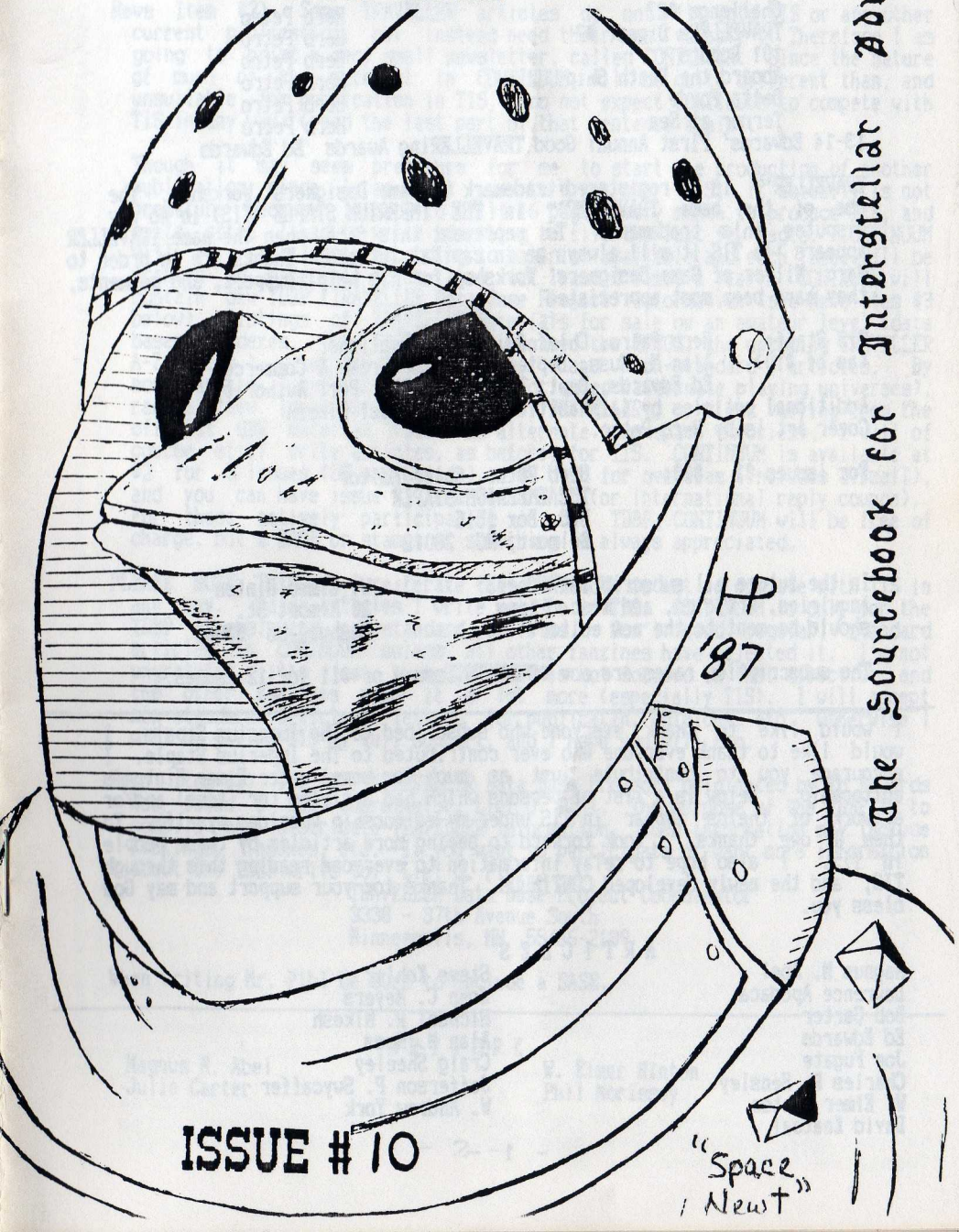


THE IMPERIUM STAPLE

The Sourcebook for Interstellar Adventurers



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'87

ISSUE # 10

"Space
Newt"



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ISSUE #10

JANUARY 1987

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TIS Staff: Herb Petro, Chief Editor and Publisher
 (as of #10) Alan M. Nuss, Dept. Editor for Trade & Commerce
 Ed Edwards, Dept. Editor for Star Port Authority

Additional articles by (alphabetically): Michael Mikesh
 Cover art is by Herb Petro.

For issues #1 - #10: Herb Petro, Chief Editor
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In the future all subscription money, inquiries, articles, and misc. items should be sent to the new editor: W. Elmer Hinton
 20 Almont St.
 Nashua, NH 03060

The subscription rates are now \$6 for 6 issues or \$11 for 12 issues.

I would like to thank everyone who subscribed to The Imperium Staple. I would like to thank everyone who ever contributed to The Imperium Staple. I encourage you to contribute just as much (or more) under Elmer Hinton's editorship. Below is a list of persons which had articles (or items) and/or artwork of theirs appear in TIS under my editorship (besides myself). To them I owe thanks. I look forward to seeing more articles by these people in TIS. I also hope to relay information to everyone reading this through TIS, and the newly developed CONTINUUM. Thanks for your support and may God bless you.

ARTICLES

Magnus M. Abel	Steve Kohler
Lawrence Apodaca	John C. Meyers
Bob Carter	Michael R. Mikesh
Ed Edwards	Alan M. Nuss
Joe Fugate	Craig Sheeley
Charles R. Hensley	Jefferson P. Swycaffer
W. Elmer Hinton	W. Andrew York
David Knatcal	

INTRODUCTION

By: Herb Petro

News Item #1) W. Elmer Hinton will be the new editor of TIS. Publication under Mr. Hinton will begin with the next issue (#11), which should appear between March 1, 1987 and April 1, 1987. Mr. Hinton is quite capable since he has experience in publication already. Send all future TIS correspondence to him.

