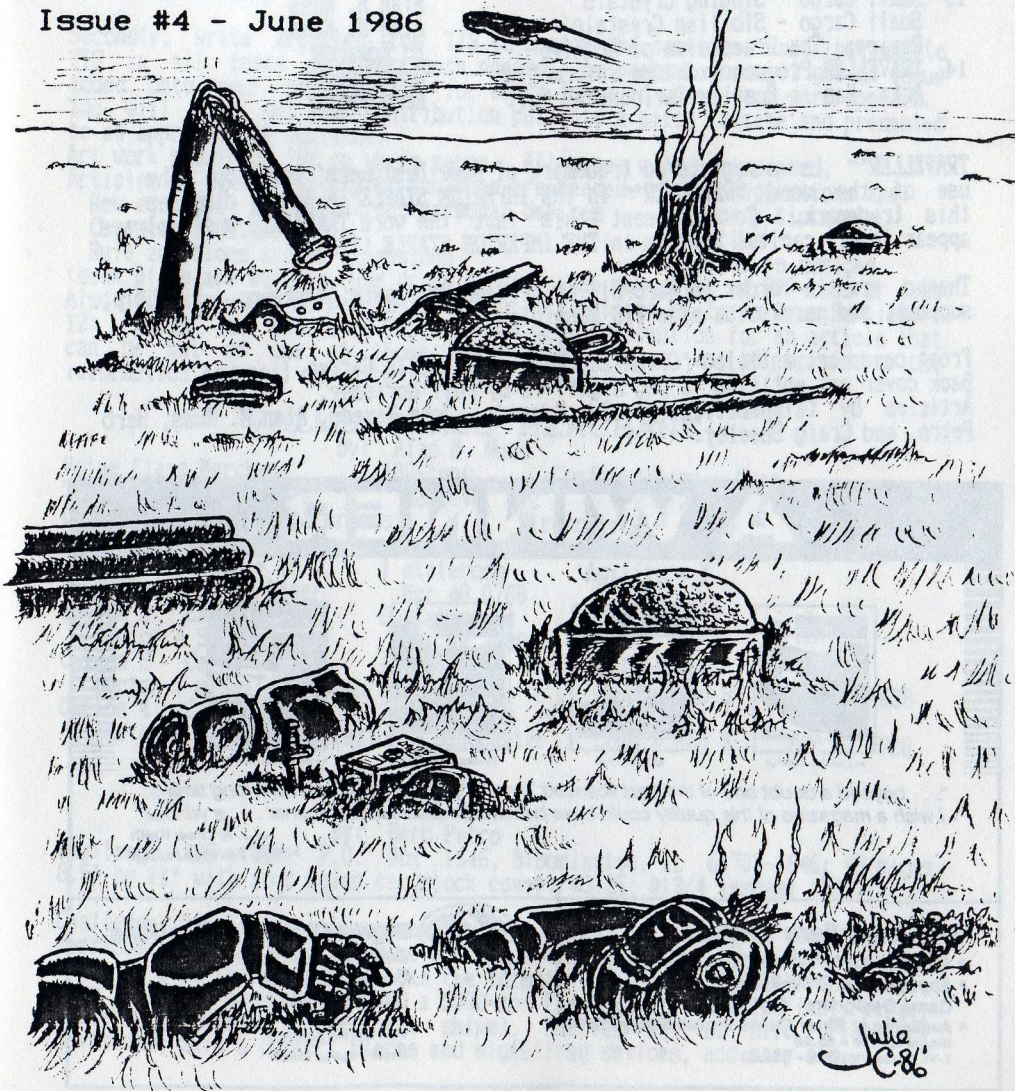


THE IMPERICIAN STAPLE

Issue #4 - June 1986



Julia
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Thanks are in order to Marc Miller of Game Designers' Workshop. His help, support, and permission made TIS possible.

Front cover art entitled "Crash Landing" is by Julie Carter.

Back cover art entitled "3 Dog Night" is by Phil Morrissey.

Articles by (alphabetically) Ed Edwards, John Meyers, Alan M. Nuss, Herb Petro, and Craig Sheeley.

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INTRODUCTION

By: Herb Petro

Not much new information to tell in this issue of THE IMPERIUM STAPLE (TIS). I will just briefly recap all the things going on:

1) 90 page index to the Journal of the TRAVELLERS Aid Society. Cost is \$5.00. Write: W.Elmer Hinton; 20 Almont St; Nashua, NH 03060

2) 16-page TIS format booklet entitled TRAVELLER A-Z. Listing over 350 approved and non-approved TRAVELLER items with a short description of each and rating of availability, quality and usefulness. To be published beginning of July. Cost: \$2.00 for plasticized cover version and \$1.50 for plain paper cover version. Write: Herb Petro, Editor; TRAVELLER A-Z; 419 Elmhurst Rd.; Charlotte, NC 28209

3) If you are unsatisfied with the content of TIS, then do something about it. First write me a letter telling 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.

Secondly, write articles for TIS to change the content. Contributions to TIS in all forms are very much needed. As payment you will get an issue added onto your subscription for every issue in which your work appears. You will also get your contribution put into a nifty fanzine and presented to an appreciative audience.

