

The Sourcebook for
Interstellar Adventurers

THE IMPERIUM STAPLE

Issue #9 - November 1986



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ISSUE #9

NOVEMBER 1986

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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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ANOTHER ED EDWARD'S JOKE

Q: How many Hivers does it take to change a lightbulb?

A: Only 1, but 27 will claim a successful manipulation.

INTRODUCTION

By: Herb Petro

When I started TIS back in February/March I had plenty of time to work on it. In fact I had a total of 30 hours of free time a week to spend on TRAVELLER. Since then other responsibilities have been growing (by my choice) and after subtracting my other obligations I now only have 10 hours or less a week to devote to TRAVELLER. I have not played in or refereed a face-to-face TRAVELLER game for 2 months.

Though I don't expect any more of this TRAVELLER time to be taken away, it is a strain on me to put out TIS in this limited amount of time. If all I had to do was edit TIS, 10 hours a week would be plenty of time, but I also have TRAVELLER correspondence to write (and anyone who has written me recently knows how backlogged I am in this area), new subscribers to deal with, and new TRAVELLER material to assimilate.

Even though I greatly enjoy publishing TIS, with this strained schedule I can not keep TIS up forever. I do not want TIS to die though, so I am looking to turn over the editorship to someone else. W. Elmer Hinton has expressed interest in taking over. No matter who takes over finally, I will try to make sure that person is quite capable.

After I turn the editing and publishing responsibilities over to someone else I will not abandon TRAVELLER or TIS. I will still write articles for TIS and Between Worlds and perhaps even the Journal or TRAVELLERS' Digest. I will publish at least one more issue of TIS, before someone else takes over. During that time I, and afterwards the new editor will, still need articles and artwork.

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CPT. JOSUE LOPEZ DE DON DIEGO III

By: Lawrence Apodaca

Military Historian AABDBC Age 70 8 terms Cr 81,000
Admin-1 Carbine-1 Computer-2 Electronics-1 Forward Obsr-1
Instruction-4 Leader-1 Librarian-1 Tactics-4
Personal computer and recording equipment

Diego's first solo command (Age 22) was the accidental result of a field assignment from his force commander. Even though a Captain in rank, Diego did not fall into the usual chain of command and not really understanding why he was saddled with a military historian, Diego's commander sent him out to a forward position to observe and write a report on his return.

The post came under heavy insurgent fire and only survived due to Diego's quick assessment of the situation. Diego successfully withdrew under fire and dealt the insurgent forces a hard blow by calling an artillery strike from the insurgent's own battery! Diego received a battle field commendation. Though he later went into the field to observe and write additional reports, Diego never found himself in such a situation again.

In the field, Diego is a popular commander because he gives interesting presentations in classical military history (beats k.p.) and is in charge of entertainment.

Diego is the third in his family line to become a military historian. His Tactics skill level is misleading. His practical knowledge is limited; most of his knowledge comes from military history. He has a formidable library and weapon collection at his home. The extensive collection, begun by his great-grandfather, contains texts and weapons dated pre-First Imperium. The collection has grown to include texts and weapons from the six Major Races.

Diego has a natural flair for languages and possesses an eidetic memory. One of his academy professors believed that Diego's natural language ability is, in some way, a psionic talent (Diego's talent is a psionic special and extends to code). Diego has studied the Major Races' languages and can read and write in them. Diego can also read and write the classical languages: ancient Solomani, early Sylean and classical Vilani.

Diego is independently wealthy and his estate allowance amounts to 55% of his yearly income. The family fortune comes from several popular computer texts on military history, three computer texts on small arms of the major Races, and a civilian starship recognition computer manual.

Diego's own published texts include:

Diego's Arms and Armor, 3rd Edition

Diego's Arms and Armor of the Asian Hierate, 2nd Edition

Diego's Arms and Armor of the Ancients, 1st Edition

The Carnivore Conflict: A Military History of the Two Thousand Worlds

Police Action: Hiver Military History

INTERSTELLAR CONFEDERATION FOR LAW AND ORDER

By: David Knatcal

The Interstellar Confederation for Law and Order is a quasi-governmental agency. Here meaning it is officially run by civilians, but unofficially it is controlled by the Imperial government. Early in the history of the Imperium the government recognized a need for certain covert operations against possibly subversive elements. Usually in the form of assassinations. In the beginning the government hired hitmen and mercenaries (they still do sometimes), but now they tend to use more subtle means. The Interstellar Confederation for Law and Order is an alliance of wealthy individuals using their own money, and secretly government money to employ the necessary personnel to ensure public peace. A modern equivalent to the personnel employed is the "neighborhood security patrols" in some communities that drive around in cars that look like the police. The catch is these individuals, they are called Public Service Agents, usually find individuals that are deemed dangrous by the Confederation, kidnap them, and then torture or execute them to submission.