News Item #2) Some TRAVELLER articles do not fit into TIS or any other current publication, but instead need their own 'vehicle'. Therefore I am going to print a very small newsletter, called CONTINUUM. Since the nature of much of the material in CONTINUUM will be quite different than, and unsuitable for publication in TIS, I do not expect CONTINUUM to compete with TIS in any way. (read the last part of that sentence again).

Though it may seem premature for me to start the production of another publication since I am just now turning over TIS, it actually is not premature because I had to fill 16 pages every month to produce TIS, and quite often I had to write something to fill the last few pages. CONTINUUM will vary in length according to material available and each issue will be printed as material accumulates (at least 4 times a year). CONTINUUM will contain new TDBP (TRAVELLER Data Base Project) information (see News Item #3 below), listings of TRAVELLER materials for sale on an amateur level (data bases, indexes, the TISCGS now renamed the HPCGS, the upcoming TRAVELLER A-Z, etc.), letters, discussions, and non-standard articles. By non-standard I refer to non-Imperium oriented (alternate playing universes), radical new ideas (time travel in TRAVELLER), or views varying from the official GDW material (such as alternate jump space theories). I will of course still write articles, as before, for TIS. CONTINUUM is available at \$2 for 5 issues (US and Canada) or \$4 U.S. for overseas (includes airmail), and you can have issue #1 free for a SASE (or international reply coupon). For those actively participating in the TDBP, CONTINUUM will be free of charge, but a SASE or stamps or something is always appreciated.

PLEASE NOTE THIS - I reiterate that CONTINUUM is not to compete with TIS in any way. Major articles I write will be in TIS. CONTINUUM is only for the TDBP (news) and non-standard articles. Don't send regular, standard articles to CONTINUUM unless all other fanzines have rejected it. I'm not ungrateful, it's just that CONTINUUM is not focused in that direction, and the other fanzines need it a lot more (especially TIS). I will accept non-standard articles, letters for publication, opinions, etc. Otherwise I will be giving TIS my full support, and I hope you will too.

News Item #3) The TDBP (TRAVELLER Data Base Project) originated by Ed Edwards has found a new coordinator, Lief O. Pihl. The purpose of the TDBP is to compile and distribute TRAVELLER information. Such information may include listings, indexes, etc. If you want to participate or want more information about the TDBP write to: Lief O. Pihl

TRAVELLER Data Base Project Coordinator
3338 - 37th Avenue South
Minneapolis, MN 55406-2139

When writing Mr. Pihl be sure to include a SASE.

Magnus M. Abel
Julie Carter

ARTWORK

W. Elmer Hinton
Phil Morissey

DISCORD SUBSECTOR

By: Michael R. Mikesh

The Discord subsector is the setting for the adventure "Something Stinks" in *Alien Module 7 - Hivers*. Its labelled as Discord in TAS charts, but recorded as Regal by the IISS. Regal is the dominant human world of the subsector, colonized in 632. Though nominally a client of the Imperium, it has much closer ties with the Hive Federation.

Wrostaqax is the effective Federation subsector capital. This world is governed by temporary committees. However, Wrostaqax is served by a very powerful and highly advanced computer called Gennox. Virtually self-aware, Gennox is the coordinator for all "governmental" functions.

The warrior species on Oxspere destroyed their civilization twice before through atomics. Although their uranium is played out, authorities are worried smugglers might run fissionables through the interdiction.

Liix is in an ice age resulting from comet impacts. Interaction with another star has caused intense comet activity. Meteor hazard to ships.

Micomicon was colonized in -1790 by Terrans seeking a utopia. Their current society parallels Hiver society to a remarkable degree.

NAME	LOCN	SDAHPGL-T	B	REMARKS	ZPAGal/Star1	S2	S3
Regal	0101	A974A86-C	N	Hi In Imperium Client	412Cs	K4V	
Kolak	0104	B899745-A		Philosophical Institute	600Na	K3VI	M3D
Phlirn	0105	C340432-3		De Ni Po	522Na	F5D	M3D
Nexipor	0107	C633405-7	M	Ni Po	901Hf	K1V	M6D
Kelpin	0108	E238662-1		Nh Ni Amphibious Race	224Hf	M8IV	M8VI
Axiferal	0109	C536211-5		Lo Ni	524Hf	A5IV	
Squire	0201	C979363-6		Lo Ni Imperial Client	810Cs	K6V	
Lufroof	0206	C8C5823-5		Fa Fl Nh Aerial Race	412Hf	G9V	
Oxspere	0208	X648677-5		Ag Nh Ni Warrior Race	R502Hf	F9V	
Paf	0209	E567756-8		Ag Ri	502Hf	F6D	M7D
Dusk	0303	D589569-5		Ni	600Na	M7D	
Bastion	0304	C0008CF-8		As Na Va	835Na	F6II	M4V
Onnur	0306	E510752-7		Na	700Hf	F3V	M3VI
Micomicon	0310	B966750-A		Ag Ri Human Reservation	721Hf	F5D	M2D
Liix	0403	C597100-B		Lo Ni Research Station	A912Na	G1V	G3VI
Lindin	0407	D477001-8		Lo Ni	825Hf	M6V	
Vaunlesk	0409	A77A665-B	L	Ni Wa	724Hf	F4V	M6D M5D
K'bam!	0501	B7555QK-C	O	Ag Ni K'kree Outpost	723Kk	M6V	
Kalkox	0509	B536514-9		Ni	534Hf	G1IV	
Nirqesk	0601	C645777-8		Ag	310Na	M5D	MOD
Uuraaka	0602	D300102-6		Lo Ni Va	602Na	M8V	
Slax	0604	DAB101-7		Lo Ni Wa	423Hf	F3V	M9D
Ronvoon	0606	A8739U5-D	F	Hi In	122Hf	F3V	M4D
Aetra	0610	C541000-0		Ba Lo Ni Po Terraform Proj	A033Hf	F1IV	
Uruna	0703	A5839T1-F	L	Hi	824Hf	F4VI	M3D
Muran	0703	C562300-E		Lo Ni Customs Port	7--Hf		
Klyth	0707	BA99503-8	M	Ni Ithklur Reservation	824Hf	F0V	M6D
Blisk	0803	C300322-7		Lo Ni Va	223Hf	M2III	
Cilacan	0804	C878662-9		Ag Ni Refugee Reservation	620Hf	F2V	
Totatrick	0805	A9957T3-C		Ag	402Hf	F4V	M4D
Wrostaqax	0808	A3744W5-F	E	Hi In Subsector Capital	224Hf	K0V	M1D
Slurn	0810	C977773-6		Ag Nh Human Population	320Hf	F7V	M6D

