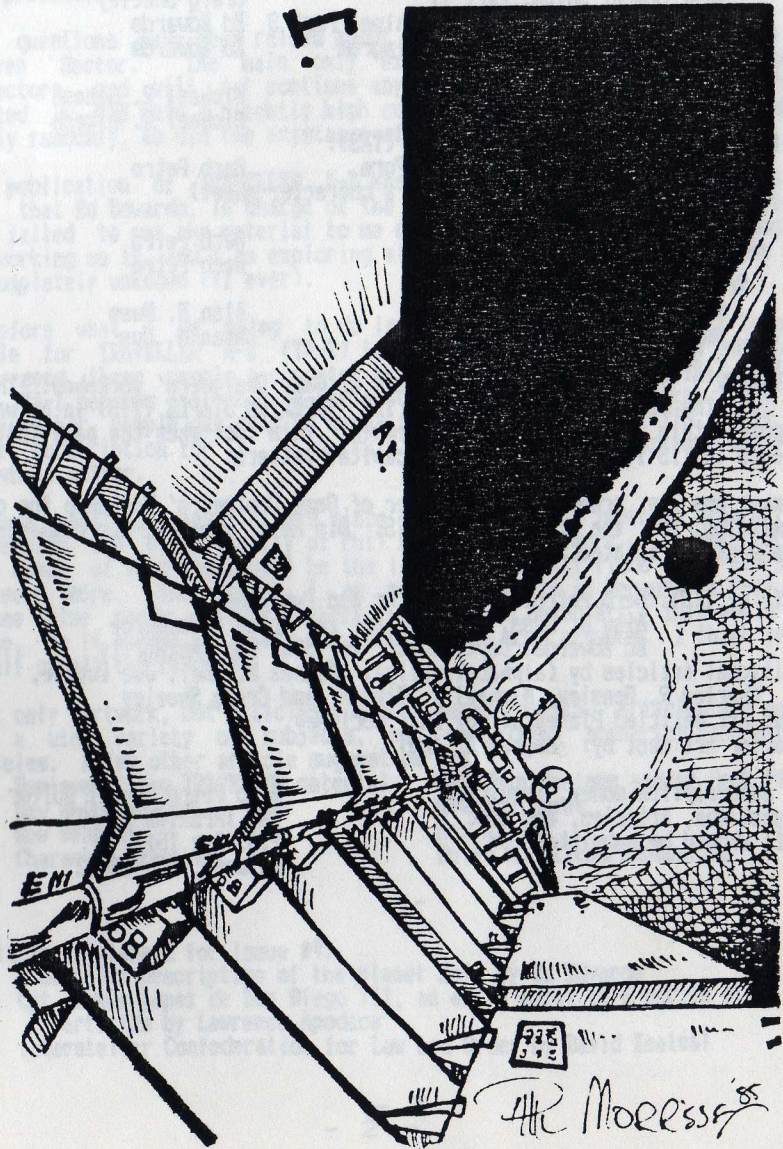


THE IMPERIUM STAPLE

Issue #8 - October 1986



The Sourcebook for Interstellar Adventures

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Thanks are in order to 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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INTRODUCTION

By: Herb Petro

Welcome once more to TIS. I'd like to welcome Ed Edwards as a new staff member of The Imperium Staple (TIS). He joins us this issue as the department editor for Star Port Authority (SPA).

I wish to thank those who sent me the addresses of the persons listed in the last issue. I would also like to thank all the people who resubscribed and who newly subscribed.

There will be no new subsector in this issue nor the next for several reasons. First, there is no room, no other subsectors are in final form, and I want to see a little bit of detailing of the two that have already been presented in TIS.

Some questions have been raised about the Spinward Main continuing into the Foreven Sector. The main only extends into the Reidan and Urnian subsectors, and will not continue any further. The two subsectors already printed in TIS have a slightly high concentration of stars, this came about purely randomly, as did the existence of the continued main.

The publication of TRAVELLER A-2 has been indefinitely delayed due to the fact that Ed Edwards, in charge of the miniature and certain other sections, has failed to get the material to me due to health reasons. Even though Ed is working on it, and I am exploring alternative ideas, the publication date is completely unknown (if ever).

Therefore what I am going to do is apply the money already sent to me by people for TRAVELLER A-2 (TA-2) to their TIS subscription. In addition I will send these people a computer printout of what I have on TA-2. If and when TA-2 becomes available in the future I will let everyone know. At that time either people can send me money for it or I can deduct TIS issues from their subscription for it. I am truly sorry for any inconvenience caused by the whole matter.