Art work should be ink on white paper. All sizes will be accepted.

Articles on a wide variety of subjects are needed. A few suggestions are:

New equipment/weapons/aliens/personal devices Mercenary tickets

Character Sketches Scenarios

Rule additions and/or expansions Space ships designs

(deck plans are welcome, use graph paper to map out ships of 800-tons or less)

Also GDW has given me permission to put photocopies of forms from Supplement

12: Forms and Charts in TIS. If you have information for an article that can be put on one of those forms then either do so or send me the information and tell me which form to put it on.

VALUE CLASS MERCHANT

By: Alan M. Nuss

Value Class Merchant 100-tons Configuration - Cone
TL = D Jump - 2 Maneuver - 2 PP - 2 Fuel - 22 tons
Comp - Mod 2 Staterooms - 1 Firecontrol - 1 ton Streamlined

Option 1	Cargo = 35	1 stateroom	Agility = 1	
Factor 2	Pulse Laser	Mcr 40.0768		
Option 2	Cargo = 15	6 staterooms	Agility = 2	
Factor 4	Sandcaster	Mcr 42.2988		
Option 3	Cargo = 33	1 stateroom	Agility = 1	
Factor 3	Missile w/1 ton storage		Comp = Mod 3	Mcr 48.7628
Option 4	Cargo = 15	3 staterooms	Agility = 1	
Factor 2	Missile and Factor 3 Sandcaster		Comp = Mod 3	Mcr 51.7928

REVIEW:

CHALLENGE #25

By: Herb Petro

Challenge #25 (GDW, P.O. Box 1646, Bloomington, IL 61702-1646; 48 pages 8.5" by 11" with four color cardstock cover; \$3.25; \$13/4 issues; 1986)

Challenge #25 is the replacement for the Journal. I think the new format is terrible. I liked the old size and I don't like the Twilight: 2000 stuff in there. Even though I don't like the format, I like the TRAVELLER contents. They include deck plans for a 5000-ton Fleet Escort, Q-ships (anti-piracy vessels disguised as merchant ships), Darrian Way of Life, Planetary Invasions, Ship's Locker: Flares and signalling devices, and many etc.

TIS CHARACTER GENERATION SYSTEM

By: Herb Petro

The following material is a mish-mash of ideas that I picked up in many places, it is what I have developed for use in the face-to-face TRAVELLER games I participate in. These additions enhance and improve on the basic rules in my opinion. To use the following rules additions only the basic TRAVELLER rules are necessary, but there are Special Assignment point values for Books 4-7.

Not printed here (for lack of space) but in existence is the same listing of skills with a description of the skills with sources that are out of print. For skills with their sources still in print the description is not given and you will have to look it up in the original source. If you want this listing then send me a SASE.

This article consists of:

- Page 3 A) This Introduction and Agility
- Pages 4 B) Colleges, academies.
- Pages 5-6 C) Specialty School, Obtaining skill points.
- Pages 6-8 D) Skill costs and sources.

Use C to determine how many skill points are obtained for different things that take place. Skill points received as a result of something on B may only be applied to skills listed under the appropriate heading on B. Skill points obtained as a result of a special assignment are applied to the skills normally available through that special assignment. Leftover skill points can be saved for later use.

When skill points are received as a result of something on B or a special assignment then you should apply those skill points to the skills attainable from that area immediately. Skill points received for other things, such as a promotion or successful skill rolls should be counted up but not spent immediately. Any skill points leftover from something on B or a special assignment are added to the skill points obtained elsewhere.

When your character is through being generated, and all the skills as a result of something on B or a special assignment have been picked then the points gained elsewhere (and the leftover special assignment or something on B points) are spent. At least Eighty percent of these points are spent on skills normally obtainable through the skill charts for that character class. The other Twenty percent may be spent on ANY other skill listed on D.

The main purpose of this system is so that you get to choose the skills that your character obtains, and your character may also receive some skills not normally available through the skill charts for his character class.

AGILITY

First of all to play TRAVELLER you need a character. The character first has to have a string of characteristics. They are:

Str/Dex/End/Intel/Educ/Soc.Standing - Agility

Just as in the basic rules with exception of the last characteristic - agility. Agility is how fast the character can move on his feet, while dexterity is how well he can move his hands.

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.

For example an 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 gunfire very fast, which would show a low agility.

Secondly, absolutely ignore the Int + Ed = Number of skills gainable. This was not in the original rules, GDW has broken this rule AFTER they made it, and I don't agree with this rule, so ignore it.

COLLEGE

Duration	4 years
Admission	9+ +2 if Educ 9+
Success	7+ +2 if Intel 8+
OTC (optional)	8+ +1 if Soc 10+
Education	1d-2 +1 if Intel 9+
Honors	10+ +1 if Educ 10+

A character may attempt to enter college no matter what occupation he is going to enter. The education addition is added before the honors roll.

If either the admission or the success roll is failed then the character may attempt to enlist in the occupation of his choice. If he fails to make the enlistment roll in that occupation then he must submit to the draft.

