	5	-1	8	+1
Light saber	13	300	100	2000	10 min. 230	4	-1	8	+1

These melee laser weapons can be hooked up to laser carbine or laser rifle power pack, but because the power cord would get in the way this is not often done for combat situations. If it is done then attacks are made at -4 and there will be a required dexterity rating of 7+ to prevent from getting the power cable wrapped around yourself. Double the rated power pack duration time if a carbine power pack is used. Quadruple the power pack duration time if a laser rifle power pack is used. If the laser weapon connected to a power pack is not being used in battle but only to cut something then there is no required dexterity.

The laser dagger can cut through a spaceship hull of standard thickness in 9 minutes, a laser sword can do it in 6 minutes, and a light saber can do it in 4.5 minutes. This assumes that the weapon is held touching the surface constantly. The above times are only for cutting a hole 1 inch in diameter or a slash 1 inch wide and 5 inches long, depending on whether the laser weapon is held perpendicular or against the surface. To cut a man sized hole would take a time equal to the diameter of the hole in inches (Dhi) times pi times the time listed above (T). Also if the person is smart he



STANDARD CONFIGURATION STARSHIP

PART 2
By: Ed Edwards

In TIS 1 (page 9) part 1 of this article discussed a needle configuration space ship with all dimensions and the mass expressed in terms of one number 'L'. Assuming the flat surface is the spaceside 'bottom' as well as the planet side bottom, many ships could be built.

L	height	length	width	max height in decks (part)	computed tonnage	rated tonnage	use
0.5	2.5	22.5	4	1	9.25	9	Lifeboat
1.0	5.0	45.0	8	2	74	75	Heavy Fighter
1.5	7.5	67.5	12	3	250	250	SDB
2.0	10.0	90.0	16	4	592	600	Escort
2.5	12.5	112.5	20	5	1156	1200	Merchant
3.0	15.0	135.0	24		1998	2000	Destroyer

Laser Weapons -cont. from page 6

will hold the weapon flat against the surface to be cut, which will reduce the time needed to cut a hole by 4. $D_{hi} \times \pi \times T / 4 =$ time in minutes needed to cut hole with diameter D_{hi} in inches.

These laser weapons would have a greater DM in their favor against armor (and against no armor for that matter), if the laser weapons were to touch the armor constantly. The armor DMs in the above charts assume that the laser weapon is only touching someone for a second or two. If held against a surface the laser weapon will do the listed damage 4 times per combat round (15 seconds), or in other words, do the rated number of dice damage every 4 seconds!

SDB

2,000,000 Ton Dreadnought

9 Ton Lifeboat

er

THE NUMBER MONGER

By: Ed Edwards

Within 2,000 parsecs of Capital I suspect there are 600,000 inhabited systems (Nwd). Of these random vectors from those places 8% (Ptc) intersect the Imperium. Inhabited systems which develop tech level 8 independently I suspect are 2% (Pc8). The percentage of tech level 8 planets containing beings which wish to leave the star system I feel is 80% (Pe). The average number of vehicles that escape such worlds I predict is 27 (Ne).

It is obvious that the TNA, total number of vehicles about the Imperium, can be computed by:

$$TNA = Nwd \times Ptc \times Pc8 \times Pe \times Ne$$

Using the numbers above in the formula we find there are 20,000 non-jump, non-Imperium space ships wandering around in Imperium space. There are only 11,000 inhabited planets in the Imperium - more stray space ships than planets!

While sophonts cling to the area near stars - the area NOT near stars is vast. Most of the 20,000 ships are in deep space and go undetected. Every few years, however, a strange non-Imperium ship shows up at an Imperium spaceport!

ADVERTISEMENTS

THE IMPERIUM STAPLE (TIS) will trade or sell ads with groups having items or services for sale which would be of interest to the TRAVELLER fan. The details can be worked out with you if you send a note to: Herb Petro, Editor, THE IMPERIUM STAPLE, 407 Louise Ave.#38, Belmont, NC 28012

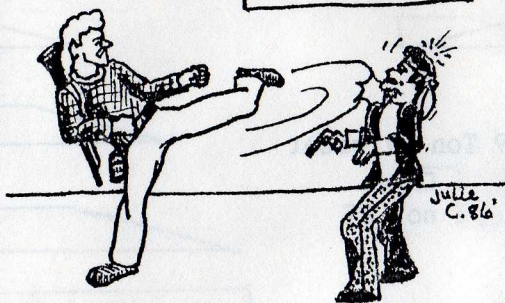
MARTIAL ARTS AND TRAVELLER

By: Bob Carter

Editor's introduction: Even though Journal #19 had a martial arts article in it, I personally like this article better. Bob Carter played TRAVELLER on and off throughout high-school and for the past several months has been playing weekly in the same group I play in. He has studied martial arts and oriental culture since the 6th grade.