I have received many letters since the start of The Imperium Staple (TIS) concerning the high quality of Phil Morrissey's artwork. The cover art on the cover of this issue will be the last, unless Phil finds it in his heart to send more. The reason I am mentioning this is because if Phil, nor anyone else sends artwork, there will be no cover art. This would be a shame, so if anyone out there can, please send more artwork. I thank you on behalf of all the readers.

Not only artwork, but articles too are needed for TIS. Articles are needed for a wide variety of subjects, but especially scenarios and striker vehicles. A few other article suggestions are:

Reviews of new TRAVELLER material	New Ship Designs and/or Deck Plans
New ship designs	New Equipment
New Weapons	New Aliens
Character Sketches	Rules Additions/Expansions

Tentatively planned for issue #9:

A detailed description of the planet Hold by Ed Edwards
Cpt. Josue Lopez de Don Diego III, an entry piece to a series of articles by Lawrence Apodaca
Interstellar Confederation for Law and Order by David Knatcal

NEWS ITEMS

By: Joe Fugate

Things are looking up at GDW for TRAVELLER. Marc Miller confided in us at ORIGINS that CHALLENGE will be coming out once every three months from now on--no exceptions! He's putting Tim Brown in as managing editor to aid Loren Wiseman. Tim is real hot on bringing TRAVELLER back, which is exciting news.

Tim has also asked us to contribute a lot to each issue of CHALLENGE, which we feel is quite a compliment. Issue #27, out in November, will have several pieces by out staff here (I'm going to dislocate my shoulder in a minute if I don't quit patting myself in the vack...)

Also, GDW is coming out with a new science-fiction role playing game in November, called TRAVELLER:2300. It is not a replacement for original TRAVELLER, but is instead a brand new game set in the TWILIGHT:2000 universe. It deals with all the stars within 50 light years of earth, and the starmap is three-dimensional. It will have the latest in realistic, playable game rules, and promises to be a super game.

We plan to diversify and also support TRAVELLER:2300. However, we have a particularly fond place in our heart for the vast star-spanning grandness of the original TRAVELLER background. We've gotten GDW's consent to do some exciting things with "old" TRAVELLER in the next few years.

GDW also has some exciting plans for standard TRAVELLER. Just because they're coming out with a new sci-fi game doesn't mean that they're in any way going to ignore their original SF game.

Also, coming from us in late October: 101 Robots, an illustrated catalog of robot encounter, both Imperial and Alien. It will be 48 pages, full size format with a full-color cover (like Grand Survey).

NEWS ITEMS

By: Alan M. Nuss

At GenCon GDW had a dealers table. They told me that the next TRAVELLER item they are currently working on is a revised combat module for Basic TRAVELLER. The module is to be based on the combat system used in the Azhanti High Lightning game and is to come out in the first quarter of 1987.

William H. Keith, Jr. designed DELTA FORCE for Task Force Games. This game is biased towards the TRAVELLER game system. Skill levels and character stats are completely compatible. The Ref screen is useful and the game has complete rules for sighting under all conditions. There are too many interesting things about this game to use in TRAVELLER to list here. I'm happy I bought it and I suggest it to you. The price is \$10.



HP 86

ANOTHER ED EDWARD'S JOKE

Question: How do you recognize Hiver spies?
Answer: You don't, it's all a manipulation.

MANEUVER DRIVE CHANGES

By: Charles R. Hensley

In seeing my article in print I noticed a few omissions, so I checked my original and found that they were my fault: The Fission drive is based on "Project Nerva", the Fission Burst drive is based on "Project Orion", the Fusion Pulse drive is based on "Project Daedalus".

In response to Mr. Petro's comments: I did not consider Beltstrike when I was collecting sources, which I regret because it would have made the work easier. After checking Beltstrike, other sources, and my calculations, I have come up with the following changes:

	TL	Fuel Use	TL	Fuel Use
Fusion	8+	1 ton	11+	.5 tons
Fission	6+	1 ton	11+	.5 tons
Fusion Ram	7+	1 ton	11+	.5 tons
Fusion Pulse	8+	.0025 tons	11+	.001 tons
Impulse	11+	.0025 tons		

As for the Ion drive fuel use, it should have read: Fuel use as if power plant of same size (code), or .0005 tons. Which is better fuel consumption than is listed in Beltstrike. And for the destructive power of the drives was why they are not very common for/civilian/shipping. The military does not mind the destructiveness, for them it is just another fusion gun to be used on those who get too close to the drives.