If the success roll is made then OTC, Education, and Honors may be rolled for. A successful OTC roll results in the character being commissioned at Rank 1 in the Army, Navy, Marines, or Merchants. If the Honors roll is successful then the character may apply to a Specialty School.

REGULAR ACADEMY

Duration	4 years
Admission	10+ +2 if Soc 9+
Success	9+ +2 if Intel 8+
Education	1d-3 +1 if Intel 9+
Honors	9+ +1 if Intel 9+

There are only academies for the Army, Marines, Navy, and Merchants.

Skills attainable in the Army - Gun Cbt, Leader, Tactics, Fwd Obs

Navy - Eng, Nav, Vacc, Comp

Marines - Gun Cbt, Leader, Tactics, Zero-G Cbt

Merchants - Admin, Streetwise, Vehicle, Broker

If the character doesn't succeed in the Academy then the result is the same as in college. If the Honors roll is made then the character may apply to a Specialty School.

SPECIAL ACADEMY

Duration	4 years
Admission	12+ +2 if Soc 10+
Success	10+ +1 if Intel 9+
Education	1d-2 +1 if Intel 10+
Honors	10+ +2 if Soc 10+ and +1 if Intel 9+

Skills attainable in

Army - Tactics, Instruction, Leader, Computer, Hvy Weapons, Admin, Fwd Obs, Gun Cbt

Marines - Tactics, Instruction, Leader, Computer, Zero-G-Cbt, Admin, Gun Cbt, Btl Drs

Navy - Nav, Ship's Bt, Eng, Vacc, Computer, Mech, Elec, Gunnery

Merchants - Trader, Broker, Admin, Eng, Gunnery, Vacc, Nav, Computer

All graduates are automatically rank 1 and can join any branch of the Army, Navy, Marines or Merchants. Medical school or Flight school or even Commando school may be attended, admission is automatic. For each year spent in school, two years are owed to the military. I.E. Tibericus Anterbrod enters enter the academy, graduates and goes to Flight school, Medical school, Law School, and then ends with Commando school. He now owes the military 26 years of active service! (you may want to put limits on how much schooling may be attended)

SPECIALTY SCHOOL

Duration	4 years
Admission	9+ +2 if Educ 10+
Success	8+ +2 if Intel 9+
Honors	11+ +1 if Educ 11+

Skills attainable in:

Medical School - Medical, Admin, Computer, Radiology, Anesthesiology, Pharmacology, Practitioner, Laboratory Technician, Praticitioner, Pathology, and if Dex 8+ then also Dental Surgery, Bone Surgery, Cosmetic Surgery, Optometric Surgery, Transplant/Reattachment Surgery, Neurological Surgery, and Alien Surgery

Law School - Administration, Forgery, Interrogation, Legal, Streetwise, Liaison, Persuasion

Sciences School - Elec, Mech, Comp, Gravitics, Biology, Physics, Chemistry, Astronomy, Geology, Geogeny, Laboratory Technician, Genetics, Paleontology, Physical Anthropology

Flight School - Pilot, Ship Boat, Nav, Gunnery, Msl.Ord, Comp, Aircraft may be substituted for Pilot if in Army or Marines

Engineering School - Agricult Eng, Mech Eng, Elec Eng, Comp Eng, Transport Eng, Macro-Eng, Starship Design

Social Science School - Political Science, History, Cultural Anthropology, Sociology, Psychology, Linguistics, Sophontology

If admission or success fails then the character must immediately go into the service he went to the academy for or if he went to college then the result is the same as college.

College + OTC = Rank 1 (appropriate branch)
College + Specialty = Rank 1 (choose branch)
College + Specialty with Honors = Rank 2 (appropriate branch)
Academy = Rank 1 (appropriate branch)
Academy + Specialty = Rank 2 (appropriate branch)
Academy + Specialty with Honors = Rank 2 (choose branch)
Special Academy = Rank 2 (choose branch)

OBTAINING SKILL POINTS

Instructions: Use the skill chart and cost from pages 6-8.

From previous pages of this article:

General College	2d6 x 2 skill points
with Honors	additional 2d6 skill points (apply all college skill points to any legal, non weapon skill (except Ship Gunnery))
Regular Academy	2d6 x 2 skill points
with Honors	additional 2d6 skill points (for ANY skill)
Special Military Academy	2d6 x 3
with honors	additional 2d6 + 2 skill points (for ANY skill)
All Specialty Schools	2d6 x 3
with Honors	additional 2d6 x 2 skill points (for ANY skill)

Basic term by term characters:

Per 4 year term	15 skill points
For a commission	5 skill points
Per promotion	10 skill points

Advanced year to year generation:

Basic training (first year)	10 skill points
Per promotion (E ranks)	3 skill points
Per promotion (O ranks)	1 skill points
Per successful skill roll	5 skill points
Per one year assignment	1 skill points

Special Assignments (NOTE: Skill Points earned through a special assignment, an Academy, or Specialty School may only be spent on skills available through that special assignment, on that special table, or in that special listing except where clearly stated otherwise)

Listed in this order: Mercenary, High Guard, Scouts, Merchant Prince

From Advanced character generation systems:

OCS	15 skill points	
Cross Training	5 skill points	
Specialist School	5 (10 if both Intel and Educ 9+)	
Commando School	2d6 x 2 skill points	
Protected Forces	2d6 + 2	
Recruiting	Automatic Recruiting-1; also a 50% chance of Admin-1	
Intelligence School	2d6 + 2	
Command College (Merc)	2d6	Command College (Navy) 2d6 + 2
Staff College (Merc)	2d6	Staff College (Navy) 2d6 + 2
Attache/Aide	(this is treated as per book)	
Gunnery School	2d6 + 2	
Flight School	2d6 + 2 skill points (different from the Flight school described in earlier pages)	
Engineering School	2d6 + 2 (different from the Engineering school described in earlier pages)	
Special Mission/War Mission	2d6	
Scout School	roll normally to determine which table, if the school is a roll "once" school then pick one skill from that table (no matter what the cost normally is), if it is a roll "twice" school then pick two skills from that table	

From Merchant Prince: Business School, Command School, Deck School, Drive Training, Engineering School, Drive Training, Helm Training, Purser School, Security Training, Steward Training, and Trade School each receive 7 skill points.

SKILL COSTS

Not all the skills that have ever been published in an Approved for use TRAVELLER booklet are listed below. The ones that aren't listed here are from old licensed companies that thought of skills that weren't very good.

NOTE: Nautical Cmd (or Sailors) and Orbital Cmd (or Flyers) are branches of the Army and they get the cost exception for the army.

SKILL	SOURCE	COST	EXCEPTION TO COST
Administration	1	4	Merchant (4)
Aircraft	S4	3	
Agricult Eng	J 22	5	
Alien Physiology	J 22	5	
Anesthesiology	J 22	5	
Animal Handling	J 19	4	
Guard/Hunting Beasts		4	Army, Noble (3) Barbarian (2)
Falconry		5	" (4) " (3)
Riding		4	" (3) " (2)
Herding		4	" (3) " (2)
Astronomy	J 22	5	
Battle Dress	4	5	Marines (4)
Biology	J 22	5	
Blade Cbt	1	3	
Bounty Hunting	DW 33	7	Bounty Hunter (4)
Bow Cbt	S4	2	
Brawling	1	2	
Breather Gear	Nautical Cmd	5	Army (3)
Bribery	1	9	Merchant, Other (7)
Broker	6, 7	5	Merchant (4)

Carousing	5	3	
Cartography	Nautical Cmd	4	Army (3)
Cbt. Eng	4	4	
Chemistry	J 22	5	
Communications	5	4	
Comp	1	5	
Comp Eng	J 22	5	
Cosmetic Surgery	J 22	5	
Counterfeiting	SORAG	8	
Cryptography	SORAG	7	
Cultural Anthropology	J22	5	
Demolition	4	4	Army, Marines (3)
Dental Surgery	J 22	4	
Desert Survival	Dsrt Enviro	3	
Disguise	SA II	8	
Diving	Undwtr Enviro	4	
Electronics	1	4	
Elec Eng	J 22	5	
Engineering	1	4	
Equestrian	6	4	Scout (3)
Fld Art Gunnery	4	5	
Fleet Tactics	5	5	Navy (3)
Flight	Nautical cmd.	6	Army (5)
Forensic	TD 4	5	Law Enforcer (3)
Forgery	1	9	Other (6)
Fwd Obs	1	4	Army, Marine (2)
Gambling	1	8	Other, Scout (5)
Genetics	J 22	5	
Geogeny	J 22	5	
Geology	J 22	5	
Gravitics	5	5	
Gun Cbt	1	4	Army, Marine (2)
Gunnery	1	4	
Heavy weapons	4	4	
History	J 22	4	
Hunting	S4	4	Hunter (2)
Instruction	4	9	
Interrogation	5	9	
Interview	TD 2	7	Reporter (5)
Jack-o-T	1	10	Merchants (8), Scout (6)
Lab Tech	J 22	3	
Leader	1	5	Army, Marines (4)
Legal	7	5	Merchant (4)
Liaison	5	7	
Linguistics	J 22	5	
Macro Eng	J 22	5	
Mapping	Orbital Cmd	4	Army (3)
Martial Arts	TIS 2	10	
Mechanical	1	5	
Mech Eng	J 22	5	
Medical	1	5	
Mountaineering	Mtn. Enviro.		
Mixed Climbing		3	Army, Hunter (2)
Rock Climbing		3	" " (2)
Ice Climbing		3	" " (2)
Msl.Ord	Nautical Cmd.	4	Army (3)
Naval Architect	6	4	Scout (3)
Navigation	1	4	Navy, Scout (2) Merchant (3)
Neurological Surgery	J 22	4	
Open Locks	DW 33	7	
Optometric Surgery	J 22	4	Rogue, Thief, Spy, etc (5)
Osteological Surgery	J 22	4	