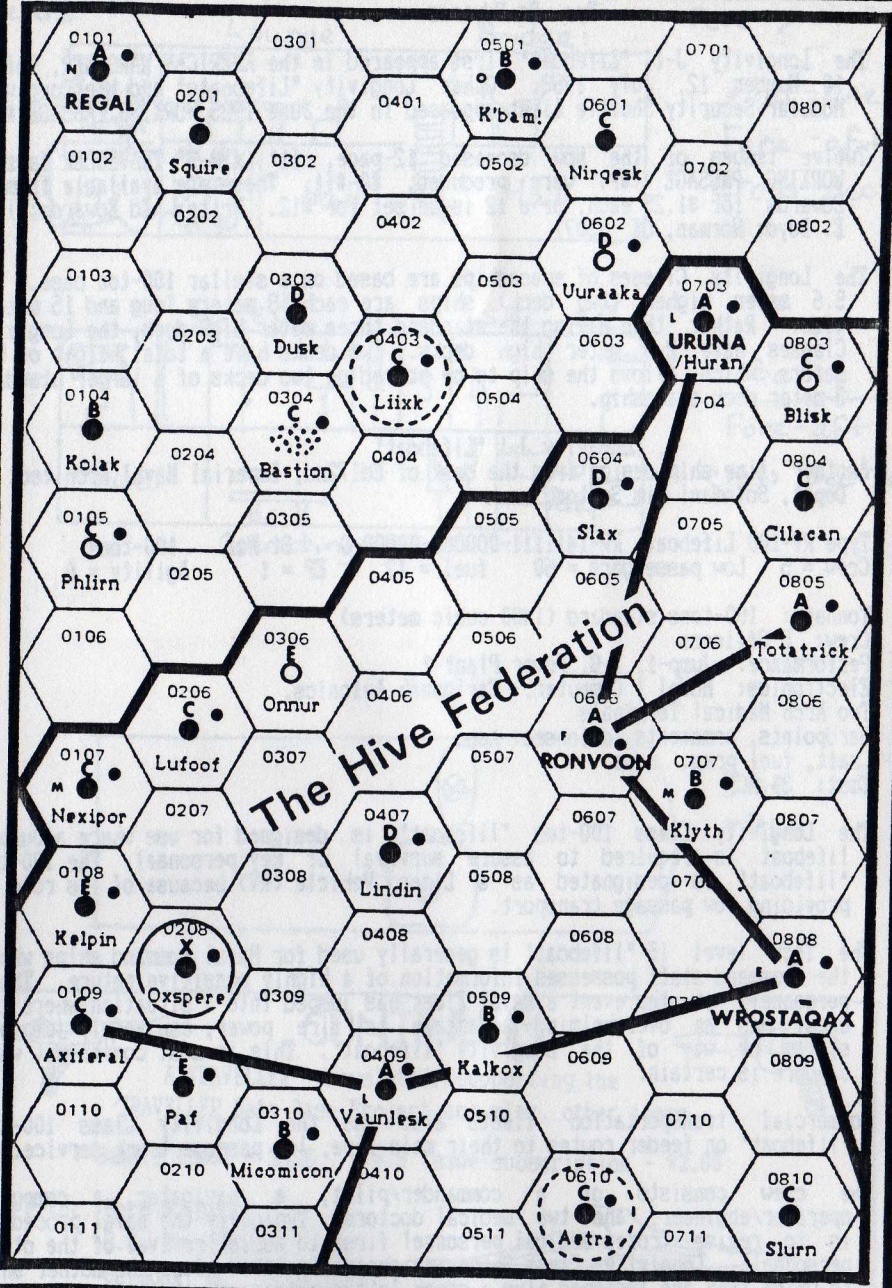
The trade classification codes are same as those from *Merchant Prince* and *Hivers*. Base codes: L--Naval Base. E--Embassy Center. M--Military Base. F--Naval and Military Base. N--Naval Base (Human). O--Naval Outpost (K'kree). Allegiance codes: Cs--Client State (Imperium). Hf--Hive Federation. Kk--K'kree. Na--Non Aligned.

This was mostly a self-teaching effort at illustrating. I'm beginning to think, however, that I should have just free-handed the subsector. I don't want to inhibit other gamers from making free-hand submissions. The important thing, as I see it, is the information rather than the quality.

SUBSECTOR MAP GRID

1 Subsector Name

DISCORD



TAS Form 6

Subsector Map Grid

This form is copyright 1983 by GDW. Form used with the gracious permission of GDW. Data added by Michael R. Mikesch.

LONGIVITY CLASSES I

By: Ed Edwards

The Longivity J-1 "Lifeboat" first appeared in the AMERICAN WARGAMER, Volume 10 Number 12, July 1983. Other Longivity "Lifeboats" and the Longivity Modular Security Shuttle first appeared in the June 1985 WORKING PASSAGE #5.