LOW BERTH NAVAL DUTY PAY CHANGES

By: Herb Petro

The following chart replaces the formulas presented in TIS #6 for Low Berth Navy Duty. The pay listed in the chart is for a 4-year term of low berth duty. Cross index the number of terms the character served in a conscious, non-low berth duty state with his rank. Characters do not get any promotions during the time they serve in low berth duty.

RANK	1 TERM	2 TERMS	3 TERMS	4 TERMS	5 TERMS	6 TERMS	7 TERMS
E-9	--	--	--	47,000	50,000	54,500	60,000
E-8	--	--	39,000	41,000	43,000	45,000	53,000
E-7	27,000	31,500	34,000	36,000	38,500	40,000	48,000
E-6	23,000	28,000	30,000	32,000	34,000	35,000	35,000
E-5	21,000	24,000	27,000	28,000	29,000	29,000	29,000
E-4	19,000	23,000	24,000	24,000	24,000	24,000	24,000
E-3	18,000	20,000	20,000	20,000	20,000	20,000	20,000
E-2	17,000	17,000	17,000	17,000	17,000	17,000	17,000
E-1	15,000	15,000	15,000	15,000	15,000	15,000	15,000
O-10	127,000	132,000	136,000	147,000	167,000	167,000	178,000
O-9	113,000	118,000	121,000	126,000	136,000	146,000	157,000
O-8	102,000	107,000	115,000	121,000	126,000	136,000	142,000
O-7	85,000	90,000	94,000	100,000	115,000	123,000	123,000
O-6	63,000	73,000	73,000	73,000	87,000	94,000	105,000
O-5	50,000	63,000	63,000	68,000	78,000	85,000	88,000
O-4	42,000	55,000	58,000	66,000	72,000	74,000	74,000
O-3	39,000	52,000	56,000	62,000	64,000	64,000	64,000
O-2	34,000	43,000	47,000	47,000	47,000	47,000	47,000
O-1	30,000	37,000	37,000	37,000	37,000	37,000	37,000

Based on the pay scale for the United States Armed Forces

TAS FORM 2b
PERSONAL DATA/HISTORY

NAME: Edard Josef Shaw UPP: 798987-8
RACE: Human ALLEGIANCE: Imperial
NOBLE TITLE: none BIRTHDATE: 326/1073
AGE MODIFIERS: none BIRTHWORLD: Mora/Mora
HEIGHT: 6'0" WEIGHT: 175 lbs. MORALE: 17

SERVICE HISTORY

SERVICE: Army
BRANCH: Infantry, then served with military police, see "Special Assignments"
TERMS SERVED: 5
FINAL RANK: Lieutenant
RETIRED? (Y/N) yes RETIREMENT PAY: 4,000/yr. DISCHARGE WORLD: Regina
COLLEGE OR ACADEMY: none
SPECIAL ASSIGNMENTS: Special aide to the Judge Advocate General's office on Regina during the closing phases of the Fifth Frontier War.
AWARDS AND DECORATIONS (include Cbt Cnds, Commendations, Medals, etc.)
Three Combat Service Ribbons, and two MCFP

EQUIPMENT QUALIFIED ON: FGMP, Gauss Rifle, Cmbt Rifle, Computer, Battle Dress
PRIMARY SKILL: Battle Dress-2 SECONDARY SKILL: Combat Rifleman-3
ADDITIONAL SKILLS: High Energy Wpns-2 Interrogation-2 Admin-2
Computer-2 Liaison-2 Instruction-1 Leader-2