000.000.0

DECK 4



You've been watching the merchant captain ever since his free trader landed. He brought in a huge shipment of med supplies and electronic parts. He and his men will be celebrating tonight.

You follow him from the tavern. He doesn't look very drunk but appears to be unarmed, you've got your auto pistol with a silencer, and it's dark. You approach from behind and are about to jab him in the back when he spins around, reaching out instinctively for your hand. Before you can react your wrist is bent double and you hear your elbow snap; even as your lungs fill to scream his elbow slams into your sternum and you double over. As his knee comes up, and his elbow down your last thought is, "It looked so easy, he was unarmed."

TRAVELLER is a universe filled with many technological marvels, everything from grav tanks to fusion guns are available to those with the credits. Did you ever notice that the only form of unarmed combat is Brawling? It's great for doing John Wayne imitations but there should be an alternative choice; even today there is but one example.

In the TRAVELLER universe it will be difficult to find someone to teach you Martial Arts due to the fact that it is a lot easier to blast someone with a laser pistol than to spend years training in Martial Arts. With little training in the use of a gun you can do as much damage as with extensive training in martial arts.

In order to learn Martial Arts you need time and patience, not to mention somebody to teach you. While in the military and/or service anytime brawling is rolled on one of the skill tables, roll 12+ on 2D using +1 DM for each level of Administration and Streetwise skill. If you make the roll you have located somebody who is capable of teaching you. Next you must roll to see if he is willing to teach you, a 10+ is needed with +1 DM for every level of Liaison, Administration, and Streetwise skill.

If you make both rolls you can substitute Martial Arts-1 for Brawling-1. Thereafter anytime brawling is rolled you can choose Martial Arts instead if you roll your Endurance or less on 3D; this shows you've been keeping up the necessary practice of 10 hours a week. Outside of the military you use the same procedure to find someone to teach you; the cost of lessons is 50cr a month. If the roll to find someone is unsuccessful then it can be tried again next time Brawling is rolled on a skill table, or if your character is out of the service then the roll can be attempted every 6 months.

The first three levels take 6 months worth of lessons and practice each. Out of each 6 month period at least one month must be spent taking lessons and not adventuring. Roll End or less on 3D each month out of the 6 months, only 1 month may be missing. If you practiced 4 out of the six and took lessons the 5th month at the end of 6 months you go up 1 level.

For levels 4-6 it is the same procedure except it takes 1 year to go up to the next level. You are allowed to miss 1 month practice and must spend two months out of adventuring to take lessons.

Levels 7-8 you are allowed to miss 2 months, they take 18 months each and 4 months must be spent taking lessons.

Levels 9-10 take 2 years each, you must spend 6 months taking lessons and you are allowed to miss 3 months practice.

The above time schedules are based on somebody taking the minimum amount of lessons per level and continuing an adventuring career but practicing 10 hours each week, which is reflected by the required Endurance roll on 3D every month for dedication. For months spent in taking lessons an Endurance roll is not required. If you were to take lessons every month the time required to go from one level to the next is changed to: level 1-3, 2 months each; level 4-6, 4 months each; levels 7-8, 1 year each; levels 9-10, 18 months each.

The following is a listing of what each level does:

LEVEL 1: Identical to Brawling without the ability to pickup nearby objects to use in a fight.

LEVEL 2: Students learn to kick, +1 greater damage than punching. To kick roll 10+ to hit. Use same DMs as punching for different types of armor.

LEVEL 3: Punch damage increases by +1, kick damage increases accordingly. Damage continues to increase every level. Kicking to hit goes down to 9+.

LEVEL 4: Kicking to hit 8+. Person learns to grapple, wrestle, and throw. Grappling to hit on a score of 10+ and can only be done against unarmed opponents or those with small weapons (ie. daggers, blades, handguns, SMG, or other one-handed weapons). Can only be done against somebody wearing cloth armor or lighter. People who are thrown take 2D damage and must save vs. Dex on 3D, getting Dx score or less. If Dx roll is failed take 3D damage instead of 2D. It takes one round to get up, during which time the person thrown can't attack and the attacker gets DM+2 to hit. If person thrown failed his/her Dx roll it takes two rounds to get up.