Twelve issues of the now deceased 12-page, 11" x 8.5" TRAVELLER fanzine WORKING PASSAGE (WP) were produced, #0-#11. These are available from Ed Edwards for \$1.25 each, or a 12 issue set for \$12. Write: Ed Edwards; 1410 E. Boyd; Norman, OK 73071

The Longivity Classes of spaceships are based on a similar 100-ton base. The 5.6 meter higher (two deck) ships are each 18 meters long and 15 meters wide. Rather than having the standard three meter high deck, the Longivity Classes have 2.8 meter high decks. Two decks have a total height of 5.6 meters which allows the ship to be stored on two decks of a larger standard 3-meter deck spaceship.

Longivity J-1 "Lifeboat"

Another fine ship design from the desk of Ed172nd, Imperial Naval Architect of Depot, Solomani Rim Sector.

Type RV-100 Lifeboat RV-1411111-000000-00000-0 31 Mcr 100-tons
Crew = 5 Low passengers = 60 fuel = 12 EP = 1 Agility = 0

Tonnage: 100-tons standard (1400 cubic meters)

Crew: 5 Officers

Performance: Jump-1, 1-G, Power Plant 1

Electronics: Model 1 Computer. Carlosnah Avionics.

Two Arch Medical Terminals

Hardpoints, armaments, defenses: none

Craft, fuel prep: none

Cost: 31 MCr

The Longivity Class 100-ton "lifeboat" is designed for use where a Jump-1 lifeboat is required to assure survival of key personnel. The 100-ton "lifeboat" is designated as a Liner Vehicle (RV) because of its role of providing low passage transport.

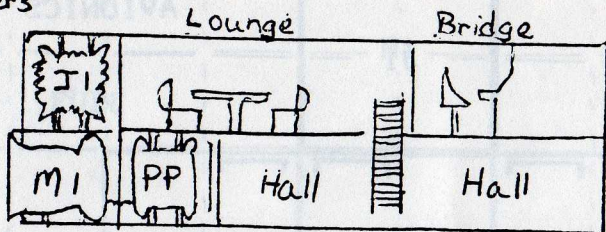
The Tech level 15 "lifeboat" is generally used for Naval command ships where the command staff possesses information of a highly sensitive nature. These personnel, in the event a Naval Fleet has jumped into a situation where the enemy has an overwhelming advantage in fire power, can safely jump out system by way of the Longivity "lifeboat". This is most convenient when capture is certain.

Commercial transportation fleets also use the Longivity Class 100-ton "lifeboat" on feeder routes to their main line, low passage trunk service.

The crew consists of a commander/pilot, a navigator, a computer operator/engineer, and two medical doctors. Typically the naval procedure is to revive frozen medical personnel first to assist revival of the other personnel. Longivity Class Ships are generally named after the mother ship to which they are assigned plus a greek letter extension. Examples:

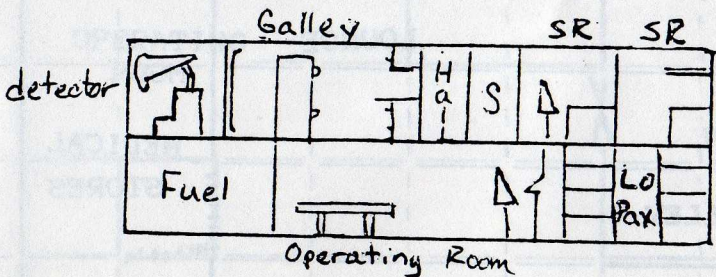
FIDELITY ALPHA
FIDELITY BETA

3
meters

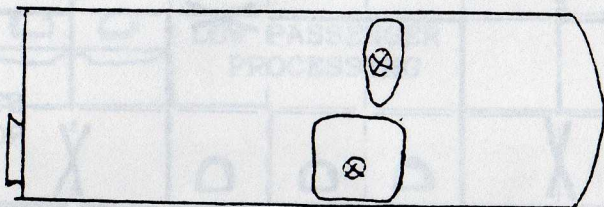


Fore →

Mid-line
Fore-aft
Cross section



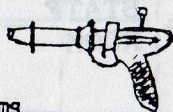
Galley
Fore-aft
cross section



Side
view



CONTINUUM



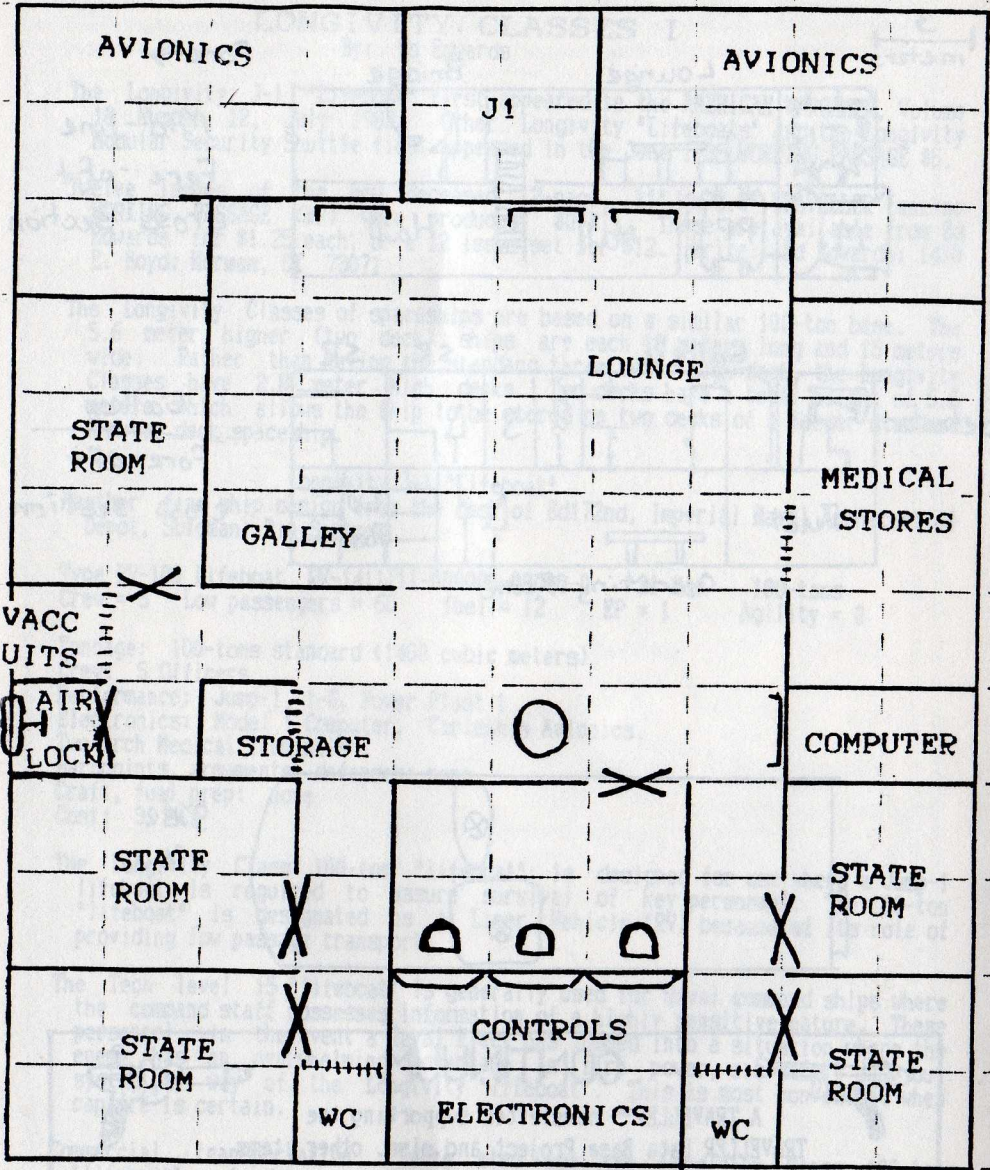
A TRAVELLER™ newsletter supporting the
TRAVELLER Data Base Project and misc. other items.

* Sample Issue - SASE * 5 issue subscription - \$2.00

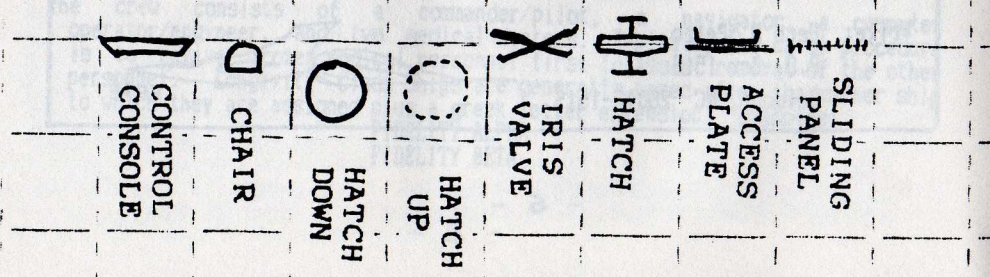
Write: Herb M. Petro
P.O. Box 1515
Belmont, NC 28012-1515