Paleontology	J 22	5	
Pathology	J 22	5	
Persuasion	TD 2	6	Reporter (4)
Pharmacy	J 22	5	
Physical Anthropology	J22	5	
Physics	J 22	5	
Pilot	1	5	Navy (4) Scouts (3)
Poisons/Antidotes	SA II	10	
Political Science	J 22	5	
Practitioner	J 22	5	
Prospecting	S4	4	Belter (2)
Psychology	J 22	5	
Quickdraw	SORAG	6	
Radiology	J 22	5	
Recon	4	3	Army (2)
Recruiting	4	5	Merchant (4)
Research	SORAG, J 22	4	
Sensors	TIS 2	4	Merchant (3), Scout, Navy (2)
Ship Engineer	Nautical Cmd	4	Sailors (Nautical Cmd) (3)
Ship's Boat	1	3	
Ship Tactics	5	3	
Small Craft	Nautical Cmd	2	Sailors (Nautical Cmd) (1)
Sociology	J 22	4	
Sophontology	J 22	4	
Special Weapons	SA II	6	
Starship Sys Design	J 22	5	
Stealth	SA II	5	
Steward	1, 7	2	
Streetwise	1	5	Other, Scout, Merchant (4)
Survey	6	4	Scout (2)
Survival	4	4	
Swimming	Undwtr Enviro	2	
Tactics	1	3	
Throwing Knife	SORAG	7	
Trader	7	5	Merchant (3)
Transportation Eng	J 22	4	
Transplnt/Reattachmnt	Surg J 22	5	
Vacc Suit	1	5	Scout, Merchant (3)
Vehicle	1	2	
Water Craft	S4	1	
Zero-G Cbt	4	5	Marines (4)
+1 Strength	2	+1 Intelligence	4
+1 Dexterity	2	+1 Educ	3
+1 Endurance	2	+1 Soc Standing	6
		+1 Agility	2

Abbreviations Used:

* - (without any letter prefix) is one of the books that Game Designers Workshop (GDW) produced

J * - Journal of the TRAVELLERS Aid Society from GDW

S * - Supplement from GDW

TIS * - The Imperium Staple from Herb Petro

TD * - TRAVELLERS' Digest from Digest Group Publications

DW 33 - Different Worlds Magazine

Undwtr Enviro - Underwater Environment from Gamelords Ltd.

Mtn. Enviro. - Mountain Environment from Gamelords, Ltd.

Dsrst Enviro - Desert Environment from Gamelords, Ltd.

SORAG - SORAG from Paranoia Press

SA II - Scouts and Assasins, Second Edition from Paranoia Press

Orbital Cmd - an article in Dungeoneer #12

Nautical Cmd - an article in Dungeoneer #11

SHIP GRAV LANDING

By: Craig Sheeley

Editor's Introduction: I received several responses about the articles in TIS 3. Many thanks to those who wrote and commented. There was one especially well written response from Craig Sheeley that had merit. It is reprinted below.

My gripe [in TIS 3] was with W.E. Hinton's claim that no ships under TL G have grav drives. I am going to blow him out of the sky:

The existence of gravitics on spacecraft has never been confirmed or denied; the people at GDW are loth to lay down physical standards in TRAVELLER. The only way we can deduce the existence of gravs on spacecraft is through inference.

The clues are: 1) In adventure 7, Broadsword (GDW, 81), the type C Cruiser Broadsword spends most of the adventure on the ground, at the port. This is not kosher, according to the simplistic rules interpretation ("rules as immutable gospel") that W.E. Hinton takes. How did the cruiser get down there, without streamlining?

2) Look at the illustrations of the Type S, the Type A2, the Safari Ship (from the adventure of the same name) [Also Hinton's own Darrian Merchantman]. Where are the drives located? Mr. Hinton's theory would have them land with the drives pointed down, towards the ground. Illos of the Safari Ship and the A2 make it clear that this is not the case (check out Safari Ship and the TRAVELLER Adventure for these illos), and the landing feet of the Scout are on the bottom of the ship. ALL THESE SHIPS LAND ON THEIR BELLIES, WITH DRIVE TUBES POINTING OUT THE BACK. THRUST CANNOT PUT THESE SHIPS IN THAT CONFIGURATION.

3) Using a bit of thought, try and conceive what Mr. Hinton's idea of spacecraft lifting off with plumes of exhaust and landing on pillars of fire would mean. The engines under the discussion are not chemical rockets; we are talking about fusion-fueled plasma emission, like a big, unfocused plasma gun. The heat alone would melt any rock, concrete, or steel place beneath it. Now let's talk about the hard gamma coming from this immense torch. What starport in its right mind would let a ship take off this way? Read Larry Niven's World of Ptavvs for an idea of the destruction inherent in a fusion take-off.

My Theory: EVERY fusion ship has gravs. Not enough to propel it, just enough to nullify the mass. Why, even astroid ships have gravs - that thrust has to be neutralized for combat or parallel decking. The upshot of this is that most streamlined ships come hotting it into the atmosphere, curving down to the surface, supported on their gravs and moving with just the merest trickle of their fusion engines - perhaps even using a ram-jet principle, sucking in atmosphere and heating it to expel from the thrust tubes. And they've gotta be supported by gravs, because not even the Safari Ship has enough wing surface to counteract that mass, at any speed! (Dead-weight mass and volume mass are VERY different - a very light-weight estimate, on Striker terms, would be 14 metric tons per starship volume ton. This makes the Type S about 1400 metric tons if you want to lift it with a forklift.) Other ships of less streamlining have the same gravs, but less atmospheric speed, to avoid burning off parts of the ship. Why even a config 4 (close structure), such as the Gazelle, can go through atmosphere - how do you think they refuel?

