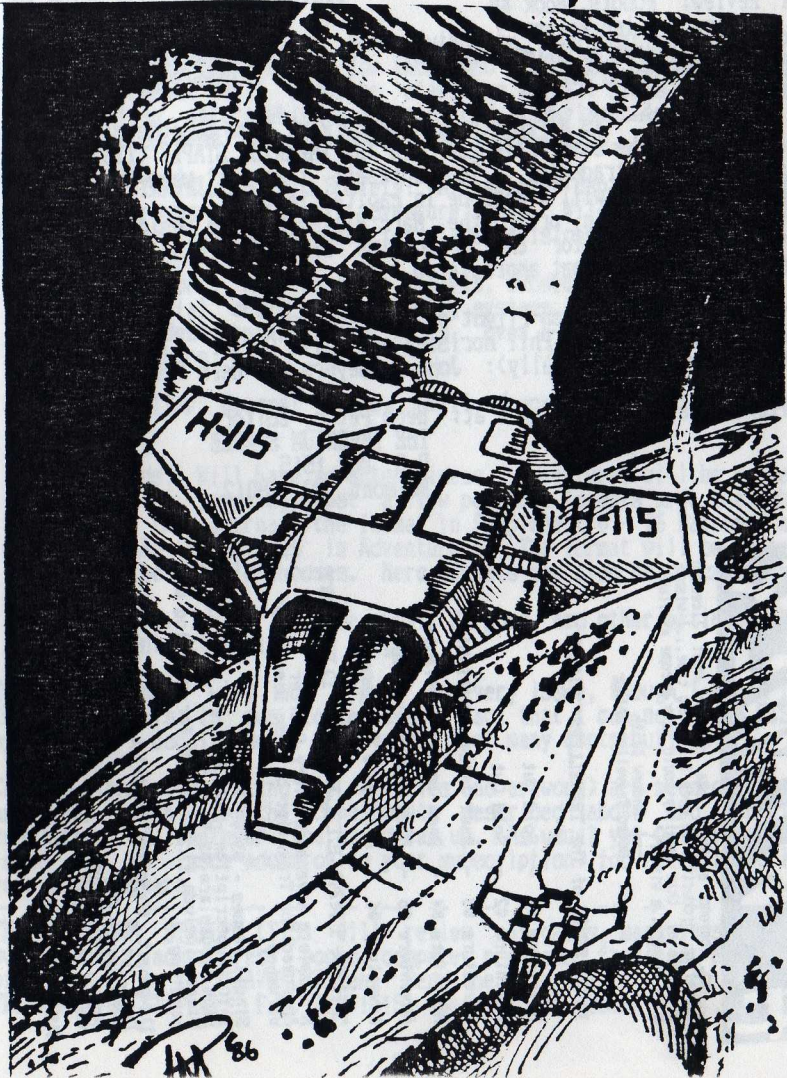


THE

Issue #6 - August 1986

IMPERICION  
STAPLE



The Sourcebook for Interstellar Adventurers

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Thanks are in order the Marc Miller of Game Designers' Workshop for giving permission for the production of TIS. His help, support, and comments have been most appreciated.

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Articles by (alphabetically): John C. Meyers and Herb Petro

Write to The Imperium Staple at: Herb Petro, Editor  
THE IMPERIUM STAPLE  
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Noted Traveller Author

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## INTRODUCTION

By: Herb Petro

1) Magnus Abel, as most of you know, produces Between Worlds, a bimonthly fanzine for TRAVELLER currently in its' fourth issue. For those of you who don't know about Magnus you can get a 1 year subscription (6 issues) by sending \$7 to Between Worlds, 3914 Angeles, Tampa, FL 33629.

2) In issue #4 of Between Worlds, Magnus made a few comments directed towards myself and I am now going to reply. Magnus, I never accused you of being in this to make money. I realize that fanzines are not to make money, but they are also not to be a source of money loss to the editor. I do not make a profit on TIS, I also do not lose money. All I had asked you was WHY did you print and mail so many copies of issue #1 of Between Worlds FREE?

3) I am going to make a few changes to TIS. The size will remain the same. The format will remain the same. I will, however, make some internal changes. Some will be present in this issue. All other changes will be made by the next issue. First I am starting some regular departments in TIS, which are described below.

