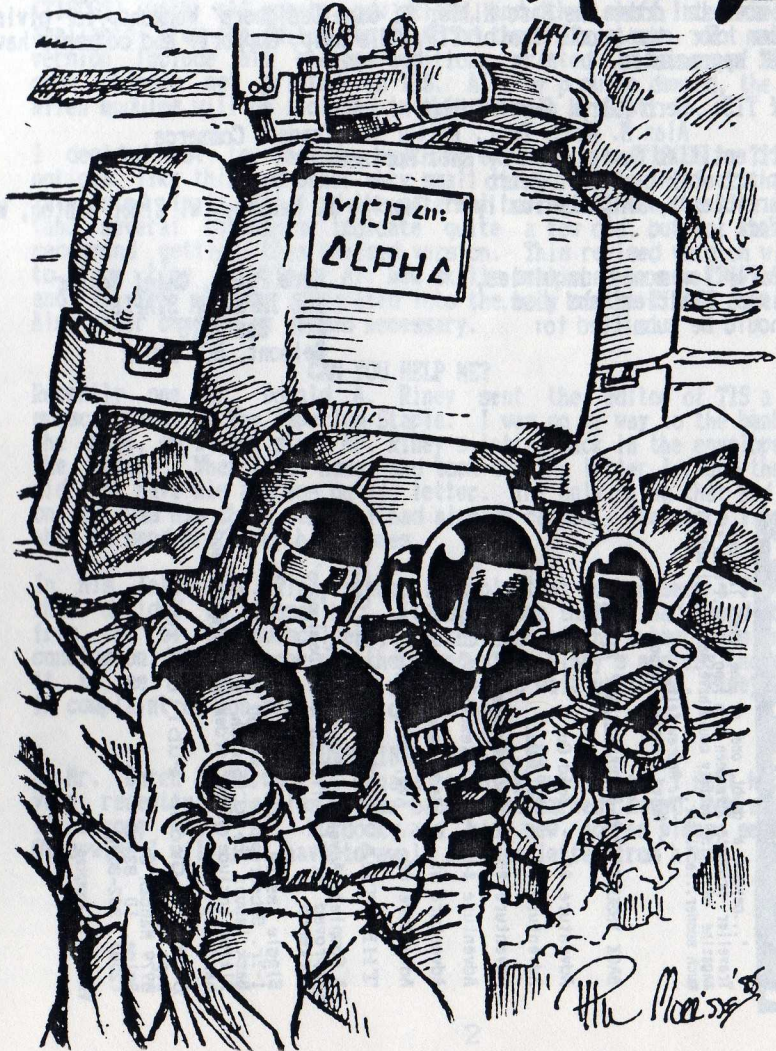


# THE

Issue #7 - September 1986

# IMPERIUM STAPLE

The Sourcebook for Interstellar Adventurers



*The Mercantile*

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ISSUE #7

SEPTEMBER 1986

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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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 Noted Traveller Author

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## INTRODUCTION

By: Herb Petro

1) First I'd like to welcome Alan M. Huss as the second staff member of TIS. Alan will be taking control of For Sale. This department's name is being changed to Trade & Commerce (T&C). Basically what is being done is he will be writing quite a bit of the stuff for this department, and he will also be editor for that department. Any articles I get for T&C will be sent to Alan for polishing as he sees fit. Also equipment and the like (for inclusion in IGS) that are appropriate for a separate write up as a merchant cargo in particular will be written up as such by Alan, and both the original article and the extra writeup will be printed. The T&C department will first appear in the next issue.

2) There is a change to another regular TIS department. The RD-SPA (Registration Division-Star Port Authority) department is being changed to simply SPA (Star Port Authority). Not only will this describe ships, but anything of use and dealing with Star ports.

3) An updated version of The Imperium Staple Character Generation System (TISCGS) with all errata, new skills, and other stuff integrated into it is available from the editor for \$0.65 or three 22c stamps. Not only does this version include all changes/additions printed in issues of TIS, but also some changes not printed in TIS. Also by popular demand, the skills from alien modules will be included in this version by Sept. 15.

I decided not to include anything else major on TISCGS in TIS except for notices like this and other very small things due to the fact that those not interested in it will find the material boring. Those who like the material (and several responses indicate quite a few did, but not the majority) I recommend getting this revised version. This revised version will be added to from time to time. All new skills mentioned in new TRAVELLER material and in TIS will be integrated into the body of the TISCGS as time passes. Also other changes as deemed necessary.

### CAN YOU HELP ME?

Recently one Mr. Donald A. Riney sent the editor of TIS a check for a subscription to The Imperium Staple. I was on my way to the bank when I got the mail, so I just stuck Mr. Riney's letter back in the envelope and cashed the check. When I got home, and took out the letter I found that Mr. Riney did not have his address on his letter. The only thing that had his address on it was his check, which I had already cashed. Therefore I have not been able to send Mr. Riney his issues.

In his letter Mr. Riney seemed to imply that he had seen a TIS before, and then decided to subscribe. It is my hope that he had found out about TIS from one of the subscribers, and that one of the subscribers know him. In conclusion, if any one out there knows Mr. Riney's address then please send it to me. Meanwhile, I will just have to wait until Mr. Riney writes again in complaint of non-receivance of issues.

### SUBSCRIBER PROBLEM #2

A Mr. Daren J. Murdock of Canada recently subscribed, I sent him issue #6. Very recently this issue came back to me marked "Moved, Address unknown." If anyone knows Mr. Murdock and his new address please send it to me. Otherwise I will just have to await another letter from him.