The big thing you pay for with streamlining is the structural ability to put the ship on the ground and turn off the gravs. Wa-hoo! All of a sudden, all that mass is under gravity stress! Your Gazelle would have several structure failures, at pylon points. Not so with streamlined wedges, cones,

or saucers. Also not so with spheres and cylinders that land thrust-tubes down (but not under thrust), for they are already strengthened to take stress from that direction.

Conclusion? EVERY ship, every boat, has gravs, and can float like a bubble. Also, certain kinds of ships thought previously un-landable can land, with certain provisions (as in landing legs and the right direction of landing). These ships are also capable of atmospheric flight at limited speeds (say, 0.5G). Not very good for exploration, but fine for landing docily at a spaceport.

* * *

After receiving the above letter, I remembered an article about grav technology I had been working on in December 1985. I searched through my computer files and after finding revised it into what is below.

THE PHYSICS OF GRAV UNITS AND PLATES

By: Herb Petro

I read science fiction. I read science fact. Here is what I know, and also some speculation on grav technology.

The present theories of dimensions and the big bang tie in with the basic forces of the universe (gravity, magnetism, etc.). It is theorized that matter exists in multiple dimensions.

During the big bang and a few nano-seconds afterward, all dimensions (1st - 19th and maybe higher) were the same size. They overlapped, one on top of another. As the matter in the universe expanded, the 1st, 2nd, 3rd, and 4th dimensions expanded also, but the 5th and higher dimensions contracted, not into a smaller area, but to a more subtle and unobtrusive plane of the universe, so as only to affect things on the subatomic level.

Today, all dimensions still overlap, but only the 1st-4th are obvious to us. The 5th and higher numbered dimensions are only as evident as the first four dimensions when you get down to the sub-atomic level. There, atoms are whirling through imaginary "loops".

Every dimension numbered 5 and higher has a "loop". These "loops" are theoretically all around us. Every speck of matter goes through these "loops". The matter doesn't really move at all, the "loop" is just used as a model for easier understanding.

A "loop" affects matter in a certain way that is detectable. (e.g. Matter passing through the 5th dimensional "loop" gives off gravity). All matter goes through the "loop" in one direction. If matter can be made to go in the opposite direction then the the end product is opposite of what is normally given off. For example, the anti-gravity units used in air-rafts and other vehicles force the matter to go through the 5th dimensional "loop" backwards which causes anti-gravity. Likewise, if matter can be made to go through a dimensional "loop" faster, then more of a force will be created. For example, take the grav floor plates in space ships.

All natural forces (magnetism, gravity, etc.) are caused by matter passing through a dimensional "loop". If machines can be made to make matter go through the 5th dimensional "loop" faster then machines can be made to do the same for other dimensional "loops". This will not work on the fourth dimension (time) because as I stated earlier, the 1st-4th dimensions expanded and therefore have different properties than the 5th and higher dimensions. This does not mean that time can not be affected, only that it is very difficult to do so, and has to be affected in a manner different from that used to affect the 5th and higher dimensions. Only an extremely

high tech level could even have a chance to find away to affect time.

The above is the thinking of some theoretical physicists. The following is my speculation about the TRAVELLER universe.

Artificial gravity created with grav plates fades out at ten times the rate of true gravity. At a certain distance, where real gravity is ten times weaker, artificial gravity is 100 times weaker. This makes it somewhat difficult to create tractor beams that operate at decent strength levels and that don't use so much energy as to prohibit their use. Probably tech 16 will have short range tractor beams which don't use too much energy.

Artificial gravity can be blocked with an anti-grav plate. In a starship, underneath of all grav plates is an anti-grav plate which nullifies the affect of the grav plate. This prevents the crew on the next deck down from being pulled up.

THE BEST COMBAT SHIPS

Part II

By: Craig Sheeley
and Ed Edwards

The cruiser rules the void. This was demonstrated in Part I in TIS #3, page 7 and 8. The Mega-dreadnought (MDN) provides fire support (plus troops, fighters, repair facilities - a few percent spare hull on a 2,000,000-ton ship makes for a lot of room for leftovers) to the cruisers. The battle-rider dwindles to a kind of semi-mobile squadron. The destroyers and escorts still provide their services as patrol craft and skirmishers, freezing up capitol ships to duel one another. Fighter carriers provide more patrol capability as well as air support for ground assaults (atmospheric fighters are notoriously difficult to unload from space). Auxillaries continue their time-honored roles. Battleships evolve into multi-use platforms, capable of massive self-defense and attack, carrying troops and ground-assault vehicles, fighter craft, and bombardment arsenal to deal with any problem that might arise that requires quick on-the-spot intervention by the Imperial Navy rather than full-fledged war.