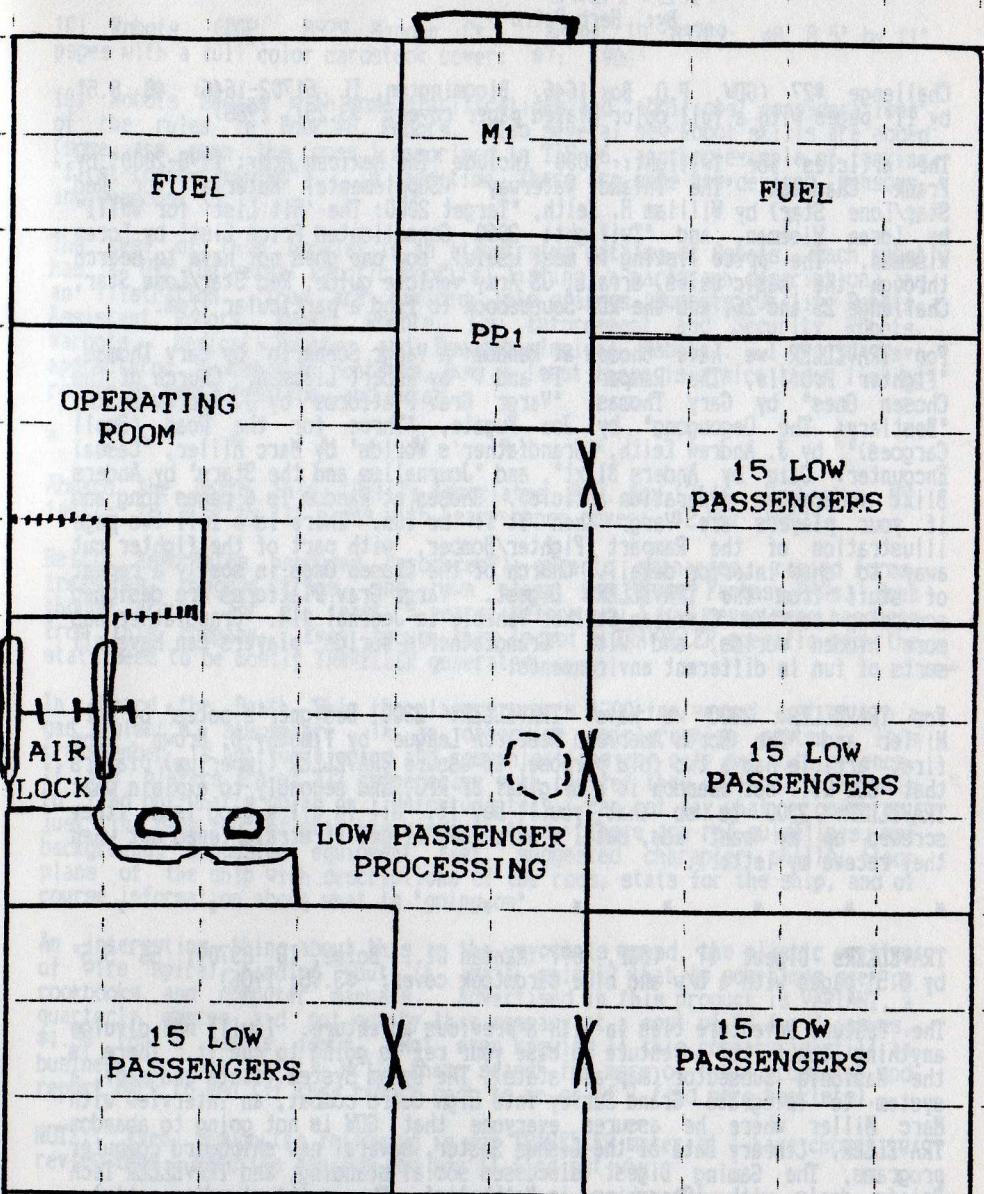


HP 86



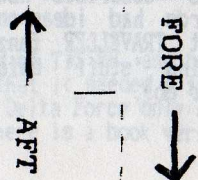
UPPER DECK





LOWER DECK

1.5 meters



REVIEWS

By: Herb Petro

Challenge #27 (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 "The Mexican Army: 1998-2000" by Frank Chadwick, "The Inland Waterway" (Supplemental Material for *Red Star/Lone Star*) by William H. Keith, "Target 2000: The 'Hit List' for WWII" by Loren Wiseman, and "Twilight: 2000 Consolidated Price List" by Loren Wiseman. The price listing is most useful, now one does not have to search through the basic rules, errata, US Army vehicle guide, *Red Star/Lone Star*, *Challenge 25 and 26*, and the *RDF Sourcebook* to find a particular item.

For *TRAVELLER* we have "Chosen at Random: A Vargr Scenario" by Gary Thomas, "Fighter Profile, The Rampart IV and V" by Robert Liebman, "Church of the Chosen Ones" by Gary Thomas, "Vargr Grav Platforms" by J. Andrew Keith, "Bestiary: The Oegongong" by Joe Fugate, "Three for the Road (Small Cargoes)" by J. Andrew Keith, "Grandfather's Worlds" by Marc Miller, "Casual Encounter: Cain by Anders Blixt", and "Journalism and the Stars" by Anders Blixt (character generation article). *Chosen at Random* is 6 pages long and if your players are Vargr then it'll be fun. There is a full two page illustration of the Rampart Fighter/Bomber, with part of the fighter cut away to show interior detail. *Church of the Chosen Ones* is mostly a repeat of stuff from the *TRAVELLERs Digest*. *Vargr Grav Platforms* are designed according to the *Civilian Striker Vehicle* in *Journal #14*. *Grandfather* has more hidden worlds, and with "Grandfather's Worlds" players can have all sorts of fun in different environments.

For *TRAVELLER: 2300* we have "TRAVELLER: 2300, Designer's notes" by Marc Miller and "The North American Research League" by Timothy B. Brown". The first article has a two fold purpose, to assure *TRAVELLER (Imperium)* players that GDW will not abandon it's original SF-RPG, and secondly to explain what *TRAVELLER: 2300* is so that you'll buy it. All in all a good issue (they screwed up my want ads, but I'm sure they'll get it straightened out when they receive my letter).

* * * * *

TRAVELLERs Digest #7 (DGP, 8979 Mandan Ct., Boise, ID 83709; 56 5.5" by 8.5" pages with a b/w and blue cardstock cover; \$3.95; 1986)

The feature adventure ties in with a previous adventure. I will not divulge anything about the adventure in case your ref is going to run it. There is the *Masionia Subsector* (map and stats), *The Dynam System* (stats and map), a system to integrate *Grand Survey* into *High Guard* combat, an interview with Marc Miller where he assures everyone that GDW is not going to abandon *TRAVELLER*, *Library Data of the Lishun Sector*, several new shipboard computer programs, *The Gaming Digest* discusses social standing, and *TRAVELLER Tech Briefs* deals with "Starships in Mothballs". The social standing articles describes how to maintain or increase one's social standing, but Elmer Hinton had published a system for that in *TTA (The TRAVELLERs Aide*, which supports his *PBM TRAVELLER* game) a good while back. "Starships in Mothballs" describes how ships are stored for extended periods of time, but Ed Edwards had ideas on this well over a year ago. This just goes to show you that *TRAVELLER* fanzines and newsletters can give you all sorts of interesting "stuff" before the professional publications think of it (if they ever do).

101 Robots (DGP, 8979 Mandan Ct., Boise, ID 83709; 48 8.5" by 11" pages with a full color cardstock cover; \$7; 1986)

101 Robots begins with some clarifications and "additional considerations" of the rules in Book #8, Robots. Also several new Robot skills are added (some are even the ones I described in TIS #6, another example of fanzine "first-to-it-tiveness"). In addition there are some new devices, sensors, and weapons.

The rest of this booklet is an illustrated catalog of Robots. Each robot has a URP (Universal Robotic Profile) listing, a paragraph description, and an illustration. They are divided into classes (Dumbots, Utility Robots, Assistant Robots, Expert Robots, Law Enforcement and Security Robots, Warbots, Medical Robots, and Pseudobiological Robots). I would have appreciated a table of contents, but at least there is a nice index listing robots by name, function, and maker.