A) Rhylanor SPA-RD (Star Port Authority, Registration Division), could also be called Terra SPA-RD for those who prefer the Solomani Rim Sector. This department will describe starships (of all sizes) both of military and civilian nature which are registered at Rhylanor (or Terra). Smaller (1000-tons or less) ships might also have deck plans.

B) At the TRAVELLERS' Aid Society. A character department. Will describe NPCs or groups of NPCs with adventure ideas. Will also at times describe new character classes and character class revisions.

C) Survey Report. Will describe planets, subsectors, or whatever, as long as the material deals with planets, systems, and new cultures. Will at times also describe new minor races. Even X-boat type information could be presented here.

D) Interstellar General Store. Will describe new equipment, vehicles, weapons.

E) Want Ads. Will have adventure ideas. Adventures will be presented in a variety of formats, just a few possible formats are: the Amber Zone format of the Journal, the format in Supplement 6 - 76 Patrons, and also the Want Ad format as in Adventure 6. The format will be whatever the author of the article chooses. Merc tickets can also be described here.

F) For Sale. Will include Small Cargoes, and other articles that deal with merchant activities and cargoes.

Every department will not appear in every issue, though I would like for them to. This is due to the simple fact that I can not write TIS all by myself, and I usually don't receive all that many contributions.

Contributions (consisting of articles and artwork) are needed just as much as ever, both for the departments described above and contributions consisting of whatever you can dream up. As usual you will receive a free issue (or an issue added on to your subscription) for every issue in which your work appears.

THE IMPERIUM STAPLE (TIS) will review any games, magazines, miniatures, 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; P.O. Box 1515; Belmont, NC 28012

# MAJOR RACE REFERENCES

By: Herb Petro

Aslan	Alien Module 1, Supp 8, Journal 7, Alien Realms
Droyne (Ancients)	Alien Module 5, Supp 8, Adv 3, Adv 12, Alien Realms
Hivers	Alien Module 6, Supp 8, Journal 13
Humaniti	
Solomani	Alien Module 5, Supp 8, Supp 11
Vilani	Supp 11, TRAVELLERS' Digest 5
Zhodani	Alien Module 4, Supp 11, Journal 9, Adv 6, Alien Realms
K'Kree	Alien Module 2, Supp 8, Journal 10
Vargr	Alien Module 3, Supp 11, Journal 8, The TRAVELLER Adv, Alien Realms

## "The Proposition"

By: Phil Morrissey



LETTERS TO THE EDITOR

Write a letter to me (Herb), the editor. Tell me what you think of THE IMPERIUM STAPLE (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. Tell me what you think of the changes made in this issue of TIS. Letters should be sent to: Herb Petro, Editor; THE IMPERIUM STAPLE; P.O. Box 1515; Belmont, NC 28012

# DEPOTS OF THE IMPERIUM

By: John C. Meyers

Deneb	1613	Ilelish	1022
Corridor	1511	Zarushagar	1920
Vland	2728	Massilia	0301
Lishun	1219	Delphi	0832
Antares	2021	Delphi	1205
Gushmege	3016	Diabei	0326
Dagudashag	3121	Diaspora	2018
Core	1518	Old Expenses	1213
Fornast	1811	Solomani Rim	1911
Ley	1420		

# RESEARCH STATIONS OF THE IMPERIUM

By: John C. Meyers

Spinward Marches	A 2728	B 2110	G 3119	D 0416
	E 2415	Z 0539	H 1337	
Solomani Rim	A 3009	B 2720	G1917	D 0907

"Goodbye"



By: Julie Carter



Naming: The Attacking Vulture Class of ship is also named after birds, usually more vicious birds. Between 40% and 60% of the ships in this class also have another name with the bird name. This second name is usually associated with battle. For example, the Killing Marbabway.

I have not given dimensions for the cargo area (with deflatable tanks inflated or deflated) for either ship because the dimensions of this area drastically effects the tonnage of ships to be put into it. The HK version is meant to carry a ship of up to 1000-tons, and the HB 748-tons. Only a ship with the proper dimensions could fit into this area.

I have left the configuration of the cargo/ship docking area up to you so that whatever dimension of ship that best fits into your campaign will fit into the docking area. I do suggest that once you decide upon dimensions that you stick to these dimensions, for consistantcy sake.