The area of operation for the Confederation can be suited to fit any campaign. Personally, I used the Confederation as means to stop a character in my campaign that was going from star system to system rampaging the local populace in the starport area. After a few heavily armed men started following him around and trying to kill him they quickly curbed their loose behavior. The difference between the Confederation and the regular police, the Confederation dismissed with the formality of a trial that may eventually let the criminal go and cost a lot of money. The fine details of the Confederation may be set for the particular campaign.

ECONOMY SOPHONT

By: Ed Edwards

Space ships designed for the 2 meter tall and up to 100 kilogram person use 4 tons to support the person. If a spaceship were designed for a 1 meter tall race only 1/2 a ton of ship space would be required for personnel support. Consumption is by mass, proportional to the cube of the height, 1/2 cubed is 1/8, 1/8 of 4 tons is 1/2 a ton; 1/8 of 100 kilograms is 12.5 kilograms.

For spaceships from 1,000 to 100,000-tons a typical manning is 1 person per 100-tons (excluding passengers). Typical cargo (fuel, passengers, goods, weapons on military vessels) uses 10% to 60 % of a ships space. While 3 and 1/2 tons per 100 (3.5%) seems like a small saving, at Tech Level 15:

- Higher Maneuver drive rating requires 3%
- Higher jump drive rating requires 1%
- Higher Power Plant rating requires 1%
- Higher Armor rating requires 1%

If the 1 meter high Economy Sophont were the norm, space ship passengers could be multiplies by a factor of 8. Consumable good carried aboard merchant ships would 8 times as far, etc...

TRAVELLER - ALTERNATE SETTINGS/ADVENTURES

By: Herb Petro

TRAVELLER is a Science-Fiction Role Playing Game to be used in GDW's Imperium or similar area of personal design. All supplements and almost all articles for TRAVELLER are geared around this idea, but why?

Let's make TRAVELLER a time travel game. The TRAVELLER rules give you a good idea of technology from the stone age to the far future and a system for battle and character generation. All one has to do is generate time travel rules, the rest of the system is usable exactly like it is (except for anything VERY high in tech level, like level 20+).

In other words, games exist not only to be played and enjoyed in their published form, but also to be modified and played in what the player considers better and more suitable to his needs, desires, and so forth. This can be done in a variety of ways.

One way to do this is to modify the current rules, modify the environment, or modify some other element of the game substantially. By substantially I don't mean add a portion to the current rules to improve them, re-write them completely. For example, add light-speed engines like the ones in Star Wars™ or change TRAVELLER's tramp traders into free traders such as Andre Norton writes about.

The combinations and possibilities on the SF theme are endless, just as are the multitude of SF novels in print and the ideas of the human mind. One very interesting universe to set up is the one from Star Wars™. Any universe from literature can also be set up, with some changes to the basic rules. Try role-gaming the universe described in Jefferson Snycaffer's books.

Why limit this to SF? TRAVELLER can be much more than just a SF Role Playing Game, even though that field is indeed very extensive and has room for numerous possibilities. Why not increase the field and make the possibilities more numerous?

Another way to modify TRAVELLER, or any other game, is to add fantasy elements to it, but can one actually say that the fantasy elements are not possible through science? "Extremely high technology is indistinguishable from magic" (perhaps I am not quoting exactly correct, but the idea is the same). Therefore fantasy can really be a branch of SF, and not supernatural. If that "magic" is scientifically feasible it does not have to be within the capabilities of the player-characters, but from a previously unknown, now fallen, tech-144 culture.

I made reference to time travel at the beginning of this article. Below I give a system for time travel.

NATURE OF UNIVERSE: A hole can be cut into the fabric of time and space to lead to other locations. The fabric of time and space is weaker in some places than others, and therefore easier to cut in some places than others. When someone cuts such a hole and steps through he usually ends up on an inhabitable planet, inside a protected and airtight city on a non-inhabitable planet, in a spaceship or spacestation, or at some other "safe" location.