LEVEL 5: Grappling, etc. done on 9+. Student learns Jumping/Flying kicks. Flying kicks require 3-5 feet running room to be done effectively. Kicks are done on a 10+ to hit doing 2D for a jump and 3D for a running kick. In addition running kicks will knock down people on a to hit score of 12 or better. Takes 1 round to recover use same modifiers mentioned for grappling. Person doing kicking must make Dx roll on 3D to avoid falling himself. If he falls it takes 1 round to recover.

Student also learns weapon proficiency. Starting at level 5 the student picks one Hand-to-hand combat weapon (ie. sword, spear, quarterstaff, etc.), and gets +1 to hit, +1 damage with that weapon. DMs increase every level; any previous DMs apply as well, e.g. somebody with Broadsword-3 attains level 5 Martial Arts and picks Broadsword, so they would have a +4 to hit and +1 damage.

LEVEL 6: Grappling 8+. Jump/Flying Kicks 9+ to hit and +1 to Jump/Flying Kick damage every level hereafter. The students learn the art of joint manipulation and unarming. He can unarm on a score of 12+. Only rifle size or smaller weapons can be unarmed, pistols, blades, etc., as long as the weapon is not somehow strapped or connected to the person or item person is wearing (ie. laser rifle with a back pack power pack cannot be unarmed). Joint manipulation is the art of putting pressure on a person's joints to cause pain, breaks, and control people. Takes score of 12+. Once achieved pressure is applied in such a way that the person can be led around or controlled without resistance. If the person applying the joint manipulation wishes to break the joint it can be done on a Str roll on 2D. +1 to Dx. and End.

LEVEL 7: Jump/Flying kick on 8+ to hit. Joint Manipulation/Unarming 11+. Person gets burst of speed similar to Aslan (every fourth round may sprint 5 range bands, sprinting is the equivalent of two combat blows for Endurance

purposes). Person is treated as Jack armor for unarmed and blade combat only. Person has -1 chance to be surprised. +1 Str.

LEVEL 8: Joint Manipulation/Unarming 10+. +1 Dx, End, +1 initiative.

LEVEL 9: Additional +1 Str, -2 to be surprised.

LEVEL 10: Additional +1 Dx, En, +2 initiative. Can induce suspended animation once/week as with psionics. Can use Ki 1/week to raise Str or End to 15, if not use in battle enhanced Str or End lasting 10 minutes. If a person picks the Light Saber as his weapon Proficiency at level 10 then he will be able to deflect laser shots (a.k.a. "Star Wars"), the DM for the other person to hit him with a laser is -3.

Also at level 10 the person are treated as evading in all situations, with the ability to attack at the same time. If he is actually evading then the DM is -6 instead of -3. This can only be achieved by some one wearing Jack, Reflec, Ablat, or Nothing. Any other armor would be too bulky, even though you don't consider armor weight for your total weight allowance for this purpose it would be too bulky. This goes for Battle Dress as well, the reason being the the servo-mechanisms aren't made to react this quickly. Now something made by the Ancients, well...

Additional comments on Kicking, Grappling, Joint Manipulation, etc.: Once these skill get to a point where they hit on a 8+ they continue to get +1 DMs for each new level up to 10.

Martial Arts can only be used if a person is wearing Ablat, Reflec, Cloth, Mesh, Jack, or Nothing. Cloth and Mesh cannot be worn to perform certain actions, these actions are clearly stated as only being usable with certain armor.

As I stated earlier this is only one way to do martial arts. Any comments on this subject is welcome.

ROUND ROBIN UPDATE

In The Imperium Staple #1 p.12 was information on what a Round Robin is. In the article I asked who wanted to participate in round robins and what are good topics for round robins. There are now two suggestions for round robin topics. One, proposed by Ed Edwards, is The 'X' Campaign. This is how he describes it:

"The Imperium Campaign dominates TRAVELLER. Most of the adventures, scenarios, maps, history, etc. written in TRAVELLER literature concern the Imperium Campaign. Is it possible to have any other campaign? One that is as likely to be written about 10 years from now as is the Imperium Campaign? If it is possible - when, where, how should it take place? TIS readers who wish to participate write the TIS editor."