Militant Fern with Blaster



By: Phil Morrissey

TA. '86

# LOW BERTH NAVAL DUTY

By: Herb Petro

In High Guard there is provision for putting in enough low berths to keep backup crew to replace battle losses. In the forward section of High Guard, under Naval Character Generation, characters serving in low berths is not described. This low berth duty is quite important and I will describe it below. There are two kinds of low berth duty. Mandatory service, and voluntary service.

**MANDATORY SERVICE:** If, during the character generation process, a character makes his reenlistment throw exactly (a 6 exactly for rank E3-, and a 5 exactly for E4+ and O1+) IF he wants to remain in the Navy he MUST serve his next term in Low Berth Duty. The character has the option of quitting the Navy, but to remain in he must serve in a Low Berth the next term. If he decides to quit, then roll for mustering out benefits. If he decided to remain in the Navy then resolve his next term as described under voluntary service below. After this term he will be able to continue character generation as before.

**VOLUNTARY SERVICE:** Voluntary service consists of a four year term for which you specifically signed up for. If you are not revived early for battle, then you remain in low berth for the entire four years. For this term of service the survival throw is as on page 50 of the TRAVELLER Book under Low Berth Survival. The navy provides at least a medic-2 for low berth revival.

To determine if you are revived early for battle throw a 2, 3, or 12 exactly on 2D6 every year (four times per term). If you roll a 2, 3, or 12 exactly then you were revived early for battle. In all but the fourth year of the term roll to see if you survive revival (the throw above is for the end of the term). Make that survival roll as outlined above. If you survive then resolve that year's assignment as for Battle for the appropriate branch under the Assignment Resolution tables on page 7 of High Guard.

If you are not revived for battle then you remained frozen the entire year. If you remained frozen the entire year you received no skill. If you were revived for battle then you made a survival roll to survive being revived plus a survival roll for whatever reason you were revived. If you were revived for battle then you may have received a skill.

**BENEFITS:** When serving Low Berth Duty (whether it is Mandatory or Voluntary) you get to make one skill roll off of your Branch Skill Table to reflect some training you are given in preparation for Low Berth Duty. If you are revived for battle then it is possible for you to get more skill rolls, if you make the roll necessary to get a skill under Battle Assignment Resolution.

If the Low Berth Duty was either mandatory or voluntary then you receive one benefit roll for that term, plus an amount of money not dependant on the money table. For the entire term of service the character receives an amount of salary based on the following formulas. If the character does not survive then the money is paid to the next of kin.

For Enlisted personal: Rank x (Cr10,000 + T)

For Officers: Rank x (Cr 20,000 + T)

Rank = Rank after dropping the designating letter (E-4 = 4; O-6 = 6)

T = 10% of the base pay per term of previous, conscience, non-low berth duty terms

Example: John Smith, rank E-3, served 3 terms of conscience duty, and one term of low berth duty. He is once again going to serve in voluntary low berth duty. Using the Enlisted personal formula we find that Rank = 3 and T



= 3000 (or 10% of 10,000 x 3). Therefore pay = 3 x (Cr10,000 + 3000), or 39000.

Example: Tina Johnson, rank O-6, served 7 terms of conscience duty, and no terms of voluntary low berth duty. She is going to serve in voluntary low berth duty for this term. Using the Officer formula we find that Rank = 6 and T = 14,000 (or 10% of 20,000 x 7). Therefore her pay for this term = 6 x (20,000 + 14,000), or 204,000.

This can be a good way for characters to earn extra money before leaving the service, especially for high ranking, long serving character. The potential for money is balanced by the chance of death.

A character may serve in low berth duty (whether it is voluntary or mandatory) for a number of terms equal to the number of terms he/she has served in conscience duty.

Remember to note on the character sheet the fact that the character's chronological age differs from his physical age. During any years the character was revived for battle, he aged. During the years he was not revived for battle, he remained frozen, and therefore did not age during that year.

## AT THE TAS: SKILL ADDITIONS

By: Herb Petro

This skill addition list is made with the intent of use with The Imperium Staple Character Generation System (TISCGS), the main body of which appears in issue #4 of TIS. The rest of the TISCGS was in the form of an addenda and skill list additions.

Below are listed 2 new skills and also 3 which have recently appeared in Official TRAVELLER books.