## TECH LEVEL EXPANSION

By: Herb Petro

In the TRAVELLER universe many planets do not have as advanced a technology in all areas indicated by it's tech level. For example: present day earth is partly tech 7 and partly tech 8, but which tech do we list it as, 7 or 8? I am proposing a string of tech numbers indicating the tech level of the planet for different areas.

The elements of the string (which I call the Tech Level Expansion String (TLES)) is as follows:

Personal Wpn / Armor / Heavy Wpn / Computers / Conmo / Trans Water / Trans Land / Trans Air / Trans Space/ Energy Sources / Misc. / Robotics / Laser technology / Medicine

Of course additional areas may be added, but this is my list. Personal Wpn through Misc. comes from the Basic TRAVELLER rules. Everything after Misc. I have added myself. (Wpn = Weaponry; Trans = Transportation)

The TLES for present day Earth is: 7/8/8/8/8/7/7/7/7/7/7/6/8

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### TRAVELLER Database Available

W. Andrew York is offering a very long listing of all products published for TRAVELLER, including magazines dedicated to the game, novels based on the universe and supplements from many companies. The listing is as complete as possible, as of 1 September 1986. He will be updating it as time and information allows. For all of you that would like a listing, he is offering four packages, (detailed below) of this database. If you want one, write him and he will send you the package you want. These prices and packages will be available through 1 January 1987, at that time he will have to review prices and the packaging format.

\*\* Package #1 - List of TRAVELLER supplements (including name, abbreviation, publishing company and year published)

-List of companies that produced TRAVELLER products and their address (if still in business)

COST-Long SASE with 39 c postage and also 75 cents or three 22 cents stamps

\*\* Package #2 - List of magazines dedicated to TRAVELLER

-List of novels based on TRAVELLER (both include the same info as above)

COST-Long SASE with 22 c postage and also 75 cents or three 22 cents stamps

\*\* Package #3 - Combo of both #1 and #2 (only one list of companies)

COST-Long SASE with 22 c postage, long SASE with 39 c postage, and \$1.00 or four 22 cents stamps

\*\* Package #4 - List of supplements, list of magazines, list of novels (these include 3 latest known reviews of item), list of companies, list of review authors, list of reviewing magazines (including latest address, if known). COST-\$5.00, includes everything

I hope that these will fill the needs of all of you TRAVELLER fans out there. One comment about the format, W. Andrew York uses his computer printer, and with the programs used, it doesn't recognize page size, so a few things may be printed on the perforation. If you find any errors, or have correction/additions, please let him know so that we may have an accurate database. Again, he couldn't have done this without the help and assistance of Ed Edwards, the originator of the whole idea. For your copy write:

W. Andrew York  
PSC Box 2315  
Randolph AFB, TX 78150

## A MATTER OF GRAVITY

By: W. Elmer Hinton

One of the most important aspects in any campaign is the integrity of the material; it's coherence and it's reliability. Perhaps the most important aspect is the integrity of the Gamemaster himself. If a GM says that he will run a "standard Imperium" campaign, that is what his players have a right to expect, with any variant rules stated up-front.

A matter of recent dispute has been the ability or disability of the Imperium, at Tech Level 15, to produce Grav drives which can haul over 10 tons. One of the arguments against this was worded as a challenge against the following TRAVELLER rules. I found that most unfortunate, inasmuch as I run a standard Imperium background PBM campaign. If I stated I was using some other background- Tubb's Dumarest with it's longer time interval during jumps, Asimov's Foundation where jumps are instantaneous, or Star Trek background where jump time is quite variable and where tractor beams are widely available- then I could use any variant of the TRAVELLER standards or background. Any may do so who wish to do so. However, if I sign up for a standard Imperium campaign I do not expect the GM to lie to me or to present inconsistent or variant rules.

In the Imperium, grav technology is not as advanced as it might be. The evidence lies in the Basic or Book rules. All ships, regardless of jump capability, are required to have a "maneuver" drive. This drive is universally depicted as a reaction drive, with engine exhaust cowlings typical of either jets or rockets of today. Grav vehicles have no such requirement and, like jump drives, need not even be placed in proximity to an outer hull section to operate. Maneuver drives do require this.

Not only is no vehicle over 10 tons ever specifically given a Grav drive, but the maneuver drive requirement would be superfluous. No ship would ever need a maneuver drive were universal Grav drives available. Let us also take up the point of streamlining. Both the Basic rules and the High Guard supplement state specifically that ships which are not streamlined may not enter an atmosphere above trace levels. Why? If grav drives were in evidence, as with an air/raft which requires no streamlining, no ships' configuration would ever be in question would ever be in question. Even the question of physical landing would be irrelevant where grav-free cradles were available for landings, were such fields capable of holding up over 10 tons. Obviously these things do not exist or the space technology would be manifestly different from that depicted.

I am told that "Broadsword" contradicts the streamlining requirement. That is not so, but first let it be said that even GDM's own supplements are often published with errors. The most glaring thus far is the detailed set of statistics for the Solomani Rim wherein Prometheus (Alpha Centauri System) shows two stars (Alpha Cen. a and Alpha Cen. b presumably) with no trace of Proxima Centauri (the far companion of the trinary, and currently the closest star to our solar system). After examining Broadsword, you will find that it states, and depicts the fact that the mercenary ship, not being streamlined, cannot land on planets with appreciable atmospheres; it states once that the ship is in port for most of the adventure, but given the reasonable assumption that, since the rules only allow it to dock at the orbital station, that this must be where it is in port, or the choice of saying, "well, let's pretend this is a loophole and break the rule, and assume it lands on the planet, even though it can't- and we'll call this a standard campaign anyway...", I think the correct choice is obvious. There is a single line that contradicts both the later passage and the rules and suggests that the ship might land, but like the errors in Zhodani and Solomani modules over the length of service until retirement, and the similar inconsistency in the Book between the text and the chart over what DM's or rolls need be made if attempting jump within 10 planetary diameters, and like the Alpha Centauri gaffe), this is obviously a typographical error that should have been

weeded out be whomever is in charge of continuity at GDW. It does not constitute a license to call apples oranges, or to allow little boys to engage in name-calling contests.