Is this really a setup of nature or a complex highly developed transportation system? Also if you go from one planet to another planet which is traveling faster/slower and/or in a different direction you will not go zooming off into the distance. No, when one goes through a cut in the fabric of time and space relative energy is changed, so that little difference is felt by the individual.

There may be hundreds of such weak places on a planet, or just a few. There may or may not be one in a space station or spaceship. In general, the larger the planet the more weak spots, and the larger the spaceship/space station the more likely there will be such a weak spot.

HOW TO TIME TRAVEL: There is a device (size of your choice) with a set of controls on it (a gyrocompass, a dial, a button, and a switch). The gyrocompass will point in the direction of a weak area in the fabric of space and time. The dial will have increased readings as it nears a weak spot in the fabric of time and space. When at a location where a door can be cut, the dial will go all the way to the upper end of its range.

At this time if the button on the device is pushed, a door will appear (a grayish circle 6' in diameter). The door will only remain for 20 seconds, at the end of which time it vanishes. You can deactivate the device before the 20 seconds is up by flipping the switch, and the door will disappear.

The gyrocompass and dial are in constant operation. Depressing the button will only do something when the device signals a weak area. The switch will only do something if flicked within 20 seconds after the button is pushed and a door has been activated.

The device does not detect weak areas at long distances, but the distance at which it detects such spots varies, seemingly at random. Also it may detect a weak area where it did not detect one just hours or seconds before (perhaps the weak spots move?). Of course the opposite of this can happen, a weak spot can be gone soon after it is detected.

METHOD OF INVOLVING PLAYERS: By one way or another the adventurers have gotten their hands on the device. At first they do not know what it is, but by experimentation and intuition they activate the device and go through the door. To involve the players this can happen at a critical moment so that the players either have to go through the door or face dying (remember you can NOT see through the door). After that they find themselves in another place. They must either keep going through doors for adventure or to find their way home or they can settle in one of the places they go (but the ref can always drive them on if he want to).

Where a door leads is unpredictable (at least by any means available to the adventurers). The device transports one between alternate realities. One moment you are in GDW's Imperium, the next in the Star Wars™ universe or battling orcs, and then on 20th century Earth.

Whether you try my time travel method sometime, try it modified, or don't try it at all just remember never be afraid to change the rules. You do want to think out the effects first, but don't be afraid to do it.

THREE DIMENSIONAL TRAVELLER, REVISITED

By: Jefferson P. Swycaffer

Too many of the variants seen in TRAVELLER do not involve enough innovation. Thus, when in The Imperium Staple #8, Michael R. Nikesch added a third dimension to the TRAVELLER/Imperium map, he did it by adding nothing more than a series of two-dimensional layers 'above' and 'below' the known map -- and allowing those maps to have no effect whatever on nearby maps because he placed them all Jump-6 away. [Editor's note: Michael didn't want these new areas to affect the other maps.]

True three dimensionality in TRAVELLER can be achieved with no more complicated tools than hex paper and a calculator that can extract square roots. Indeed, the calculator isn't actually necessary, because the numbers are all small enough for most of us to calculate the roots in our head.

Take a sheet of hex paper, similar to the one in Supplement 12, Forms and Charts (TAS Form 6). Star systems will be marked within the hexes, as normal, but a third dimensional or 'height' coordinate of zero is in the plane of the paper. Negative height coordinates are below the paper, and positive ones are above.

Height coordinates will range from -5 to +5; the subsector is now a brick that is eight hexes by ten hexes by eleven cells in height, containing 880 hexagonal cells.

The only question remaining is how to populate the paper with star systems to come up with a distribution of stars similar to the TRAVELLER distribution.