Skill	Source	Skill "cost"	Exception
Archeology	TIS #6	6	scientist (5)
Botany	TIS #6	6	scientist (5)
Robotics	Bk. 8	6	scientist (5)
Robot Op.	Bk. 8	3	
Sensor Op.	Grand Survey	4	Scouts (3)

Archeology - The scientific study of extinct peoples or of past phases of the culture of historic peoples through skeletal remains, fossils, and objects of human workmanship found in the earth.

Botany - Science dealing with plant life. Character is familiar with different plant life, how they function, etc. Among other things, Botany can be used as a modifier in determining the edibility of plant life, as well as their exact function in a certain ecological system.

A copy of the TISCGS with all changes, additions, and errata integrated into the body of it is available at cost (65c or three 22c stamps). This runs about eight 8.5" x 11" pages. If you want a copy write the editor at: Herb Petro, Editor; P.O. Box 1515; Belmont, NC 28012

# ROBOT AGILITY

By: Herb Petro

I was pleased with Book #8, Robots. The only thing I was disappointed with is the fact that Robots have their Dexterity based on their type of locomotion. I have reworked the system for determining a robot's Dexterity and I have added a system for determining Agility.

The changes I made are on three charts. On page 27, in "Locomotion: Transmissions (Legs, Tracks, Wheels)" I have changed the base Dex to base Agility. For Legs the base Agility is TL-4, for Wheels the base Agility is 4, and the base Agility for Tracks is 6.

Type	Base Agility
Legs	TL-4
Wheels	4
Tracks	6

On page 28, under the "Appendage Table" I have left the strength pluses alone, but have modified the Dex pluses as outlined to the right.

Arm	Dex +	Tentacle	Dex +
very light	6	v. light	10
light	4	light	8
medium	2	medium	6
heavy	0	heavy	4

On page 29, under the "Fundamental Logic Program", the pluses listed for Dexterity apply to both Agility and Dexterity.

On pages 38 and 39, where the URP is discussed, add Apparant Agility in at the end, just after Apparant Education. Under the description of Apparant Dexterity it says that Robots that have grav locomotion always have a dexterity of 15 and AC locomotion always has a dexterity of 10. I have changed this so that the locomotion affects the Agility. A robot with grav will always have an Agility of 15, and a robot with AC will always have an Agility of 10. (after all, which affects a robots ability to move more, his arms or his locomotion?)

On page 45, the robots movement rates remain the same, but Agility replaces Dexterity as the determining factor for speed.

## ROBOT PROGRAMS

By: Herb Petro

Book #8 now has programs taking up more CPU for higher levels of skill than as outlined in previous rules. These new rules are more accurate than the previous ones concerning CPU. Even though more room is taken up, Book #8 provides you with the means to build a robot's brain a lot larger than in the previous material published on robots. One thing though, a robot should have more skills (programs) open to it than the ones listed on page 31, under "Application Programs".

Admittedly, the ones listed on page 31 are the most useful ones, and the ones that would most often be used, but other programs could also be put into a robot. I have expanded the Application Program listing to include those below. I thought that it may be difficult to justify a few of the below programs (Sociology, for instance) in a robot that is not truly creative, but considering that Book #8 has Tactics, I thought it would be okay to include those skills.

Tactics skill (and the ones I had questioned below) are not used creatively, the robot fits the facts into a pattern it has seen before and comes to conclusions based on what is already stored. For example, a robot has Tactics skill, it does not really develop tactical plans, it just picks a tactical plan of attack or retreat or whatever from a large number of premade plans already stored.

con't on page 15

## FOREVEN SECTOR

By: Herb Petro

About a year and a half ago I mapped out several of the subsectors of the Foreven Sector (sector directly spinward of the Spinward Marches). The reason being that we had the Spinward Marches, the Beyond, the Vanguard Reaches, and the rimward portion of the Far Frontiers all mapped. All these maps centered around the Foreven Sector, which was not mapped.

Recently I started to revise these maps, and I have decided to publish them. This will consist of a series of the 8 rimward subsectors of the Foreven sector. Each world will have basic TRAVELLER stats, star type, population refinement number, number of asteroid belts, and number of Gas Giants.

I have already designed some of this area by Book #6, Scouts with plans to do quite a bit more of it. Also, with the advent of Grand Survey, I am going to detail the main world of many systems with that. Also I have made several world maps.

If and when I get this data compiled and into a good format I will offer copies of the data at cost. The reason being that it takes time to develop the entire system, world maps, the main world, native population, etc. and since I'm working out this data for the campaigns I run, I might as well offer to anyone else who wants if so they can use the detail without having to do the work. It may however take quite a bit of time to finish this project.