Again, let it be said that the TRAVELLER rules are a framework that one can mold to ones own desires. However, the campaign should be represented to it's players for what it is, and not for what it is not.

Two other references, the K'kree and the "Flar Star, et al" series are noted in support of full grav technology starting with Tech level 8.

First, in case anyone has failed to notice, present day earth is at Tech Level 8, and currently, no scientific advance is foreseen that could possibly create grav technology within this century. Different cultures advance at different rates. In the case of the aliens mentioned, let me remind you that in the final episode of the series (The Newcomers, Space Gamer #53, July 1986) it states that the H'Oskhikhil "have achedived a fairly sophisticated Tech Level 8 civilization...though it is radically unlike those of the mainstream cultures" (elipse thiers).

I daresay that the same is true of the K'Kree, and the isolated bits of brilliance in grav technology such as these, and the Darrians, and the people of Venture, are notable exceptions not to be found anywhere else within the Imperium (although the Venture example is equally likely to have been another GDW continuity error).

In The TRAVELLER's Aide #6 (A Matter of Some Gravity, 4/19/86), I speculated on why grav drives might be useful only in deep gravity wells but not in space itself (thus requiring the maneuver drive to make the jump distance). However, even then, if this excuse is offered, there is an inconsisancy since all small craft- including all surface to station shuttles (which otherwise would not need a maneuver drive) also require them in all cases! Once again, if one wishes to use a variant campaign where full grav drives are available, then be prepared to meet the demand for playr-designed shuttles with no drives (in the rulebook sense) at all! In the Imperium campaign, however, unless the drive has some specific exotic origin, the evidence indicates that grav drive ships, simply, do not exist.

The question then arose as to how planetary landings and takeoffs are accomplished.

Ignoring the ridiculous assertion that atomic power could somehow ever be applied to spacecraft engines (as possibly opposed to internal energy generation), we must return to the fact that maneuver drives are reaction drives; they work by expelling matter of some kind. Even in the case of the reaction drive of a hovercraft, the drive works by expelling matter (in that case, harmless air). In all cases, regardless of the harmless or harmful nature of the material expelling, or its form it is always physically dangerous to be in proximity of the exhaust. Segregated landing and take off areas take this into account. Since all ships using them in appreciable atmosphere must be steamlined (see Base TRAVELLER, TRAVELLER Book, & High Guard), since they cannot have grav drive as show above, landings must be made in form similar to all such landings with which we are familiar (planes, the shuttle) with some modification made due to the added capabilities (similar to VTOL- vertical take off and landing craft); thus runways, though short, and landing pads would be of familiar design. Take off via VTOL or by the "tail" are also possible inasmuch as the passengers, under the ships grav plate field, would notice neither position nor acceleration. There is nothing particularly unusual about this.

We must also consider this factor; the basis of the Imperium campaign is the theory of the Ancients. In spite of the distant age to which they are attributed, there is not doubt this was sparked in the minds of designers- by

the, now discredited, von Daniken theories. If we accept, for the purposes of the SF scenario, that these evidences are true, then the landing field at Nazca, and the landing and take-off platforms in both South America and at Athens are exact proof of what the more advanced Ancients needed to land and take-off and it is so similar to what is being done today, that an exact parallel is easy to draw.

The real question is, when shall we have the final word from GDW?

\* \* Editor's Comments \* \*

I wouldn't want a GM to lie to me either, but who ever said anything running a standard Imperium campaign?

Where does it say, casually mention, or even suggest that grav units do NOT have to be near the outside of the vehicle. I don't remember seeing this anywhere, though this could be absolutely true. I view Mr. Hinton's assumption of this to be the same thing as anyone else's assumption that ships have grav assisted maneuver drives.

Just because no vehicle over 10 tons is ever specifically mentioned as being grav powered does not mean it is not possible. From a quick rereading of everything Striker has on vehicles, I can find no restriction on the size of a vehicle with gravitics. I hold the lack of limitations on the size of grav vehicles in Striker to be one of many things upholding the grav drive theory. It is vaguely possible though that I just missed any such reference to restrictions.

Mr. Hinton seems to want to keep as close to the Basic rules as possible. Mr. Hinton admits that GDW makes mistakes, I admit that GDW makes mistakes, GDW will undoubtedly admit that they make mistakes. If GDW makes mistakes in supplements, adventures, and te like, what says that they can't make mistakes in the Basic rules.

Face it, TRAVELLER is a science fiction role playing game. The science part means it has to be somehow technically feasible. The fiction part means that it is created (made up) by one or more persons. Perhaps the folks at GDW who put together the Basic rules those many years ago never thought about the possibility of this sort of thing. A science fiction game or novel is only as good as the creativity behind it. Not only are two heads better than one, but 10 heads are better than 5, meaning the more people who work on a project the more diverse and complete that project will be.