* * * * *

Aboard the Death Ship (Reilly Associates, P.O. Box 17144, Rochester, NY 14617; 18 8.5" by 11" pages with heavy paper cover; \$2.95; 1982)

Reilly Associates produces (produced?) generic scenarios, record forms, treasures, dungeon traps, and town plans for SF and Fantasy RPGs. Even though around for at least 5 years, before now I had never seen products from this company. Even though this is not a TRAVELLER specific book the stats seem to be mostly TRAVELLER generated.

In Aboard the Death Ship the players scan a 1200-ton vessel just within a gas giant's atmosphere in an otherwise uninteresting system. It's transponder is not functioning and communications are only met with silence. If the players are at all cooperative with the ref they will board the ship to find out what's going on. Unfortunately I can not say what is going on, just in case you ref gets his hands on this. There are ref guidelines, ref background, suggested equipment list, suggested character skills, floor plans of the ship with descriptions of the room, stats for the ship, and of course information about what is "going on".

An interesting thing about this is the way it is bound, the plastic version of wire spiral binding (but it isn't spiral) that is sometimes seen on cookbooks and computer manuals. Advertised in this product is VARIANT, a quarterly gaming aid put out by this company at a cost of \$4 for 4 issues, \$1.50 for a sample issue. Not even knowing if this company is still in business or not I will write them, search for more of their products, and report back to you (if they report back to me or if I find more booklets).

NOTE: Even though the following is not TRAVELLER material I have chosen to review them. Read the reviews and you'll find out why.

Delta Force (Task Force Games, 1110 N. Fillmore, Amarillo, TX 79107; 48 page Rules of Play booklet, 40 page Warbook, 32 page Scenario booklet (each 8.5" by 11" wit paper covers), a referee screen and two small 6-sided dice, all in a 8.25" by 11.4" full color box; \$16; 1986)

I took the advice of Alan Nuss, as presented on p.3 of TIS #8, and bought Delta Force. After reading Delta Force I concluded that it needed a fuller description for TRAVELLER fans. As far as I can tell Delta Force only comes in this one version. There is a possibility that there is a book version, but I have not seen one.

The referee screen is 11" by 24" beige cardstock folded into three sections. The referee's side has charts for movement, sighting, combat, and wounds. The player's side just has drawings.

The warbook lists the basic weapons and equipment of Delta Force. Guns range from the Walther PPK to the Atchisson Assault Gun (fully automatic shotgun), and there are illustrations of most of the firearms. Also included are hand grenades, explosives, grenade launchers, aircraft, ground vehicles, personal gear of all sorts, descriptions of terrorist organizations from all over the world, and descriptions of anti-terrorist units from all over the world. There are no prices for any equipment (the government does provide it afterall), but I would still like to see prices.

In TRAVELLER, personal character stats can ultimately run from 1 to 15. In Delta Force most stats run from 5 to 15, very similar to TRAVELLER. Character skills are obtained depending upon the original service or anti-terrorist unit one belongs to (or terrorist organization), then additional skills are purchased using a skill point system (a system after my own heart). Most of the skills in Delta Force deal with foreign culture/languages or with military abilities (after all all the characters are military or para-military). I can't describe everything in this review, but most of the necessary systems are in this game (movement rates, morale, info. gathering, endurance loss procedures, etc., etc.).

One feature I like is that combat is in 5-second rounds. In TRAVELLER I currently use a mixture of Azhanti High Lightning, Striker, and the Basic rules for combat. [By the way, the TRAVELLER combat system is being revised (or so I hear) to have a short combat round and will be a combination or Azhanti High Lightning and Striker, or something like that.] There is also a list of actions that can be done in one combat round. All the other standard combat features are included (cover, multiple targets, etc.) There is a fairly long listing of combat modifiers to handle all sorts of situations (there is an even longer listing of combat modifiers for TRAVELLER by William A. Barton appearing in Space Gamer #43, which I make extensive use of in my campaign). The Delta Force system uses Penetration and wound location hits (these hit locations can be used in TRAVELLER) which determines the wound severity (Light, moderate, severe, or killed).

There is a handy way of determining if your voice can be heard by your troops (over gunfire, distance, etc.) or by the enemy. Victory is determined by a point system (different + or - points for different outcomes of situations). The players must be satisfied with how good they scored, not by wealth accumulated (as in TRAVELLER), but they are paid by the government (but that is not discussed in Delta Force).

The highlight of the game is the sighting rules. These rules take into account light, weather, terrain, type of target (to be sighted), status of target, and status of character doing the sighting. This is one item I can integrate with TRAVELLER unmodified.

Finally there is a scenario booklet. It has 3 scenarios, each is progressively larger and more complex (to acclimate the players to Delta Force). Each scenario has maps/deck plans, player briefing, referee data, and victory point descriptions. Two of the scenarios have NPC stats.

If I can find people in my area interested in playing Delta Force, then that is great. If I can't I will be just as happy with scavenging Delta Force systems for TRAVELLER, and maybe even writing some articles on such scavenging. Therefore I recommend that you buy Delta Force.

Terror at Sea (Task Force Games, 1110 N. Fillmore, Amarillo, TX 79107; 48 - 8.5" by 11" pages with color cardstock cover; \$8; 1986)

Game module for use with Delta Force. Involves the retaking of a ocean liner. Complete deck plans with descriptions, movement determination for ship, additional equipment listing, mediterranean area map, weather determination, additional sighting rules for the situation, discussions of possible tactical operations (for ref), several dossiers, and victory point assessment values.

I would have liked to include a review of TRAVELLER: 2300. The problem is that my gaming store only got a few in, and sold them all the same day (without holding a copy like I had requested). They insist that their distributor is backlogged, and they will get some in before too long. Unfortunately, at the time of typesetting, no more had come in.