I am developing the rimward portion of the Foreven sector instead of somewhere like the Trojan Reaches, because it is not likely that GDW will do something with the Foreven Sector anytime too soon to supercede all my work. Also this area is in the center of many other mapped out and developed areas, which makes for a large area of surrounding space to adventure in.

## REIDAN SUBSECTOR

By: Herb Petro

The first of the series is the Reidan Subsector, located just spinward of the Darrian Subsector. The planets Chamax (Alenzar system) and Raschev are used for adventuring in Double Adventure #5 (GDW, 81). You may notice that the Spinward main of the Spinward Marches extends into the Reidan subsector, perfect for Free Traders.

The planets marked with allegiance "DW" stand for Die Weltbund, a loose confederation of worlds which extends into more spinward subsectors of the Foreven Sector and also into the Beyond Sector. Die Weltbund was first described in The Beyond by Paranoia Press (1981).

The planet Law (0107) is a Prison Planet which is used by the Die Weltbund Confederation. The prisoners are used to manufacture refined fuel (from ice asteroids), mechanical parts, and agricultural products, all for the prison's own use. Not enough of anything is made to export, but enough is made for the prison to maintain itself. The prisoners are kept in underground buildings. The lack of atmosphere on the planet deters escape.

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A N O T H E R       E D       E D W A R D ' S       J O K E

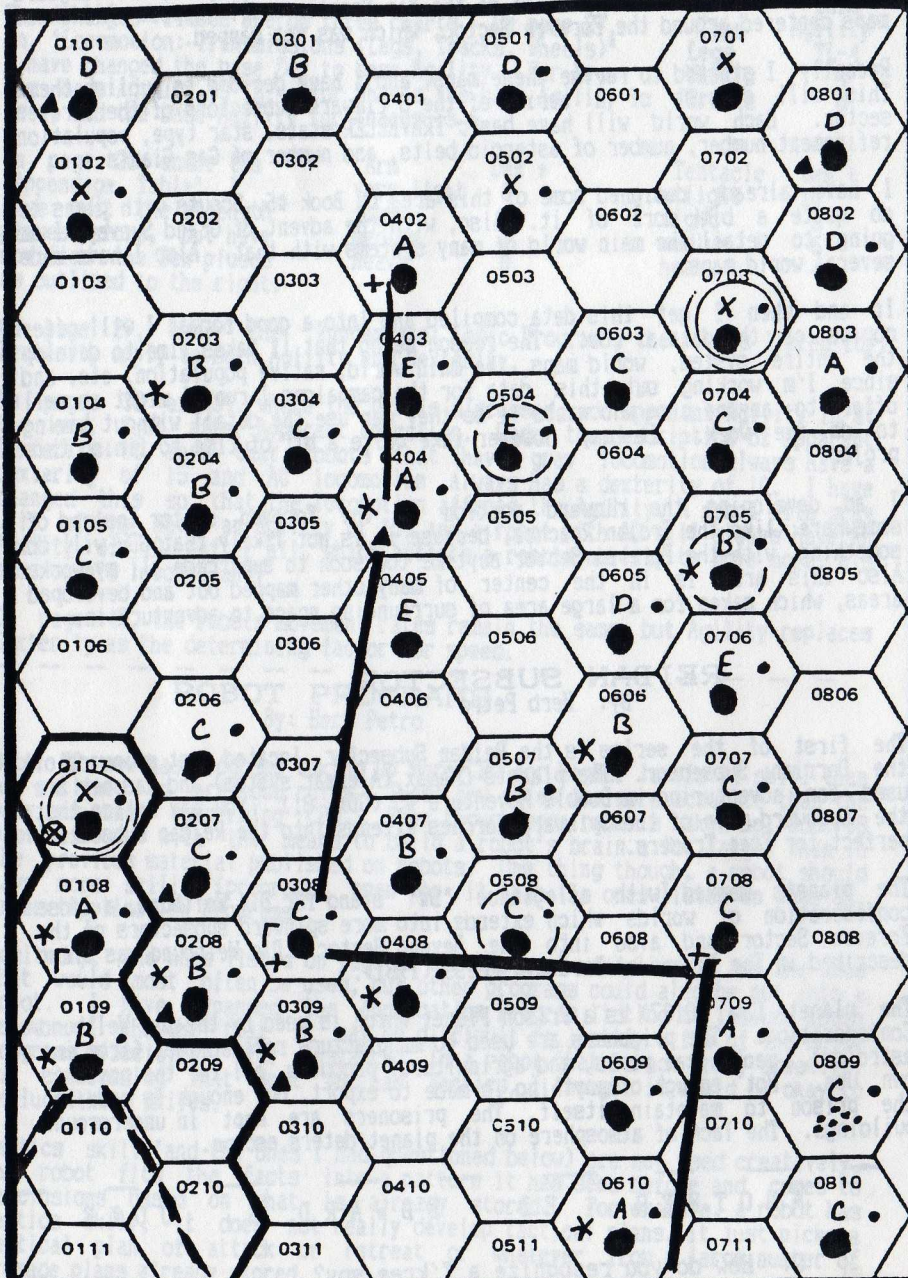
Q: How do you recognize a K'kree spy?