I consider the basic rules to be superceded by all later GDW works. Just like I assume each alien module to have the borders of its' respective subject's interstellar body correct, though the borders of all surrounding states are not correct in that module. If Striker says I can get a Tech level 13 laser, getting a much higher penetration than the tech 9 versions (tech 9 is the version described in the basic rules), then I am not going to say, "Oh no, this simply will not do, I can't use this, it is inconsistant with, and not mentioned in the basic rules," instead I will say it is fine and classify it as a rule change/addition/expansion.

I do not disagree with Mr. Hinton that the K'Kree and the H'Oskhikhil are exceptional races in many ways, but the key paragraphs concerning grav technology are this: From the K'Kree Alien Module, page 4, first paragraph - "...Their first interplanetary craft were fully developed grav-drive ships basically identical to those still used today." If the K'Kree grav-drives are "basically identical to those still used today" then this indicates that the Imperium does indeed have grav-drives. It also indicates that the grav-drive is available at much lower Tech Levels than 15, by the presence of the word "still".

# MANEUVER DRIVES

By: Charles R. Hensley

In recent issues there has been discussion on the values of anti-grav maneuver drives. I intend on showing the pro's and con's of all types of maneuver drives. Most space ships will have 2 maneuver drives, one main drive and one backup or secondary drive. The backup, or secondary drive will work at a reduced rate depending on TL. At TL7-9 only one maneuver drive will be installed, at TL 10+ there will be two drives. The value of the secondary drive will be a percentage of the primary drive: TL 10 = 10% TL11 = 25% TL12 = 40% TL13 = 55% TL14 = 70% TL15 = 85% TL16 = 100%. For Solomani built ships if either of the maneuver drives are anti-grav drives then treat as one TL lower (the Solomani were slow in the development of anti-gravity). The primary and secondary drive types will be determined by the referee when the ship is brought into play.

**Anti-grav:** Needs gravitational field to work, so it is not effective in deep space. High power usage.

**Rocket:** Usable in all situations. Extremely high fuel usage. Double fuel usage if TL 5-6.

**Fusion:** Usable in most situations. Heat may cause damage to landing field. High fuel usage.

**Fission:** Pumps liquid hydrogen over nuclear pile. High radiation output. Use not allowed within 10 planetary diameters. Reactor fuel replaced with annual maintenance. Add 1 to rolls on radiation table in combat (High Guard).

**Fission Burst:** Uses nuclear warheads for propulsion, exploding warheads behind the ship. Using warheads larger than specifications call for causes one hit. Add 1 to surface hit rolls for missiles and add 3 to rolls on radiation table (High Guard). High radiation output. Illegal within the Imperium.

**Ion:** Electric drive. Maximum size 3G. Most common drive in use. Low radiation output.

**Fusion Pulse:** Similar to fission burst except it uses .5 gram frozen deuterium pellets exploded with an electron beam. Low radiation output. Fuel available only at class A and B starports at a cost of 5,000cr/ton.

**Impulse:** Similar to fusion pulse except uses regular hydrogen as fuel. Low radiation output.

**Ducted fan:** Similar to jet engines. Usable only in atmospheres, usually on aerodynamic ships (space planes).

**Fusion Ram:** Only used for STL (Slower Than Light) ships. Poor performance at low speeds. Magnetic field dangerous. Weighs more than normal drives.

**Light Jammer:** A sail that uses the solar wind. Mainly used for STL ships. Poor acceleration, .001G maximum. This can be used as a backup maneuver drive, taking up all available space for the secondary drive.

Of the drives, the most common maneuver drive for commercial and private ships is the ion drive, for military ships is the impulse drive. The most common secondary drives are the anti-grav for all ships but planetoids, dispersed structures, and large ships, the next most common is the fusion drive. The light jammer sail is common on smaller yachts. Those drives that have low radiation outputs could cause political problems, those with high radiation outputs will have restricted use.

Drive	TL	Fuel use/G of thrust/100-tons of ship/turn
Antigrav	8+	1/2 EP
Rocket	5+	20 tons
Fusion	8+	1 ton
Fission	6+	1 ton
Fission Burst	6+	200 ton explosive
Ion	6+	Double power plant fuel usage during operation
Fusion Pulse	8+	.005 ton
Impulse	11+	.025 ton
Ducted Fan	6+	1 EP
Fusion Ram	7+	1 ton
Light Jammer	7+	N/A



Now that drives have been discussed, ship configuration needs a little explanation as to the limitations of landing capability.

Cylinder: Structural instability unless landing drive tubes down. Armor may lessen or eliminate this problem.

Close Structure: Structural instability unless armored. Possible handling problems due to wind buffeting.

Sphere: Can not land on the surface of a world with a atmosphere of 4+ unless drive tubes pointed down or is armored.

Dispersed Structure: Generally made of light alloy or composite structural materials, only able to withstand stress from one direction unless the ship is armored. Thus dispersed structure ships would have to have the grav generators dispersed throughout the ship so as to eliminate the stress of the planetary gravity and could not be turned off after landing. Even with this taken into consideration, wind buffeting would tear a dispersed structure ship apart on an atmospheric landing.

Now rebuttal on Craig Sheeley's article (TIS 4, p.9). The Broadsword lands drive tubes down, even so it probably has grav assist ( $3 \times 40\% = 1.2G$ ), this is more than enough to put it on the ground safely. The space shuttle lands with drive tubes (main engines) pointed out the back. The type S and Type A2 have about the same control surface to weight ratio. This means that these ships can land airplane style, but give these ships anti-grav assist as a secondary drive (.4G for the Safari Ship and .5G for the Type S and Type A2 according to High Guard these ships can not be built until TL 11) and these ships will be STOL (Short Take-Off and Landing). Also remember that attitude thrusters could be used also. The reason that Mr. Sheeley gave is part of the reason for the fusion drive not being very common. As for his estimate on mass to volume ratio, this is approximately correct for star ships but for loaded non-starships it is closer to 20 to 1.