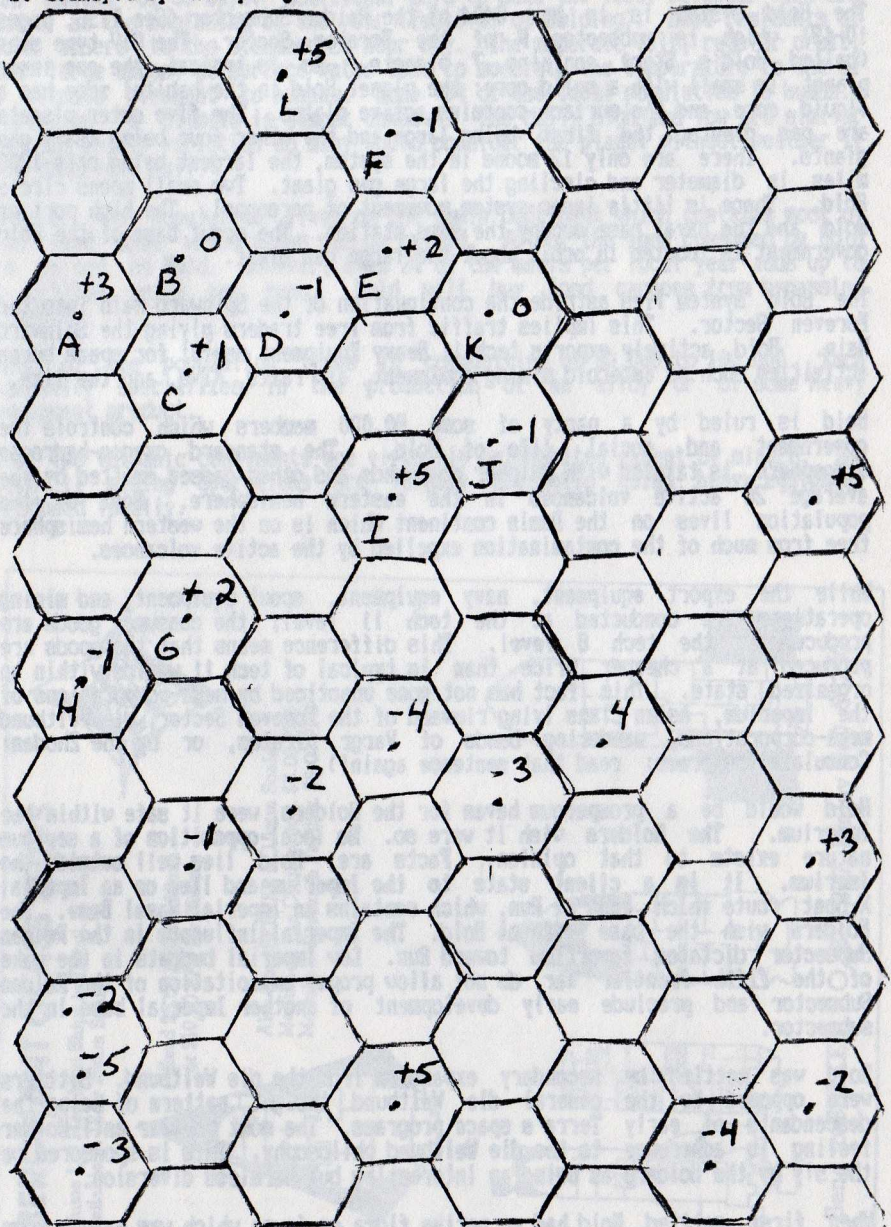
Using a hexagonally laid-out subsector map, like the ones GDW uses for their subsectors, and using a roll of 5+ on 1D6 for the presence of a star system, there will be 27 stars, on the average, in the subsector. The average length of the closest jump from each star is J1.088 -- clearly a Jump-1 is the most common. Indeed, on the average, each star will have two Jump-1 neighbors and four Jump-2 neighbors.

To get the same distribution in a system where each star now has twenty possible positions for a neighbor, the odds of having a neighbor must be decreased. The number that mathematically comes closest is for each of the 880 cells to have a star on a roll of 15+ on 3D6. Rolling 3D6 880 times seems like a tremendous amount of work...until you realise that this subsector, having some 81 star systems on the average, is as populous as three normal, flat subsectors. On the next page, I've drawn in a three-dimensional subsector using these rules, with travel distances calculated for some of the worlds.

My next question, however, is why use hex-grids at all? Why not use square-grid graph paper? Calculations of distances are easier and more accurate. Every vertex on the graph paper has 18 neighboring spaces, so the calculations are just as easy as before, and star systems appear on pretty much the same 15+ on 3D6.

Finally, why use GDW star frequency, when a more realistic star frequency has been given to use (in a local sample) by our neighboring stars. Locally, stars are separated by an average of 2.2 light years or .67 parsecs. Taking this as the mean distance of stars in the foregoing three-dimensional sample, one would have a star appearing on a roll of 14+ on 3D6, just as in the hex-grid example, but would find only one in two of these star systems being of any habitable use to a star-faring civilization, the others being planetless, Red Giants, Blue Giants, Brown Dwarfs, or other astronomical oddities.