A: All 22 in the herd wear grey rain coats and sunglasses.

# SUBSECTOR MAP GRID

1. Subsector Name

Reidan




Name	Locn	SDAHPGL-T	B	Remarks	Data/Star1	Star2	Star3
Glumal	0101	D326999-8	S	Po In	410Na F0V	MD	
Livbec	0102	X6267A5-1			703Na K9V		
Beman	0104	B6B6665-B		Fl Ni	422Na F1V		
Platisc	0105	C661786-7		Ri	402Na F7V		
Law	0107	X200454-6		Va Ni Pr	R324DW GOV	MD	
Shebast	0108	A200426-F	M	Va Ni Rs	523DW G5V		
Shols	0109	B837424-B	2	Ni	322DW MD	MD	
Freman	0203	B37569D-6	M	Ag Ni	323Na K2V		
Cecry	0204	B66A252-7		Wa Ni Lo	422Na FD		
Dilk	0206	C544489-7		Ni	912Na M3V	MD	
Dequid	0207	C350867-6	S	De Po	214Na F7VI	MD	
Inia	0208	B100867-C	2	Na	622Cs G5V		
Roman	0301	B666962-A		Hi	620Na K4V	MD	
Gareve	0304	C58A6BA-6		Ni	501Na KD		
Recon	0308	C335442-B	1	Ni Rs	424Cs F8V	MD	
Funia	0309	B6105AA-9	2	Ni	302Cs M8V	MD	
Run	0402	A452535-A	1	Po Ni	100Cs F8VI		
Treliform	0403	EAB8510-7		Fl Ni	621Na M5V		
Hold	0404	A7758C9-B	2		305Cs G1V	MD	
Iddle	0405	E642445-5		Po	120Na FD	MD	
Repler	0407	B481AAA-C		Hi	223Na F6V	MD	MD
Akia	0408	A426697-D	M	Ni	722Na K9V		
Olf	0501	D879555-8		Ni	504Na G3V		
Nissle	0502	X787375-2		Lo	604Na G9VI		
Anet	0504	E94A759-8			A423Na K8V		
Jumm	0507	B563525-7		Ni	102Na M1V		
Malaw	0508	C110687-8		Ic Na Ni	A204Na M7V		
Bibel	0603	C58567A-4		Ag Ri Ni	500Na FD		
Lufry	0605	D464655-8		Ag Ri Ni	212Na M9V		
Taloralannak	0606	B210214-D	M	Lo Ni	510Cs K21V		
Gren	0609	D32149C-5		Po Lo Ni	311Na K7V	MD	
Ni	0610	A7C7585-D	M	Fl Ni	522Cs F5V		
117-214	0701	X89A107-5		Lo Ni	600Na F8V	MD	MD
Ubron	0703	X96A233-2		Lo Ni	R923Na M9V		
Stilp	0704	C575201-6		Lo Ni	733Na K2V		
Outer	0705	B100445-C	M	Ni	A712Na K1V	MD	
723-214	0706	E8D4000-0		Fl Ba	504Na MD		
Hitre	0707	B620736-B		De Na	801Na K9V		
Philbiin	0708	C412543-8	I	Ic Lo Ni	110Cs F4V	MD	
Solo	0709	A85A556-F		Ni	700Cs M3V		
Wolder	0801	D241876-6	S	Po	703Na M4V	MD	
Mild	0802	D44689B-7			921Na M0V	MD	
Orfin	0803	A559597-B		Ni	922Na MD		
Alenzar	0809	C000414-9		As Ni	513Cs G0V		
Rashev	0810	C8697C4-6			123Cs M9V		


The Reidan Subsector contains 45 worlds with a total population of 32.671 billion. The highest population is 20 billion at Repler (0407); the highest tech level is F, at Solo (0709) and Shebast (0108).