PREFERRED WEAPON: Gauss R. PREFERRED PISTOL: Auto PISTOL
PREFERRED BLADE: none MEMBER OF TAS? no

POSSESSIONS

Gauss Rifle, Combat Rifle, autopistol

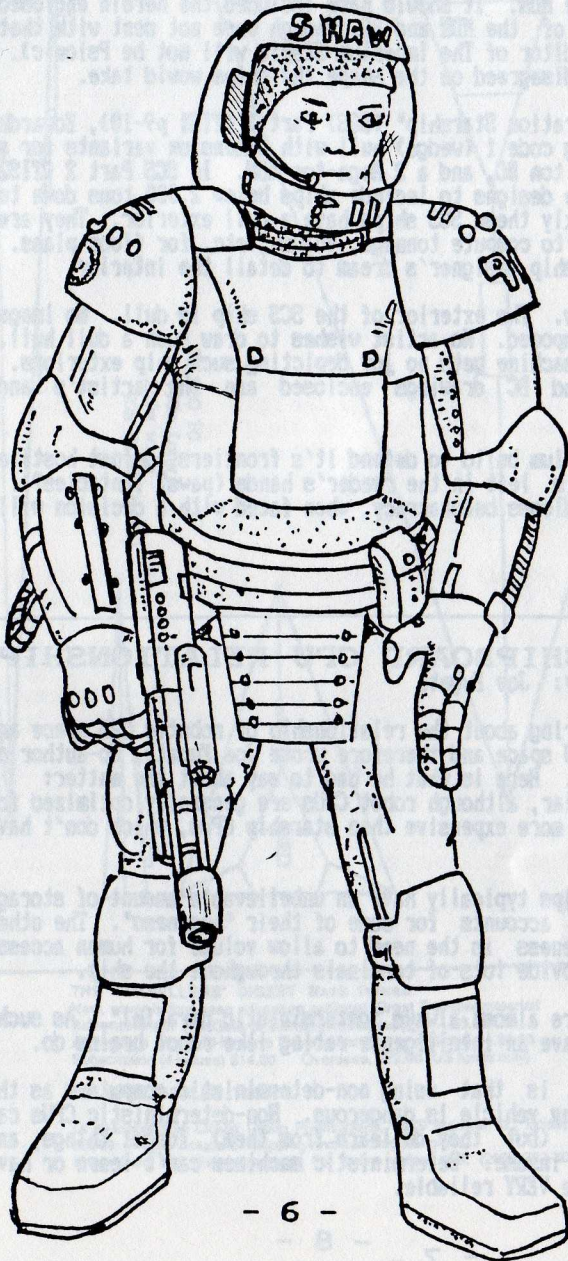
MISC. ADDITIONAL DATA

Edard Josef Shaw is a pale, shallow individual outside of the military that has been his existence for the last twenty years. He served under Brigadier General Maxilamitus on Jewell during the Fifth Frontier War, and earned his medals at that time. At one point his company, the 188th Light Infantry suffered 88% casualties under heavy Zhodani flanking fire at the fourth Gap Raid (See "History of the 5th Frontier War: The Jewell Campaign" by Captain Luit Van Guyver. Hant Press/Jewell, 1112). He blamed the losses on poor training of the troops. With the remaining members of the 188th LI, Shaw exacted a toll against the Zhodani units while in strategic withdrawal. He received the MCFP and two commendations for his actions.

Near the end of the Jewell campaign, Shaw's actions drew him attention from the Judge Advocate General's office, one Colonel Kaochari in particular. Colonel Kaochari pulled some strings and had Shaw transferred from the police unit he currently saw action with, to the JAG's department. Shaw became his aide. After a short while, Colonel Kaochari and Lieutenant Shaw saw that the appointment to the department was a mistake, and Edard Josef was transferred back to the military police.

Lieutenant Edard Josef Shaw mustered out of the service in 233/1112, and immediately began looking for suitable mercenary actions to continue his trade. He joined up with Fane Black, a mechanized infantry company out of Vilis, but left quickly after arguing with Major Snarn, Fane Black's commanding officer, about the training procedures implemented by the company. There were none. Fane Black accepted soldiers on their words of skills and slight shows of abilities. Shaw is now looking for a well trained unit to join, and possibly be a junior commanding officer of.

While he is not in service, he can be found at guild-halls, firing ranges, Army Reserve headquarters, mercenary hangouts, and the starport. At each location, he only talks military jargon, and has very little to say, except complain about the level of training so prevalent around the Imperium these days: poor to none! Very few people hang around him long.



Shaw is looking for almost any action. If adventurers hired him as a hired-gun, he would do his job extremely well. But, he would constantly belittle the level of training of any of the characters. If none were from a branch of service, he would talk-up the military, playing it as the only source of true education! He would though extol his abilities and training, and bring to point that the military skill far drop below the level he would insist upon were he in command. But, he does not take well of mercenaries he has met. He has degraded Smarn and Pane Black many times, and even started rumors about past performance in battle. Major Smarn is not pleased. Neither are Pane Black's 130 current members.