I proposed the other one. It will deal with future TRAVELLER materials. What should be the subject of Book 9? What race should be covered in Alien Module #8? Did you notice that in The Spinward Marches Campaign the subsectors anti-spinward were upside down (Pretoria should be beside of the Aramis subsector and Gulf should be next to Trin's Veil subsector)?

If you want to participate in either or both of these round robins then contact me at: Herb Petro, Editor The Imperium Staple, 407 Louise Ave.#38, Belmont, NC 28012.

REVIEW:

Alien Module 6, Solomani

By: Ed Edwards

Solomani, Alien Module 6 (GDW, P.O.Box 1646, Bloomington, IL 61702-1646; 48 pages 8.5" by 11" with four page cardstock cover; \$7, 1986)

The Solomani Alien Module is the most useful Alien Module, yet it contains the least new information. Most of the history of the rise of Earth men in the face of Vilani man has been hinted at in other GDW documents. Putting it all together makes the information more usable (and more available as GDW drops low sale items). No atomical drawings are required for Solomani, so maps of the Solomani Confederation of 1111 and the Terran Confederation of minus 2204 are included. A deluxe map of the Solomani Rim and the data for the planets are a real plus as is the enhanced world index. The included adventure, "The Lost Colony" gets only a 'B' grade but in reading the whole document - almost I became a Solomani sympathizer. Long live Strephon.

REVIEW

The Spinward Marches Campaign

By: Herb Petro

The Spinward Marches Campaign (GDW, P.O. Box 1646, Bloomington, IL 61702-1646; 48 pages 8.5" by 11" with four page cardstock cover; \$7, 1985)

The Spinward Marches Campaign does the same thing that the Solomani Alien Module does. Lots of the material is new, some of it is just copied from previous TRAVELLER booklets. The repeated material includes 12 character classes and bow weapons stats (from supplement 4) and the Spinward Marches data (from supplement 3). The rest of the book is taken up by information about the 5th Frontier War in the Marches, the 154th Battle rider squadron, and the 4518th lift Infantry Regiment.

REVIEW

Kaissa #108

By: Herb Petro

Kaissa (Gamemasters Publishers Assn, 20 Almont St., Nashua, NH 03060; 16 pages 4.5" by 8.5"; \$14/12, \$10/8, or \$6/4; 1986)

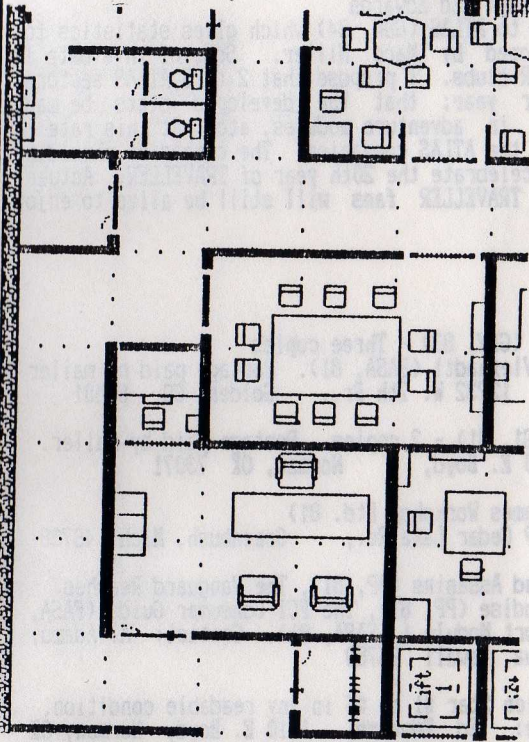
Kaissa is a quadriweekly fanzine/newsletter devoted to the game Diplomacy. It is in basically the same format as TIS, except most of the cover is taken up by text, and there is no table of contents page. Kaissa is photoreduced and has 2 columns per page. Kaissa is edited by W. Elmer Hinton (for more info on Elmer see page 2 of this issue).

97-1112

By: Ed Edwards

The instant the spacecraft exited hyperspace Jarvis BFXJK knew something was wrong. His co-pilot, Wilma BRFJM, read out, "The transgalactic flux is very high here and increasing." His navigator, Joe VRMJX, added, "The computer indicates we have arrived 17 parsecs in the direction opposite to that which we intended and the nearest gas giant is 14 days away at max maneuver drive output." No one was particularly surprised when the junior cook, Ralph BJKZM, announced, "The Antarion Bligtiz has overcooked," for it was a typical Wonday.