The MDN + BC fleet idea is also easily funded by the Imperial tax. As pointed out in STRIKER, the Imperium levies 9/10 of 1% tax to support its military. This tax, applied to the GNP of the Spinward Marches Imperial subsectors, turned up 166,034,430,772,000 Imperial credits annually to be used by the Imperium Military arm. Assuming an even split between ground and space forces, this meant that 1 million troops could be kept under arms, equipped with about Mcr1 in equipment and upkeep per year (per man)! (The rest of that half-split goes to administration and graft).

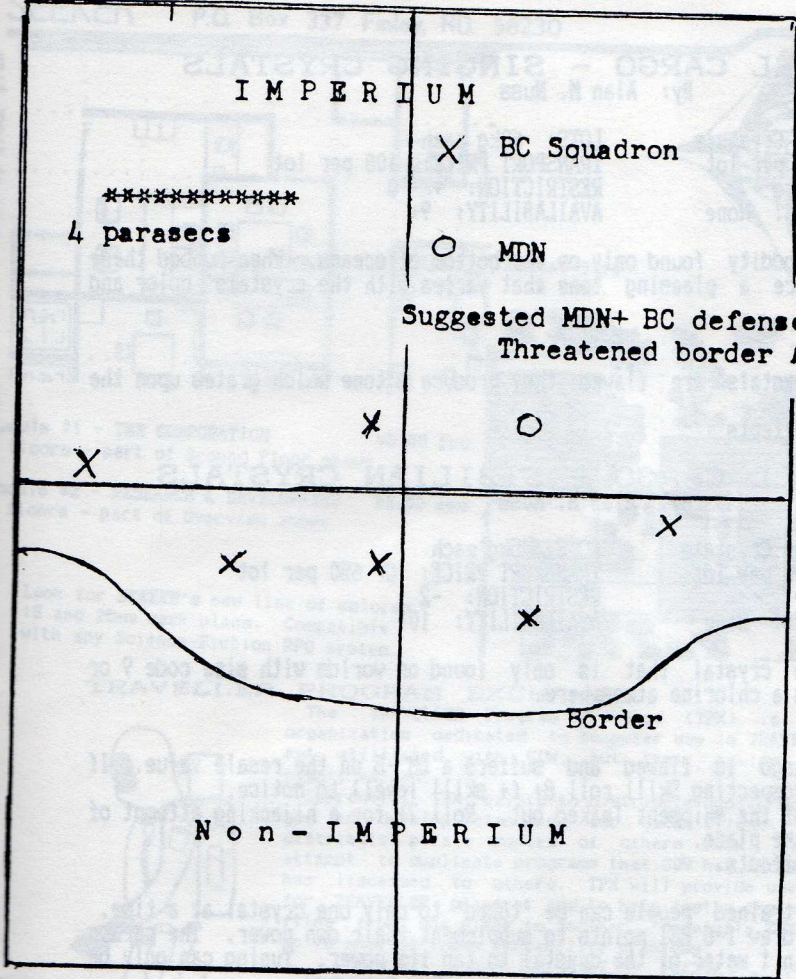
The naval portion of the money gives roughly 30 trillion credits to upkeep and maintenance (!) and about 50 trillion credits per year to new shipping (remember, this is just the Spinward Marches, one of the poorer sectors in the Imperium. Think of the GNP of the Solomani Rim!). At an estimated Mcr1 per ton of shipping, this means the shipyards at Rhyllanor, Trin, Glisten, and Mora (not to mention the ones in the Corridor sector, at the Depot) are busy adding approximately 50 million tons of new tonnage to the Imperial fleet each year in the Spinward Marches.

The MDN + BC fleets not only should be built - they can be built for defense of the Imperium! A ratio of 48 BCs for 1 MDN is suggested. BCs are deployed in squadrons of 8 BC each - this gives six BC squadrons per MDN.

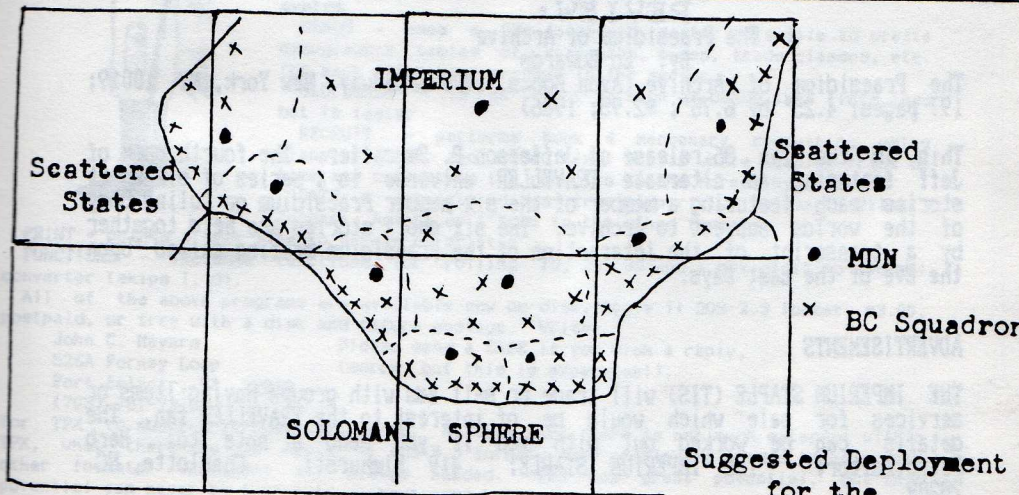
Coming in TIS:

Part 3 The MDN design

Part 4 "Standard Configuration Starships" meets "The Best Combat Ships".