THE BEST COMBAT SHIPS - PART IV

By: Craig Sheeley

THE STANDARD CONFIGURATION STARSHIP - PART 3

By: Ed Edwards

"The Best Combat Ships" (BCS) Part I (TIS3 p7-8) demonstrates a rationale for an ideal fleet of 2 mega-ton Dreadnoughts (MDN) armed with A-PAWS (see JTAS 20 article: "Spinal Mounts Revisited") supported by 50,000 ton Battle Cruisers. BCS Part II (TIS4 p11-12) discusses funding and disposition of such fleets at a ratio of 1 MDN per 48 BCs. BCS Part III (TIS5 p5) gives the design stats for the MDN. It should have included the herein enclosed dimensions and drawings of the MDN and BC, though were not sent with that article. (obviously the editor of The Imperium Staple will not be Psionic). At this point the authors disagreed on the shape the ships would take.

In "The Standard Configuration Starship" (SCS) Part 1 (TIS1 p9-10), Edwards proposed a standard config code 1 (wedge) hull with dimension variants for a 2,000 ton DD, a 54,000 ton BC, and a 2 Mega-ton MDN. In SCS Part 2 (TIS2 p7-8) Edwards expanded the designs to include ships below 2,000 tons down to a 9-ton lifeboat. Frankly these SCS ships have a dull exterior. They are by contrast, very easy to compute tonnage, volume, etc. for floor plans. They are, in fact a space ship designer's dream to detail the interior.

There is an opposing view. The exterior of the SCS ship is dull. No image of fighting strength is imposed. No artist wishes to draw such a dull hull. The Imperial propaganda machine gets no joy depicting such ship exteriors. By contrast, the MDN and BC drawings enclosed are the artist's and propagandist's delight.

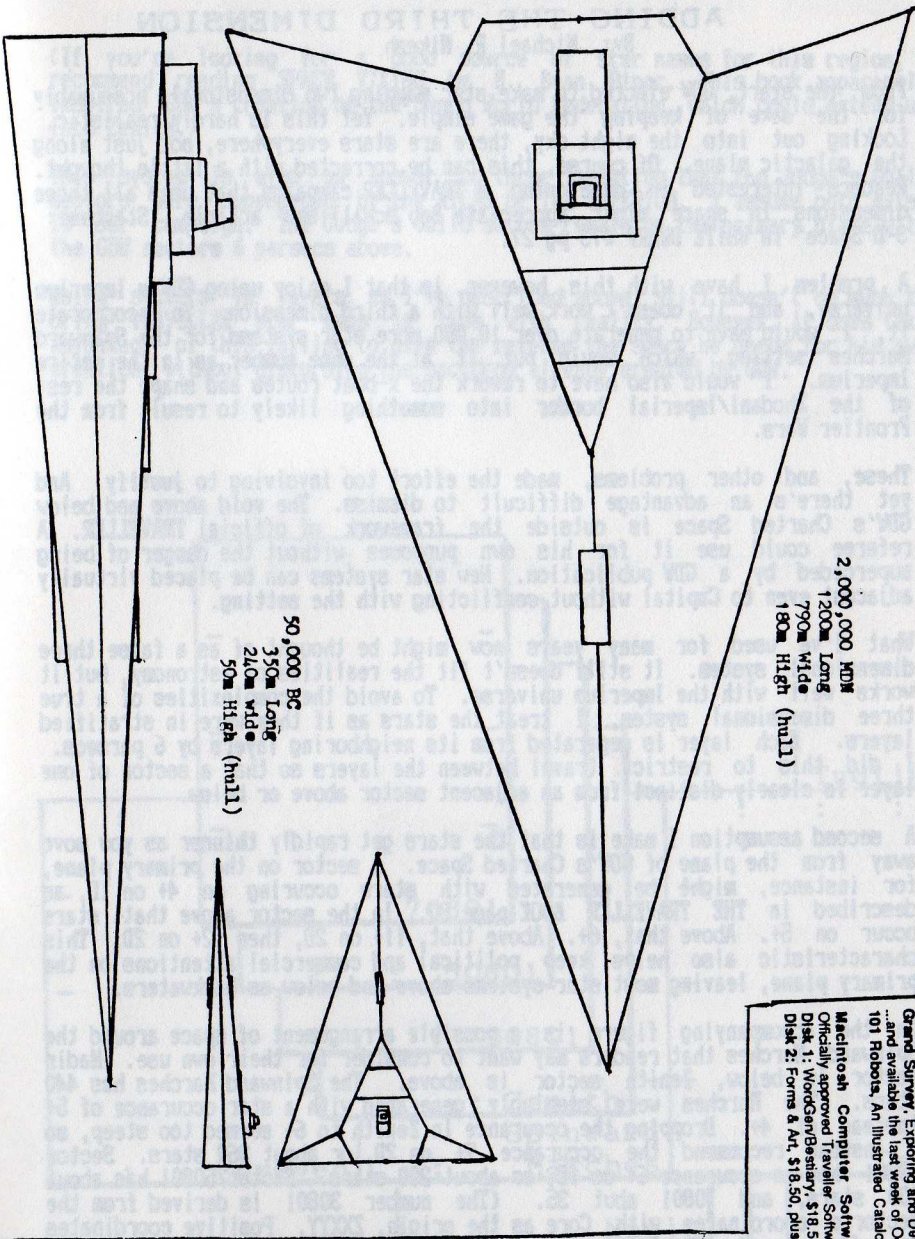
Which hulls will the Imperium build to defend it's frontiers against hostile nations? The decision is left in the reader's hands (paws? Tentacles?). Bear in mind that a mindless beauracracy, when faced with a decision will likely do both.