TRAVELLER PORGRAM EXCHANGE

The TRAVELLER Program Exchange (TPX) is offering a disk of public domain TRAVELLER software for the Apple // family of computers. The disk includes:

SECTORDOT - uses a GDW standard sector data file to create a Hi-Res screen with dots indicating the location of each system

DEMOG - uses a GDW standard sector data file to create demographic tables of starports, bases, trade classes, etc. for each allegiance present in the sector

OLD.DEMOG - is an older version of DEMOG that lists less but is faster

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

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

PRINT - prints a text file to screen or printer

FUNCTIONS - includes functions for rolling 1D, 2D, 3D and a hex digit to decimal converter (skips I,0)

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

John Meyers
526A Forney Loop
Fort Belvoir, VA 22060
(703) 781-7310

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

HELP: If anyone reading this has any Citadel Miniatures and would be interested in helping out in the production of TRAVELLER A-Z then please write Herb Petro; P.O. Box 1515; Belmont, NC 28012

Ed Edwards
FIRST ANNUAL
GOOD TRAVELLER AWARDS

Everyone else is talking about the giving of awards. While the methods by which awards are given and the nature of the prizes can (and possibly will) be debated for years to come: I hereby carpe the diem and start my own awards. If I like it, I choose it -- this is the selection method. There is no prize other than that this one fan obviously likes your work. Being a TRAVELLER fan, I'll give the TRAVELLER awards.

The first category is "Best Adventure". The best adventure award goes to that Approved for TRAVELLER document whose main thrust is a scenario. The candidates for 1986 are:

Alien Realms (GDW, 86)
TRAVELLERS' Digest #4 (DGP, 86)
TRAVELLERS' Digest #5 (DGP, 86)
TRAVELLERS' Digest #6 (DGP, 86)
TRAVELLERS' Digest #7 (DGP, 86)

The all time best adventure is:

Leviathan, Adventure #4 (GDW, 80)

The winner for best adventure of 1986 is:

TRAVELLERS' Digest #7 (DGP, 86)

I personally am interested in depots of the Imperium as one might realize by reading latter WORKING PASSAGES. One of my unpublished adventures concerns mining a field of alien starships in orbit around a star, planet, or moon. TRAVELLERS' Digest #7 has all these elements and more!

The second category is "Best Rules". The best rules winner will be that Approved for TRAVELLER document which expands the rules of TRAVELLER. Examples are a "book" of rules, a rules expansion such as the Environment series by Gamelords, or an Alien module.

The candidates for 1986 are:

Solomani, Alien Module #6 (GDW, 86)
Hivers, Alien Module #7 (GDW, 86)
Robots, Book #8 (GDW, 86)
Grand Survey (DGP, 86)

The over all time winner in the best rules category is:

The TRAVELLER Book (GDW, 82)

The winner for 1986 best rules is:

Grand Survey (DGP, 86)

For several years Gamelords dangled the Grand Survey text of J. Andrew Keith in front of the TRAVELLER fanatic's eyes but never published it. Digest Group Publications (DGP) took the Keith text on planetary generation and added scout sensor operations. The result is a gamer usable document on several accounts.

The third category is the "Best Supplement". Best supplement is an elusive category as any application of TRAVELLER rules can result in the supplement category being applicable. Best supplement then will be that Approved for TRAVELLER document being applicable. Best supplement then will be that approved for TRAVELLER document which is a most useful application of the rules.

The candidates for 1986 are:

Challenge #25 (GDW, 86)

Challenge #26 (GDW, 86)

Challenge #27 (GDW, 86)

The all time best supplement is:

Library Data A-M, Supplement #8 (GDW, 81)

The best supplement for 1986 is:

Challenge #25 (GDW, 86)

The fourth category is "Best Amateur Work". Amateur means not Approved for TRAVELLER is this case. It may seem strange to see an obviously professional work qualifying for an amateur work, but in this case amateur means only: not "Approved for TRAVELLER".

The entries for this award for 1986 are:

Between Worlds 2 to 5 (MAFS, 86)

Presidium of Archive (Avon, 86)

The Imperium Staple 1 to 9 (Petro, 86)

The TRAVELLERS' Aide 2 to 20 (Hinton, 86)

The all time winner of best amateur work is:

Helpful TRAVELLER charts and Tables (Superior Software, 85)

The winner of the 1986 best amateur work is:

The Imperium Staple #6 (Petro, 86)

While Herb Petro edited a fine TRAVELLER fanzine with many adequate to excellent contributions, his best job was the issue he ended up writing nearly all by himself. Good job Herb!

The fifth and sixth categories have no entries for 1986. Category five is Best figure Approved for TRAVELLER. The best overall TRAVELLER figure is:

Alien Mercenaries (Grenadier Models, 84)

The sixth category is the Best game. The best overall TRAVELLER game is:

Invasion Earth, Game 4 (GDW, 86)

The new Challenge format is superior to the old Journal and allows more ships plans, larger article, etc.

ANOTHER ED EDWARD'S JOKE

Q: How many adventurers does it take to fly a 5,000-ton ship?

A: 106. One to pilot it, and 105 to decide how to land it.

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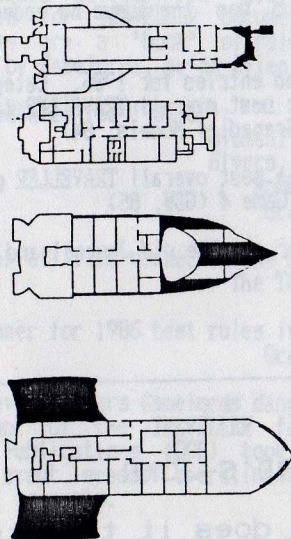
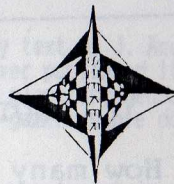
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