Sector



Suggested Deployment for the Solomani Sphere Frontier

← 16 parsec →

SMALL CARGO - SINGING CRYSTALS

By: Alan M. Nuss

CARGO: Singing Crystals	LOTS: 60kg each
VALUE: Cr 2000 per lot	TRANSPORT PRICE: 100 per lot
MARKET: Standard	RESTRICTION: +/- 0
SPECIAL HANDLING: None	AVAILABILITY: 9+

A geological oddity found only on the bottom of oceans. When rubbed these crystals produce a pleasing tone that varies with the crystals' color and cut.

ROLL one die

1-2 The crystals are flawed; they produce a tone which grates upon the nerves. Worthless.

3-6 No ill effects

SMALL CARGO - SIBILIAN CRYSTALS

By: Alan M. Nuss

CARGO: Sibilian Crystals	LOTS: 5kg each
VALUE: Cr 13000 per lot	TRANSPORT PRICE: Cr 650 per lot
MARKET: Luxury	RESTRICTION: -2
SPECIAL HANDLING: None	AVAILABILITY: 10+

A yellow-green crystal that is only found on worlds with size code 9 or greater and has a chlorine atmosphere.

ROLL one die:

1-2 The cargo is flawed and suffers a DM -5 on the resale value. If inspected by Prospecting Skill roll 8+ (+ skill level) to notice.

3-4 Word of the shipment leaked out. Roll 7+ for a hijacking attempt of the cargo to take place.

5-6 No ill effects.

NOTE: PSI trained people can be "tuned" to only one crystal at a time. They can then draw 1-6 PSI points to supplement their own power. The person must be within 1 meter of the crystal to tap its power. Tuning can only be done at a Psionic Institute at a cost of Cr 15000.

REVIEW:

The Praesidium of Archive

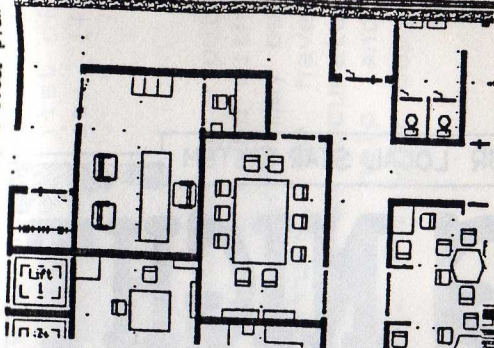
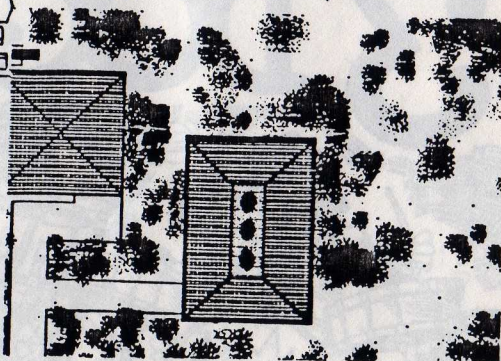
By: Ed Edwards

The Praesidium of Archive (Avon Books, 1790 Broadway, New York, NY 10019; 197 pages; 4.25" by 6.75"; \$2.95; 1986)

This is the Jan 86 release of Jefferson P. Swycaffer. The fourth book of Jeff featuring an alternate TRAVELLER universe is a series of six short stories each featuring a member of the six member Praesidium or ruling body of the worlds subject to Archive. The six short stories are held together by a transcript of the interaction of the Praesidium meeting called "Upon the Eve of the Last Days."

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The TRAVELLER Program Exchange (TPX) is a non-profit organization dedicated to computer use in TRAVELLER. TPX is not affiliated with GDW, but their advice and ideas are highly valued.

Currently, TPX exists to distribute public domain software and to develop standards for data files. TPX will not distribute pirate copies of others work. TPX will not attempt to duplicate programs that GDW has already written or has licensed to others. TPX will provide useful utilities for TRAVELLER players and to help foster the portability of files from one place to another. Hopefully TPX will help to solve some of these portability problems.

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RECRUIT - performs Book 4 mercenary recruiting using planetary UPP and recruiting skills while keeping track of time and outputting the recruits to the screen by class.

DATE - converts dates from Imperial, Solomani, Vilani, Zhodani, Aslan, or K'Kree to the other formats.

PRINT - prints a text file to screen or printer

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All of the above programs are available now on disk, Apple II DOS 3.3 format, \$3.00, postpaid, or free with a disk and return postage. Write:

John C. Meyers

526A Forney Loop

Fort Belvoir, VA 22060

(703) 781-7310

Please send a SASE if you wish a reply,
(sorry, but this is expensive!).

For TPX to succeed it needs your help. At this time there is not much material within TPX, what there is in Apple II DOS 3.3 format, more people are needed to help with other formats. Programs are always needed. TPX has great potential, but that potential can never be fulfilled without your help!



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