ROBOTIC AND SHIPBOARD CPU RELATIONSHIP

By: Joe Fugate

I (Herb Petro) was wondering about the relationship of robotic CPU space and ship board computer CPU space and therefore wrote Joe Fugate, co-author of Robots, Book #8 (GDW, 86). Here is what he had to say about the matter:

- They are very similar, although robot CPUs are generally optimized for space, and are thus more expensive than starship CPUs, which don't have space restrictions.
- Computers on Starships typically have an unbelievable amount of storage tied to them, which accounts for some of their "hugeness". The other aspect of their hugeness is the need to allow volume for human access, and the tendency to provide lots of terminals throughout the ship.
- Starship computers are almost always "deterministic parallel". As such, ship computers don't have an intelligence rating like robot brains do.
- The general feeling is that using non-deterministic computers as the driving computer of any vehicle is dangerous. Non-deterministic CPUs can make stupid mistakes (but they do learn from them), forget things, and even occasionally go insane. Deterministic machines can't learn or have intuition, but they are VERY reliable.



2,000,000 MM
 1200m Long
 790m Wide
 180m High (hull)

50,000 BC
 350m Long
 240m Wide
 50m High (hull)

Fully approved by Marc Miller (designer of Traveller) as official, leading-edge Traveller material.
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 Officially approved Traveller Software (only available by direct mail)
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 Disk 2: Forms & Art, \$18.50, plus \$1.50 shipping and handling

THE TRAVELLERS' DIGEST Back Issues
 New, never before seen adventure settings! Great Traveller material!
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 Adventure #5: The Humaniti Experiment (sorry, sold out) — \$3.95
 Subscription (4 issues) \$14.00 Overseas, \$22.00 (US funds only)

AT YOUR DEALER TODAY!

Or available from Digest Group Publications, 8979 Mandan Ct., Boise, ID 83709. Please include \$1 shipping and handling per order. MasterCard and Visa accepted. For phone orders call: (208) 362-3094.

ADDING THE THIRD DIMENSION

By: Michael R. Mikesh

From the start, GDW elected to make star mapping two dimensional, presumably for the sake of keeping the game simple. Yet this is hardly realistic. Looking out into the night sky, there are stars everywhere, not just along the galactic plane. Of course, this can be corrected with a little thought. Readers interested in developing a TRAVELLER campaign that uses all three dimensions in space might appreciate Bob McWilliams' article, "Starbase: 3-D Space" in WHITE DWARF #73 pg 27.

A problem I have with this, however, is that I enjoy using GDW's Imperium universe, and it doesn't work well with a third dimension. To incorporate it, I would have to generate over 10,000 more star systems for the Spinward Marches setting, which would put it at the same number as in the entire Imperium. I would also have to rework the x-boat routes and shape the rest of the Zhodani/Imperial border into something likely to result from the Frontier Wars.

These, and other problems, made the effort too involving to justify. And yet there's an advantage difficult to dismiss. The void above and below GDW's Charted Space is outside the framework of official TRAVELLER. A referee could use it for his own purposes without the danger of being superseded by a GDW publication. New star systems can be placed virtually adjacent even to Capital without conflicting with the setting.

What I've used for many years now might be thought of as a false three dimensional system. It still doesn't fit the realities of astronomy, but it works well with the Imperium universe. To avoid the complexities of a true three dimensional system, I treat the stars as if they were in stratified layers. Each layer is separated from its neighboring layers by 6 parsecs. I did this to restrict travel between the layers so that a sector of one layer is clearly distinct from an adjacent sector above or below.