The primary point of all of this is that if your are going to mess around with something, mess around creatively, and don't alter only a few aspects of a system. Feel free to mess around with all of the parameters, and don't be dismayed by what you get.



Distance from star A to star:

- | | | |
|--------|--------|--------|
| B - J3 | F - J5 | J - J6 |
| C - J2 | G - J3 | K - J5 |
| D - J4 | H - J5 | L - J4 |
| E - J3 | I - J4 | |

By luck of the rolls,
this subsector came
out rather sparse

THE PLANET OF HOLD

By: Ed Edwards

The Hold system is in hex 0404 of the Reidan Subsector (See TIS6, pages 10-12) which is subsector P of the Foreven Sector. The GIV type star (called Hold's Star) contains 7 planets. As is typical, the one inner planet is small with a solid core; the planet Hold in the habital zone has a liquid core and the surface contains active plates. The five outer planets are gas giants, the first being large and the other four being small gas giants. There are only 12 moons in the system, the largest being only 1200 miles in diameter and circling the large gas giant. Two small moons circle Hold. There is little inner-system movement of personnel. The high port of Hold and the naval base occupy the same station. The scout base of the Hold government is located in orbit about the large gas giant.

The Hold system lies astride the continuation of the Spinward Main into the Foreven Sector. This implies traffic from free traders plying the Spinward Main. Hold actively exports tech 11 Heavy Equipment useful for space borne activities such as asteroid mining equipment, air rafts, ATVs, and the like.

Hold is ruled by a party of some 80,000 members which controls the government and social life of Hold. The standard oxygen-hydrogen atmosphere is tainted with sulphur compounds and other gasses emitted by the average 26 active volcanoes in the eastern hemisphere. Most of the population lives on the Damin continent which is on the western hemisphere free from much of the contamination expelled by the active volcanoes.

While the export equipment, navy equipment, scout equipment, and mining operations are conducted at the tech 11 level; the consumer goods are produced at the tech 8 level. This difference means that the goods are produced at a cheaper price than is typical of tech 11 worlds within an organized state. This fact has not gone unnoticed by mega-corporations of the Imperium, Asian Clans lying rimward of the Foreven Sector, die Weltbund mega-corporations, wandering bands of Vargr pirates, or by the Zhodani Consulate (referees: read that sentence again!).

Hold would be a prosperous haven for the Holders, were it safe within the Imperium. The Holders wish it were so. No local opposition of a serious nature exists to that opinion. Facts are, Hold lies well outside the Imperium. It is a client state to the Imperium and lies on an Imperial X-boat route which ends at Run, which contains an Imperial Naval Base. The Holders wish the base were at Hold. The Imperial influence in the Reidan Subsector dictates favoritism toward Run. Low Imperial budgets in the wake of the Fifth Frontier War do not allow proper exploitation of the Reidan Subsector and preclude early development of another Imperial base in the subsector.

Hold was settled by secondary expansion from the die Weltbund. Settlers were opposed to the general die Weltbund thought pattern of being the descendants of early Terra's space programs. The most popular anti-Holder feeling is adherence to the die Weltbund philosophy. This is sponsored on the sly by the Holders as being an interesting but harmless diversion.

When first settled, Hold had no native flora or fauna which was unique from other systems in the subsector. This implies that in the past few millions of years the system had been inhabited by other sophonts which imported the flora and fauna. Any traces of this previous habitation have long been erased by time and the tectonic activities of Hold.

The planet Hold has a period of 510 standard days (12,242 standard hours) or 331 of the local days (37 standard hours). The local year is divided into ten months of 33 days. Additional days to make the local calendar work are added at the beginning of the year (festival of Holding). Most residents of Hold adhere to the standard 24 hour day. The moderate tilt, regular orbit, and large amount of surface water tend to moderate the temperature to one of a climate pleasant to humans. Some 98% of the local population is human. Variation in climate is almost unknown. The daily high and low are similar to the yearly variation so many would consider the planet without weather if not downright dull.

80% of the population lives on the Damin continent which contains most of the land upon which crops can be raised. 98% of the food consumed on Hold is raised on Hold. However, even 2% of the meals per local year adds up to a billion meals per year. Hold will buy food cargoes from bypassing traders.