Now for Ed Edwards' article (WP 5, p.6). Zero-G docking bays are a symbol of a class starport and would only be found there or on a rich world with a class C or better starport or on an industrial world with a class B or better starport.

Now people have thier choice of maneuver drives.

**\*\* Editor Comments on Maneuver Drives \*\***

The fuel use chart Mr. Hensley has above is useful. One problem though, none of the fuel usage numbers above match the official fuel usage listed in Beltstrike by GDW. Either Mr. Hensley's Ion or Impulse drives would have to match GDW's fuel usage numbers, since these are the most common. I would tend to say the ion drive, since that is used by commercial ships, yet GDW's fuel usage chart goes up to 6G. Assuming High Guard turns (20 minute turns) the Beltstrike table would indicate a maneuver drive fuel usage of .000667 tons of fuel/G of thrust/100-tons of ship/turn.

Mr. Hensley says that the reason Mr. Sheeley gave is part of the reason for the fusion drive not being very common. Mr Hensley also says that Impulse engines are the standard for military ships. Looking at the description of Impulse drives, they seem to me to primarily consist of a fusion explosion, certainly with as much power as a giant fusion gun. To me there seems little difference in destructive power between Mr. Sheeley's fusion drives and Mr. Hensley's Impulse drives.

As for Zero-G docking bays only being at the ports Mr. Hensley described previously, I agree. Except that class B ports usually have an orbital companion, and class C ports do occasionally. These orbital ports do not need Zero-G docking bays. Just leave the ship outside the orbital port, tethered very securely to the outside of the port (if lower tech port), or turn off the grav plates in that portion of the docking bay (if higher tech port).

## A Matter of Gravity - con't from page 6

For those of you who are curious, The TRAVELLER's Aide is a small publication of Elmer's dealing mostly with his TRAVELLER Play by Mail game. It sells for 12.5¢ per page plus postage costs. The address for this is: W. Elmer Hinton; 20 Almont St.; Nashua, NH 03060

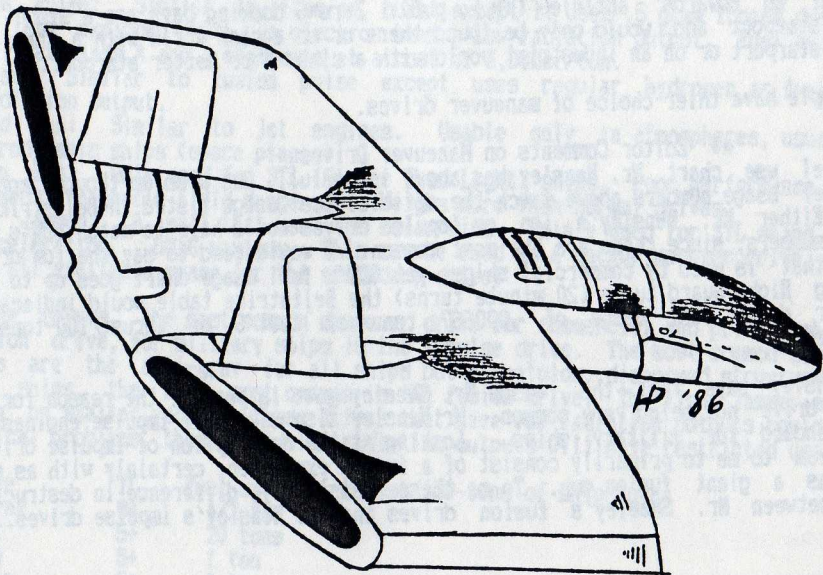
Mr Hinton assumes that grav drives can not be considered a type of maneuver drive. I prefer that it actually be called a maneuver drive, as per Mr. Hensley's maneuver drive article, this issue, p.7-8. Also Maneuver drives do not have to be reaction drives at all, as long as the drive lets the ship 'maneuver', which is why they call them maneuver drives.

I consider the very end of Mr. Hinton's article, the part about Ancients, etc, to be of no proof of anything in relation to anything else.

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## Review: Hotel Complex - con't from page 14

I have used this basic plan as the 'Holiday Inn' pattern for my TRAVELLER universe. Just about any port you go, you'll find at least part of it. If you have a TRAVELLER campaign that you are running and don't mind a little work, search around and find this. I am sure it will make a strong addition to your universe.



Don't forget to send in that rules variant you use in you campaign, that original ship design, or that interesting piece of equipment. Most need in the Imperium Staple are Striker designs and Scenarios, scenarios especially.

## URNIAN SUBSECTOR

By: Herb Petro

I hope that everyone finds this series of subsectors helpful. Presently I am talking with others of the possibility of them doing part of the sector. If you are interested in designing one of these subsectors for the Imperium Staple then contact me (the editor).

Located just beyond Imperial territory, the Urnian Subsector is sparsely populated, having only a bit more people, spread over 40 planets, than present day Earth has. Imperial influence can be felt to some degree here, in the form of many client states and 2 Imperial bases, but the Imperium still does not exert control here. Three planets of this subsector belong to the Die Weltbund Confederacy, which first appeared in The Beyond, copyright 1981 by Paranoia Press.

The Imperium has several Client States in this subsector. The Imperial X-boat routes from Lapet (0602) lead to Enape (0103) in the Five Sister's Subsector and to Philblin (0708) in the Reidan Subsector. You'll notice that the jump from Lapet to Philblin is a J-5. Either special edition jump boats are used (the same edition used for those J-5 and J-6 routes in the Beyond Sector), or other ships with J-5 or J-6. The Imperial X-boat route leading from Vines (0610) leads to Raweh (0109) in the Five Sister's Subsector.