A second assumption I make is that the stars get rapidly thinner as you move away from the plane of GDW's Charted Space. A sector on the primary plane, for instance, might be generated with stars occurring on 4+ on 1D, as described in THE TRAVELLER BOOK page 80. In the sector above that, stars occur on 5+. Above that, 6+. Above that, 11+ on 2D, then 12+ on 2D. This characteristic also helps keep political and commercial attentions on the primary plane, leaving most star systems above and below as backwaters.

In the accompanying figure is a possible arrangement of space around the Spinward Marches that readers may want to consider for their own use. Nadir sector is below, Zenith sector is above. The Spinward Marches has 440 stars. The Marches were seemingly generated with a star occurrence of 5+ instead of 4+. Dropping the occurrence in Zenith to 6+ seemed too steep, so I instead recommend the occurrence 9+ on 2D, or about 360 stars. Sector 30801 has an occurrence 6+ on 1D, or about 200 stars. Sector 50801 has about 100 stars, and 70801 about 35. (The number 30801 is derived from the sector's coordinates with Core as the origin, ZXXYY. Positive coordinates are odd numbered. Negative coordinates are even.)

Communication lines between Zenith and the Marches could still exist, assuming the Scout Service constructs J-3 refueling stations to bridge the gap. In generating Zenith, find those stars that lie directly above stars in the Marches that are on x-boat routes. Choose a few of these, between 2 and 12, to serve as junctures between the two sectors. When you're ready to draw x-boat routes for Zenith, be certain they include these particular stars.

PERSONAL DATA/HISTORY Date of preparation: _____

Name: _____ UPP: _____
 Race: _____ Allegiance: _____
 Noble Title: _____ Birthdate: _____
 Age modifiers: _____ Birthworld: _____
 Height: _____ Weight: _____ Morale: _____
 Hair color: _____ Eye color: _____ Complexion darkness: _____

SERVICE HISTORY

Service: _____
 Branch: _____
 Terms served: _____
 Final Rank: _____
 Retired? (y/n) Retirement Pay: _____ Discharge world: _____
 College or Academy: _____
 Special Assignments: _____

Awards and Decorations (include Cbt Cards, Commendations, Medals, etc.) _____

Equipment Qualified On: _____

Primary Skill: _____ Secondary Skill: _____
 Additional Skills: _____

Preferred Weapon: _____ Preferred Pistol: _____
 Preferred Blade: _____ TAS member (y/n)? _____

PSIONICS (restricted and confidential information)

Date of Test: _____ PSR: _____ Trained? _____ Date Completed: _____
 Talents and Current Levels: /

CASH ACCOUNTS

Total Amount _____ Amount Carried _____

Credits in Cash: _____
 Credits on Card: _____
 Other currencies (list amount and type) _____

Misc Money Info: _____

INVENTORY

Items Normally Carried (list item and location):

All Other Personal Possessions:

Vehicles:

Misc. Additional Data

REVIEWS :

By: Herb Petro

Challenge #26 (GDW, P.O. Box 1646, Bloomington, IL 61702-1646; 48 8.5" by 11" pages with a full color glazed paper cover; \$3.25; 1986)

The articles for Twilight:2000 include Twilight:2000 Air Module (8 pages), Flow Charts for Manageable Campaigns (for use with Twilight:2000 or TRAVELLER), and equipment list featuring the VAB APC and ERC-90 Armored Car.

For TRAVELLER we have Cargo:A Merchant Prince Variant by Terry McInnes which is Terry's expansion of Small Cargo articles. Striker Weapon Systems Revisited by Steven P. Drevik for all those mercenaries. A 4 page listing of a Comprehensive Sector Generator for the Apple II family of computers by Marc Miller, which I plan to try out when I get the chance. Amber Zone scenario entitled Tournament by John Marshall in which wargaming is done with armies made of real people. Volcanoes by Brent Reck which can be integrated with Grand Survey, with this some pages are copied from Grand Survey. Contact The Prt' by David Piatt and Craig Sheeley which deals with a feline race. A TRAVELLER newservice dispatch concerning someone who was exposed to Hyperspace and lived. Military Academy by Marcus L. Rowland which concerns itself with characters being in a military academy for campaign purposes (interesting, but potentially boring to some). Casual Encounter Emil "Boomer" Brankovich by J. Andrew Keith. Lastly the Tuktaar Connection by John Marshall which is for K'Kree player Characters.

TRAVELLER's Digest #6 (DGP, 8979 Mandan Ct., Boise, ID 81703; 56 5.5" by 8.5" pages with a b/w and green cardstock cover; \$3.95; 1986)

This issue is the sixth episode of the continuing adventures of four travellers on their way to Capital. The feature adventure, The Most Valuable Prey, uncovers the truth about the mysterious "Giants" on the world of Kailid in the Lishun sector. I don't want to give away anything to those who might be potential players of this adventure, but it is very good. In my opinion better than the feature adventure in issue #5.