Sample of Module #1 floor plan



Module #1 - THE CORPORATION

7 floors - part of Ground Floor shown

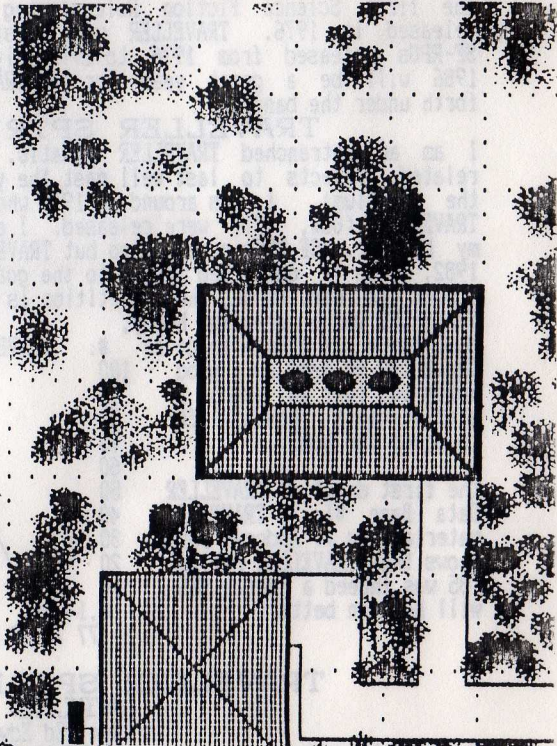
\$5.00 ppd

Module #2 - RESEARCH & DEVELOPMENT

7 floors - part of Overview shown

\$5.00 ppd

Actual Size
in 15mm.



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

TRAVELLER SPIRIT OF '86

By: Ed Edwards

The first Science Fiction Role-playing Game (SF-RPG) I can identify was released in 1976. TRAVELLER was first released in 1977. Of the many SF-RPGs released from 1976 to 1979 only TRAVELLER has remained vigorous. 1986 will be a great year for the TRAVELLER fan. Let us therefore move forth under the banner:

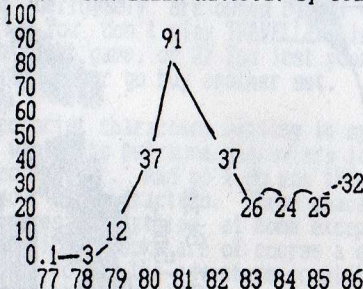
TRAVELLER SPIRIT OF '86

I am an entrenched TRAVELLER FANatic. I have started enough TRAVELLER related projects to last well past the year 2000 (corresponding to 1126 in the Imperium). I was around in 1977 when the first TRAVELLER rules, Basic TRAVELLER (GDW, 77), were released. I even bought a copy as a present for my brother. SF-RPGs come and go but TRAVELLER is here to stay. In November 1982, when I committed myself to the goal of becoming the #1 TRAVELLER fan (which is hard to do, the competition is fierce), it was with the idea that TRAVELLER was a permanent hobby,

that there was enough to do in TRAVELLER to last as a good hobby the last 28 years I statistically have left to enjoy the hobby.

The first draft of TRAVELLER Data Base #1: TRAVELLER material, by W. Andrew York shows that TRAVELLER revival '85 was indeed a fact. '86 will be even better!

#. TRAVELLER Material By Year



TRAVELLER SPIRIT OF '86:

ATLAS

By: Ed Edwards

The development of a companion to ATLAS (GDW, 84) which gives statistics for star systems is being developed by Marc Miller. Some of this data is available through the TRAVELLER clubs. I propose that 2 to 5 ATLAS sectors' stats lists be developed per year; that the developed stats be made available through the clubs, in adventure modules, etc. At this rate it will take 10 years to develop the ATLAS companion. The companion should be completed by 1997 when we celebrate the 20th year of TRAVELLER. Actuary tables indicate 98% of the TRAVELLER fans will still be alive to enjoy STARGUIDE TO THE IMPERIUM.

WANT ADS

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

For Sale: \$4.50 mint Nithus (G1, 81) - 2 copies. Postage paid by mailer.
 Contact: Ed Edwards, 1410 E. Boyd, Norman, OK 73071

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

Wanted: Second Editon Scouts and Assasins (PP, 81), The Vanguard Reaches (PP, 81), Merchants and Merchandise (PP, 81), The FCI Consumer Guide (FASA, 82), and Hotel Complex, Starport Module 1 (FASA, 81). Contact: Al Adams, Jr., Box 1328, Kealakekua, Hawaii 96750

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