The non-Imperial X-boat routes leading from Blear (0201) go to Shols (1009) in the Reidan Subsector and to hex 0804 in the Piah Subsector (just to spinward). The x-boat routes of the Die Weltbund Confederation are not as hasty as the Imperial routes. Messages are often delayed and X-boats may only go out once a week, during the busy season.

In the Reidan Subsector, last issue I had Dr = Droyne at the bottom of page 12. Well, there are NO Droyne worlds in the Reidan Subsector, I put "Dr" in the key accidentally. You may note though that in this subsector there is a Droyne world, Zynn (0407). The Droyne do not account for the tech 8 on this planet, a few human settlements are there and some companies have gotten claims there. The listings under ZPAGal are Zone, Population refinement digit, Astroid belts, Gas giants, and allegiance, respectively.

\* \* \* \* \*

### 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. And if you really don't like a lot of the articles in TIS, do something about it, write the type you would like to see and submit them to me. Letters should be sent to: Herb Petro, Editor; THE IMPERIUM STAPLE; P.O. Box 1515; Belmont, NC 28012

\* \* \* \* \*

The deadline for submissions for issue #8 is Sept 26. Some tentative articles for issue #8 are 3-D TRAVELLER, a detailed description of a planet with adventure taking place in the Foreven Sector, a new spaceship design, the first appearance of the Trade & Commerce Department, and perhaps a revision of the Pay for Low Berth Naval Duty (from issue #6) as suggested by a reader.

NAME	Locn	SDMPGL-T	B	Remarks	ZPAGal/Star1	Star2	Star3
Bienf	0104	B979358-B	M	Ni	300DW	K8V	
Sleckipotry	0105	C325344-A		Ni	413Na	M3V	M7V
Quekk	0107	C400524-B	S	Va, Ni	905Na	M7III	
Splack	0110	D337552-5	S	Ni	905Na	M4V	DG
Blear	0201	D688859-5	S	Ri	A603DW	P6V	
Kandorcot	0203	C234641-A		Ni	R324DW	M1V	
Sonoriyurv	0205	C510765-4			203Na	P31V	DM
Perzin	0207	C000129-8	S	As, Va	312Na	DK	DM
Spleerim	0208	B530557-4		Ni, De, Po	404Na	M9V	
Feer	0302	E2107AE-6		Na	713Na	A7V	KOV1
Ruary	0304	A236347-A	2	Lo, Ni	604Na	M1V	
Erbialliandart	0305	B877788-7		Ag	620Na	G4V	
Trively	0307	E200677-7		Ni	535Na	K1II	
Wilthol	0309	B100200-A		Lo, Ni	513Na	K5V	DM
Span	0401	B692995-C	S	Bi, In	325Na	P1V	DM DG
Zymn	0407	C875657-8	S	Ni, Ag	R301Dr	DF	DM
Whinot	0408	D537899-5			604Na	P2V	DM
Olfaniston	0409	B206443-B	M	Ni	103Na	M6V	
Iton	0501	B8C8463-6		Ni	424Na	G2V	
Demby	0506	B374300-9	M	Lo, Ni	810Na	M2V	DM
Niesle	0507	B423449-C		Ni, Na	922Na	K3V	
Velco	0508	A000796-E		As, Va, Na	A423Na	G8V	DM
Olaspond	0601	A553400-D		Ni, Po	734Na	K7V	
Lapet	0602	C120554-B	I	Ni, De, Po	811Cs	M4IV	
Porter's World	0603	C527513-A	S	Ni	802Na	M3V	
Ornaz	0604	A955843-9			922Na	P9V	
340-274	0605	D7A7000-0		Ba, Lo, Ni, Resrv	R501Cs	D6V	DIV
Vines	0610	C200623-P	I	Ni, Va, Na	112Cs	M8V	
Yulp	0705	B743444-A	2	Ni, Po	613Cs	P6V	
Cembar	0706	E32046A-8		Ni, De, Po	514Cs	G9V	
Evenstar	0707	C98A242-8		Lo, Va, Ni	200Na	P1V	
Talpitar	0708	CA67544-6		Ni, Ag	811Na	M1 III	
Jecker	0802	C655545-3		Ni, Ag	900Na	M8V	
Henely	0803	C785125-9		Lo, Ni	310Na	K4V	DM
Finely	0804	C20089A-8		Va, Na	101Cs	M2V	
Orrickle	0806	C889896-2		Ri	321Cs	P7V	
Wilb	0807	C345699-5	S	Ni, Ag	612Na	K2V	
Debatimuyporv	0808	C260456-B	S	Ni	211Na	M4V	
Rutivgruo	0809	A100446-B		Ni, Va	502Cs	M5V	
Usraar	0810	B462133-7	S	Lo, Ni	301Na	P9V	DM DM

The Urnian Subsector contains 40 worlds with a total population of 5.722 billion. The highest population is 3 billion at Span (0401); the highest tech level is P, at Vines (0610) and.