- DW = Die Weltbund allegiance
- Dr = Droyne
- Pr = Prison Planet
- M = Non-Imperial Military Base
- S = Non-Imperial Scout Base
- 2 = Non-Imperial Military Base co-located with a Non-Imperial Scout Base
- Na = Not Aligned
- Cs = Client State (of the Imperium)
- Rs = Research Station
- I = Imperial Base

- \* = Non-Imperial Military Base
- ▲ = Non-Imperial Scout Base
- ⊙ = Prison Planet

- Γ = Research Station
- + = Imperial Base

Amber = 

Red = 

————— = Imperial X-boat Route  
 - - - - - = Non-Imperial X-Boat Route

# AT THE TAS: HUNTER CHARACTER SKETCH

By: Herb Petro

Lanon Talor - Hunter 84887A-A Age 38 5 terms cr.157,000  
Hunting-3 Stealth-2 Rifle-3 Pistol-2 Survival-2 Leader-2 Blade-2  
Dagger-1 Wheel veh-2 Crossbow-2 regular bow-1  
3 rifles, tranq rounds, revolver, 2 crossbows, arrows

Lanon Talor is an expert hunter who grew up on a lower tech world. He does not particularly like to use high tech level equipment in a hunt. He considers it "unfair" and "cheating". One exception he has made to this is one of his rifles. It is Tech level 11, and is of a very high quality (and price). Because of this superb quality it receives a +1 modifier to hit in addition to all others. This rifle does not see every day use. Several adventures can spring up as a result of meeting Lanon.

If the adventurers are out of work either:

Have Lanon be the chief hunter of an expedition (being financed by a wealthy individual) and he is in charge of hiring members. The adventurers encounter Lanon, either as a result of a want ad placed by Lanon, in a bar, helping him out in a bar brawl, or some other way. They are offered a job on the expedition.

The expeditions nature will have to be determined. Either it will be a hunting expedition or an exploratory expedition. If it a hunting expedition then it can take place on the planet the characters are currently on, or on another world.

If the expedition is exploratory then it will most likely take place on another world. The characters could be there as a result of a mining company doing detailed mineral exploration of a world. In this case the adventurers and Lanon are hired to be a guard against the native fauna.

In either case, one the characters' duty could be running a starship. The characters could be hired on as starship crew and then later have to serve as expedition members for either lack of anything else for them to do on planet, or out of necessity. If the characters already have a ship then their ship could be chartered for the expedition with the same results, they end up members of the expedition (entailing getting out of the ship, and getting out there into the action).

If the characters are not seeking employment:

If the characters have a merchant ship, then Lanon can be one of several passengers. During the voyage, Lanon's very high quality, expensive rifle appears to be missing. Lanon is terribly upset, so upset so as to make the characters wonder if this was just a very good rifle, or perhaps not something more. Several plotlines can be followed:

- 1 The rifle is just what it seems, Lanon is just emotional
- 2 The rifle contains stolen manufacturing secrets of a company
- 3 The rifle contains stolen classified Imperial information
- 4 The rifle contains a famous stolen gemstone
- 5 The thief knew (but no one else does, including Lanon) that the rifle is truly worth a lot more than suspected
- 6 The rifle is not really a rifle, it was never taken out of its case, and something of a very different nature was in this case

## REVIEWS:

By: Herb Petro

Robots, Book #8 (GDW, P.O. Box 1646, Bloomington, IL 61702-1646; 56 5.5" by 8.5" pages with cardstock cover; \$6.00; 1986)

Book 8 is a drastically upgraded version of what appeared about robots in The TRAVELLERS' Digest 1-3. Included in this book are essays on Robots in Future Society, Types of Robots and their uses, Robots outside the Imperium, and Robots and Characters. There is also a listing of a few corporations (in and outside the Imperium) which produce Robots. Also included are robot encounter tables.