Most of the population lives in communities of 80,000 to 100,000. Each community specializes in the production of an alloy or of some heavy equipment product.

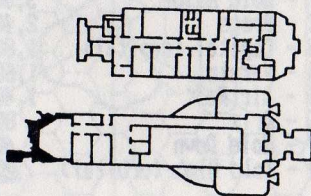
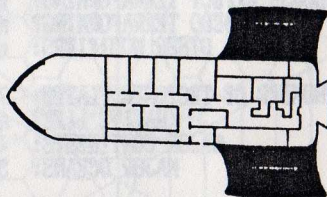
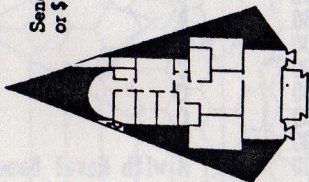
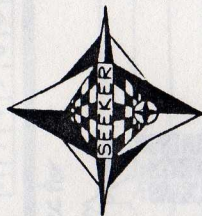
The two volcanic continents are virtually uninhabited except by miners. The tech 11 mining operations are largely automatic using heavy equipment produced locally.

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WORLD PROFILE

By: Ed Edwards

NAME: Hold UPP: A77589-B LOCATION: 0404 Reidan/Foreven

DIAMETER: 7200 km MASS: 0.48 DENSITY: 0.72

MEAN SURFACE GRAVITY: 0.63

ROTATION PERIOD: 37 std hrs

ORBITAL PERIOD: 510 std days, 391 local days

AXIAL TILT: 14 °

ORBITAL ECCENTRICITY: 0.002

SEASONS: 10 months of 33 local days; M1+M2 are cool, M6+M7 is warm in north

SATELLITES: 1) Borish orbit 2 S00000-0 68 km diameter

2) Bran orbit 6 S00000-0 108 km diameter

SURFACE ATMOSPHERIC PRESSURE: 0.95

ATMOSPHERIC COMPOSITION: Std. + sulfur compounds

ATMOSPHERIC TERRAFORMING? no

HYDROGRAPHIC PERCENTAGE: 53%

HYDROGRAPHIC COMPOSITION: Std.

HYDROGRAPHIC TERRAFORMING? no

BASE MEAN TEMPERATURE: 24 ° C

AXIAL TILT MODIFIERS: +7 ° C, -11 ° C

ROTATION MODIFIERS: +9 ° C, -9 ° C

LATITUDE MODIFIERS: 6 ° per hex

ORBITAL ECCENTRICITY MODIFIERS: none

WEATHER CONTROL? no

GREENHOUSE EFFECT TERRAFORMING? no

ALBEDO TERRAFORMING? no

OTHER MODIFIERS: none

NUMBER OF TECTONIC PLATES: 7

NATIVE LIFE? no

TERRAIN TERRAFORMING? no

MAJOR CONTINENTS: 4

MINOR CONTINENTS: 3

MAJOR OCEANS: 3

MINOR OCEANS: 2

SEISMIC STRESS FACTOR: 6

NOTABLE VOLCANOES: 26 active volcanoes in 10 year period

NATURAL RESOURCES: Ores: aluminum and rare earths

PROCESSED RESOURCES: Alloys: space ship special alloys

MANUFACTURED PRODUCTS: Heavy Equipment: (as used in space)

WORLD POPULATION: 33,400,000

PRIMARY CITIES:

1 - Hold Major	3,000,000	B
2 - Bregs	2,400,000	B
3 - Capital (capital)	1,800,000	B
4 - Varnin	1,600,000	C
5 - Air Raft	1,400,000	C
6 - Driz	800,000	C
7 - Hold Down	400,000	C
8 - Hold High (orbital)	200,000	A with Naval Base

SECONDARY CITIES:

Nmbr = 67 Typical size = 50,000-200,000 Typical Starport type: D

TERTIARY CITIES:

Nmbr = 852 Typical size = 8,000-10,000 Typical Starport type: none

PASSENGER MANIFEST

Date Prepared:

Ship Name: _____ Registration Number: _____
Ship Type: _____ Homeworld: _____
Captain: _____ Builder: _____
Occupation of ship: _____ Laid Down/Completed: _____
Origin World: _____ Departure Date: _____
Destination World: _____ Arrival Date: _____
High/Middle Passage Capacity: _____ Low Passage Capacity: _____