DW = Die Weltbund allegiance

Dr = Droyne

Resrv = Reserve

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

✦ = Imperial Base

Amber = 

 = Imperial X-boat Route

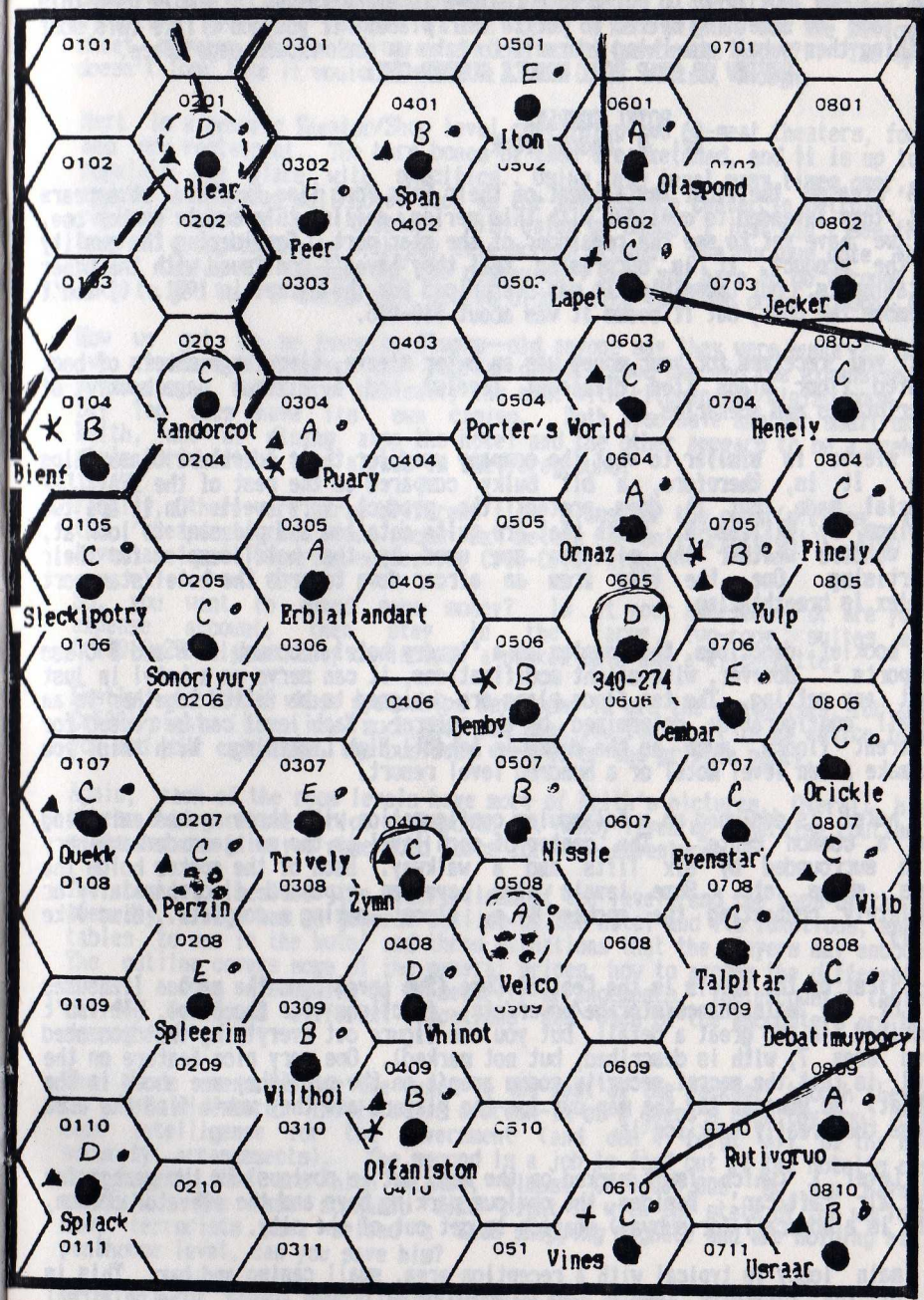
 = Non-Imperial X-boat Route

Red = 



## SUBSECTOR MAP GRID

Urnian



AS Form 6

Subsector Map Grid

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For those of you who like lengthy reviews (even though this is on a product 5 years old), enjoy. For those of you who do not like this sort of thing, don't fret, I do not plan to put 2 page reviews in every issue. I simply used this for lack of something better to put in its' place. If you don't like this sort of thing then submit something yourself to take up such excess page space.

#### REVIEW OF STAR PORT MODULE NUMBER ONE:

HOTEL COMPLEX  
By: W. Andrew York

FASA created the first installment of their Star Port line in 1981. It appears that they intended to continue with this series, calling this module number one, but we have yet to see the remainder of the star port. Considering the quality of the product, it is surprising that they haven't continued with the other installments, but possibly it was overpriced for the market in 1981. (I don't remember the cost, but it seems it was about \$10-\$15.

What you received for your money was an outer sleeve, five large sheets of back printed floor plans (ten different levels) and a sixteen page booklet of descriptions and scenarios.

The sleeve is similar to what the company used for their Adventure Class Ships line. It is, therefore, a bit bulky compared to the rest of the TRAVELLER material made, but it does protect the product very well. On it are two drawings by William H. Keith that are quite detailed and pleasant to look at, one wonders whether the pictures are used by the hotel complex for their advertising. One, the view from an aircar down towards the hotel/star port complex is breathtaking.

The booklet describes the complex as a "luxury hotel...common in A and B Class starports." However, with slight modifications, it can serve as a hotel in just about any setting. The ten floor plans are designed to be fitted together in an overall configuration determined by the referee. Each level can be reused for different floors, much as the decks in Azhanti High Lightning. With this, you can make a ten level motel or a hundred level resort.

The hotel is designed on a triangular configuration with three spokes emanating from a common center. The center of each level is the maintenance/machinery hatch surrounded by six lifts and a walkway. Each of the spokes holds the rooms, shops, etc. Some levels also have an expanded floor partially or completely connecting the spokes (i.e. almost making a complete, disc-like level).