Robots are a valuable addition to any TRAVELLER campaign. They add color, reminding players that this is not just some old earth-clone planet. This is the future. What I found interesting was the table which describes batteries. By studying this table and laser weapon stats I now know how much energy a laser uses. I also can figure out the exact dimensions of the power pack with a little calculation. I was disappointed somewhat with the program list, so I have made an addition to this. I was also displeased with the idea that the robot's dexterity is based on his locomotion, another thing I have worked out a change for.

Hivers, Alien Module #7 (GDW, P.O. Box 1646, Bloomington, IL 61702-1646; 48 8.5" by 11" pages with a four color cardstock cover; \$7.00; 1986)

After reading Hivers I decided that they are my favorite race (after Imperial Humans). Whether you are a ref and play NPC Hivers, or you are a player and play a PC Hiver, you will have fun with these manipulators. Even though Hivers is not any more useful than the other Alien Modules, I felt that it was written better than the other Alien Modules. You can't go wrong with buying Hivers.

In this book there is expanded character generation by High Guard and Merchant Prince (the generally peaceful nature of the Hivers calls for the exclusion of Mercenary character Hivers). The Hivers are terribly curious creatures, more so than even humans. Hivers live in families consisting of usually no more than 100 members which are all geared to one purpose and duty. A Hiver is not born into this family, but chooses one suitable to his own preferences and goals when he reaches a certain age.

Alien Realms (GDW, P.O. Box 1646, Bloomington, IL 61702-1646; 48 8.5" by 11" pages with a four color cardstock cover; \$7.00; 1986)

Contains 8 scenarios for alien adventurers. One for humans characters in general, one for Zhodani characters, two for Vargr characters, three for Asian Characters, and one for Droyne characters. The player sections are all in the front of the book, and the referee sections are all in the back. The other races will have scenarios for them in Alien Realms II, due out in about a year.

I would go into more detail, actually describing the scenarios, but I won't just in case you are a player and your referee wants to use Alien Realms sometime.

con't on page 15

- con't from page 14

Grand Survey (DGP, 8979 Mandan Ct, Boise, ID 83709; 48 8.5" by 11" pages with a four color cardstock cover; \$7.00; 1986)

Deals with detailing worlds. Including determining the planet's density, mass, mean surface gravity, rotation period, orbital period, seasons, axial tilt, orbital eccentricity, satellites, surface atmospheric pressure, atmospheric composition, hydrographic terraforming, atmospheric terraforming, temperature, seismic activity, volcanoes, resources, population, ports, information on mapping the planet, and much more.

Also details vacc suits (with drawing of each) from Tech level 9-15, Donosev class Surveying ship with deck plans, and details on 5 types of sensors. Electromagnetic Spectrum Sensor Array (EMS) passive, EMS active, densitometer, neutrino sensor, the and Neural activity sensor. Each sensor has an accompanying drawing of it and complete details on its use. Each sensor also has a full page drawing of its' control panel.

What I did was photocopy each control panel and cover it with clear plastic. This way I can mark (with write on-wipe off markers) exactly what the character sees on the control panel. Doing this adds chrome to my campaign. After each sensor scan a damp cloth quickly wipes off the old readings to allow new readings to be marked.

### Robot Programs - con't from page 9

Also a robot with sociology won't develop original ideas about social groupings and cultural patterns. With observation it will just try to determine the contributing factors of a social phenomena by comparing the facts it knows to the cultural behavior and patterns of societys that it already has knowledge about. A sophont can be better in this and many similar fields, because a social pattern might be similar to any previously recorded cultural patterns.

Program	CPU per level	cost per level	Program	CPU per level	cost per level
Agricultural Eng	4	500	Genetics	6	700
Anesthesiology	4	500	Geogeny	4	500
Archeology	4	500	Geology	4	500
Astronomy	4	500	Hyperatomics	5	600
Biology	4	500	Mech Eng	4	500
Blade Cbt	2	400	Paleontology	6	500
Botany	2	500	Pathology	6	600
Bow Cbt	2	400	Pharmacy	4	500
Cbt Eng	3	500	Physical Anthropology	5	500
Chemistry	4	500	Physics	5	600
Comp Eng	6	600	Radiology	4	500
Cultural Anthropology	6	700	Robotics	5	600
Cybernetics	5	600	Sociology	6	700
Elec Eng	4	500	Zero-G Cbt	2	400

To obtain Genetics, the robot must have at least skill level 1 in Biology and Chemistry.