There is a crowd reaction table used for a portion of this adventure which can be used in other adventures, modified or not. Many NPCs are described fully. Along with the animal encounter/reaction table of the planet there is more extensive descriptions and silhouette views of the animals. In this issue there is a more in depth look at one of the four travellers, to aid in the playing of him.

There is a map of the city of Keraliid, a profile of the planet Kailid itself, planetary map of Kailid, and form from Grand Survey for the planet. The Shuna subsector, subsector 1 of the Lishun Sector, has a map and stats. Also x-boat routes and library data of the Lishun Sector.

Some other interesting articles in this issue are "Persons and Unpersons, What Constitutes Intelligence: Standards Used by the Scouts". This describes what the Scout service looks for to find and classify intelligent life. Under the Gaming Digest department we have "The Referee's Guide to Using Tasks" which deals with uncertain tasks. Finally, under the TRAVELLER Tech Briefs section we see a detailed look at Grav Belts, complete with a drawing of one.

TRAVELLERS' Digest has been growing. This issue is better than the last, and the next promises to be even better.

SMALL CARGO - DUST SPICE

By: Alan M. Nuss

CARGO: Dust Spice
VALUE: Cr 145 per lot
MARKET: Luxery
SPECIAL HANDLING: None

LOTS: 20 kg each
TRANSPORT PRICE: Cr 8 per lot
RESTRICTION: -4
AVAILABILITY: 10+
TRANSPORT COST: None

Rare spice used for seasoned food, especially fruit. Humans find that this spice has a slight euphoric effect while some non-humans (notably Asian and Vargr) find it a powerful euphoric. It is harvested from the bark of desert scrub plants.

ROLL one die:

- 1 Inferior quality, DM -3 on resale
- 2 Superior quality, DM +2 on resale
- 3-6 No ill effects

SMALL CARGO - DIAMONDS

By: Alan M. Nuss

CARGO: Diamonds
VALUE: Cr 12,000 per lot
MARKET: Luxery
SPECIAL HANDLING: None

LOTS: 4 kg each
TRANSPORT PRICE: Cr 600 per lot
RESTRICTION: +1
AVAILABILITY: 9+
TRANSPORT COST: None

ROLL one die:

- 1 Inferior quality; DM -4 on resale
- 2 Superior quality; DM +3 on resale
- 3 Word has leaked out about the cargo, roll 8+ for a hijack attempt
- 4 Word has leaked out about the cargo, roll 5+ for a hijack attempt
- 5-6 No ill effects

E.T. (Excess TRAVELLER) FOR SALE

Games & booklets:

- \$7 punched Invasion: Earth, Game 5 (GDW, 82)
- \$4 used Uragyad'n of the 7 Pillars (FASA, 81)
- \$3 poor Beyond (PP, 81) - not original map
- \$15 used Gateway Quadrant (4 JG sectors, 81+82)
- \$5 used Darthanon Queen (JG, 80)
- \$6 used Dra'k'ne Station (JG, 79)

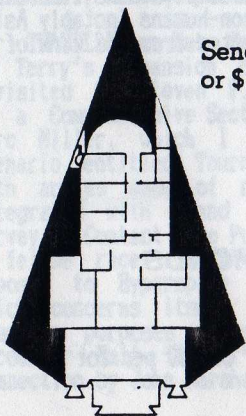
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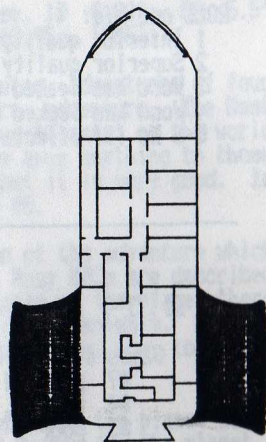
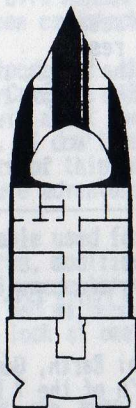
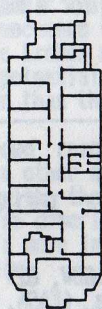
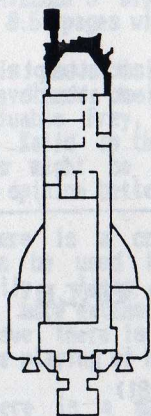
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