The first of the levels is the Central Core (Sub Level 2 on the map). It houses all of the maintenance/storage/power/etc. functions for the hotel. It isn't described in too great a detail, but you can figure out everything that you need (even area 7, which is described, but not marked). One very nice feature on the level is that the secret security rooms aren't on the map (they are shown in the booklet) so you can lay the map out for the players and they won't find the area unless they really look for it.

Sub Level 1 (which isn't marked on the map, but is obvious) is the garage for your air raft/car. Besides the obvious parking bays and the elevator column, there is a monorail (or subway) station to get out of the city.

The main lobby is typical with a reception area, small casino and bar. This is one of the full-disc levels (as it would be at ground level). The only real problem with it is the description in the booklet is strangely absent. There is the heading "Main Floor" followed by a large amount of white space. However, you can easily use your imagination to flesh it out.

The Hotel Offices (a.k.a. the Administrative Floor depending on whether you are

reading the booklet or the map) is fairly bland. All that is shown is a maze of offices packed with furniture. The description mentions the different wings and some of the offices, but none of this is marked. It can all be figured out with a little patience, though. Keith drew a nice picture for the bottom of the sheet showing the hotel on an airless world (maybe the moon??). The spaceport doesn't look like it would pass for a Class D, or better, though.

Next is a generic Theater/Shop level containing two 60-seat theaters, four shops and one restaurant. The bare bones of each are sketched, and it is up to you to populate the place with specifics. Using this level many times over, you can create a shopping mall/hotel such as the Renaissance Center in Detroit. I would replace most of the theaters with cafes or shops, I just can't see that many people going to movies with pay tele-screen around. One curious note, there are three tables (I assume for the restaurant) that you have to go through another shop to get to. I though most stores didn't like food and drink brought in??

Now we get to my favorite floors—did anyone say they were hungry? There are two restaurant floors, the regular dinner crowd one and the expensive Sky Top Restaurant. Both are basically the same with kitchen/bar/dining room, but the Sky Top does have its' own casino. Both also have another small sketch by Keith, one of dining atop the hotel and the other appears to be a prehistoric style world with a tour airbus in the foreground.

Finally, there are three different floor plans for the guest's rooms. You have the 'cheap' tourist class rooms (3x4 meters for only Cr25/night). Also on that level are small two-room suites for Cr65-Cr100/night.

So, you want to spend some money? Is it your honeymoon, or are you on an expense account, then stay in the large two-room suites at only Cr150-Cr250/night. They do include a sunken bath and a kitchenette.

Lastly, for those whose spaceships have come in are the penthouses, for a measly Cr500+/night (i.e. how much they can soak you for). It is an entire level for you and your entourage, the business weekend or the private party.

Again, each of the room levels have more of Keith's pictures. Overall, his work makes the purchase price seem worth it. They liven up otherwise routine floor plans and can give you some good ideas for some adventures.

The booklet, besides the descriptions of the levels and the maps of the secret security area, has a general outline of the hotel and its functions, encounter tables to use in the hotel and three situations that the players may encounter. The outline covers some of the general prices, how to access the different rooms (keys) and a discussion of te security arrangements. The encounter tables are divided by found different locations and each of the encounters are briefly described.

The three scenarios are the tuned to the rest of the package, though they could be used elsewhere. The first is a break-in of a guest's room (by you) to gains some intelligence for the government (and don't forget all of the hotel's security arrangements). The second is a job to find out if the hotel's casinos are honest (the are high stakes, almost Cr10,000,000, so you have to be careful). The last scenario fits right in with the state of the world right now, terrorists have seized a rich shipping magnate and are holding him on a penthouse level, can you save him?

With all of this, even including the poor proofreading job by someone, I am waiting for Star Port Module Number Two (though never likely to be produced). I really like this module, for all the wealth it gives me in raw information. However, if you are liking for a finely polished product, I would look elsewhere. This is a rough gem that just needs some work to fit into any campaign, and just about anywhere in it.

con't on page 9

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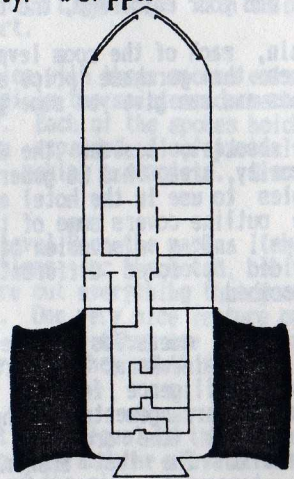
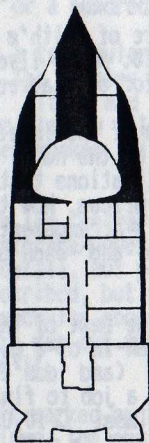
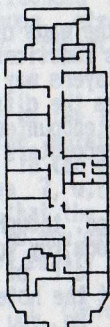
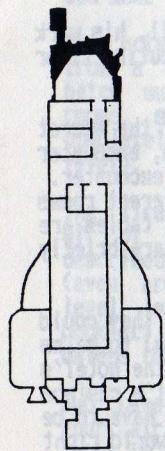
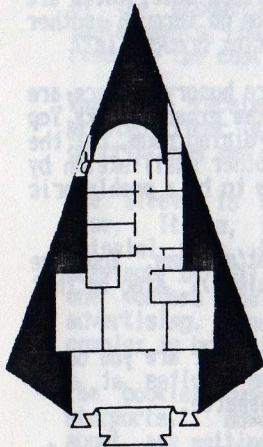
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