Name/Imp.Soc.Sec.#: _____ Cabin #: _____
Travel status + Amount Paid: _____ Notes: _____

This trip, total number of:
High Passengers: _____ Middle Passengers: _____ Low Passengers: _____

Total money paid:
Expenses for passengers:
Profit from passengers:

WORLD MANIFEST
1. Date of Manifest: _____
2. Name of Ship: _____
3. Name of Captain: _____
4. Name of Builder: _____
5. Name of Imp. Soc. Sec. #s: _____
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75. Name of Passengers: _____
76. Name of Passengers: _____
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96. Name of Passengers: _____
97. Name of Passengers: _____
98. Name of Passengers: _____
99. Name of Passengers: _____
100. Name of Passengers: _____

CARGO MANIFEST

Date Prepared:

Ship Name:

Registration Number:

Ship Type:

Homeworld:

Captain:

Builder:

Occupation of ship:

Laid Down/Completed:

Origin World:

Departure Date:

Destination World:

Arrival Date:

Cargo:	Location:	Weight:	Amount Paid + Sender:	Receiver:	Notes:

COMPANY: Smith Star Line
By: Alan S. Jones

This company specializes in charter cargo and passenger flights from 2 of Britain/England. The company headquarters are located in the main district of Great Britain or England.

The company is listed as being operated by Jack Krutjen for the other shareholder in Alexander Jones; both being listed in data from the Bureau of Britain/England. Major company assets are currently listed as two 30-ton old 200-ton free loaders, office space at Great New England, and a warehouse at the same airport.

The company was granted its charter by the British government on 12/1/1955 for registration of the starship. The company officially opened for business on 12/1/1955. Although the major source of income is currently from charter, the company does engage in trade transactions from time to time.

Jack Krutjen can be found at the company headquarters most days. The current whereabouts of Alexander Jones is unknown.

NOTHING TO WORRY'S HERE

As Twine... Even to find one more who has (at least) level 2 or better. So how many Twines does it take to change a light bulb?

SMALL CARGO - ANAGATHIC

By: Alan M. Nuss

CARGO: Anagathic
VALUE: Cr 120,000 per lot
MARKET: Luxury
SPECIAL HANDLING: none

LOTS: 35 grams (enough for one year)
TRANSPORT PRICE: Cr 6,000 per lot
RESTRICTION: +1
AVAILABILITY: 12+
TRANSPORT COST: none

POLL one die:

- 1 The drug is ineffective; only proper tests by a medical lab will show this. The buyer will seek a complete refund and/or revenge.
- 2-3 Word of the cargo has leaked out Roll 6+ for a hijacking attempt to take place.
- 4-6 No ill effects

SMALL CARGO - GENETIC MATERIAL

By: Alan M. Nuss

CARGO: Genetic Material
VALUE: Cr 2000 per lot
MARKET: Standard

LOTS: 50 kgs.
TRANSPORT PRICE/COST: Cr 500/ Cr 100
RESTRICTION: +3
AVAILABILITY: 10+

SPECIAL HANDLING: The embryos must be kept frozen

One of the major imports of any colony world with an inhabitable ecosphere compatible to life forms. These embryos may be any spores, bacteria, plants, and any animals which have been quick frozen. The import of most of these embryos takes place toward the final stages of the terraforming of the planet.

Due to the possible dangers of releasing new genetic material into the environment, governments tend to place restrictions on such items and strictly enforce these laws regardless of the Law Level.

COMPANY: North Star Lines

By: Alan M. Nuss

This company specializes in charter cargoes and passengers within Jump-6 of Regina/Regina. The company headquarters are located in the main terminal of Credo Starport on Regina.

The company is listed as being operated by Amak Krujten but the major stockholder is Alexander Jones; both being listed in data banks as natives of Regina/Regina. Major company assets are currently listed as two 20 year old 200-ton Free Traders, office space at Credo Down Starport, and a warehouse at the same starport.

The company was granted its charter by the planetary government on 134/1105 for registration of the starships. The company officially opened for business on 150/1105. Although the major source of income is currently from charters, the company does engage in trade speculation from time to time.

Amak Krujten can be found at the company headquarters most days. The current whereabouts of Alexander Jones is unknown.

ANOTHER ED EDWARD'S JOKE

Q: How many Zhodani does it take to change a light panel?

A: Twelve. Eleven to find one noble who has telekinesis level 3 or better.