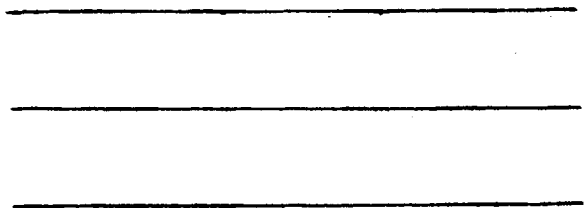
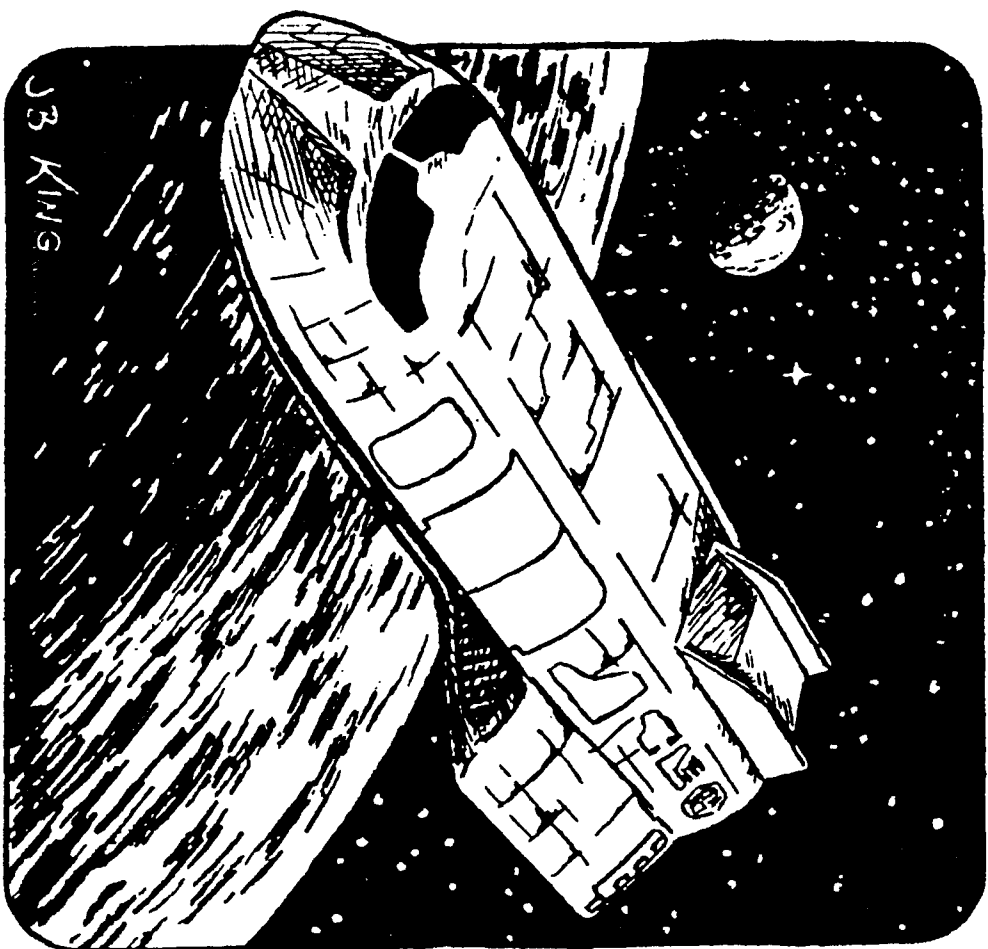


# JUMPSPACE

ISSUE 2

AN ILLUSTRATED FANZINE FOR  
TRAVELLER™

\$2.50



# JUMPSPACE

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To receive a subscription to JUMPSPACE, send \$9 to James B. King, 50 Basin Drive, Mesa, WA 99343. articles and illustrations are welcome and encouraged.

Did you miss JUMPSPACE #1? If so, this is what you missed:

- ◆ Pensions in TRAVELLER
- ◆ An up close look at a tough cop
- ◆ A precious cargo of exotic hardwood
- ◆ A check up on Closed Circuit Diving Gear
- ◆ An air/raft sized economical. ATV
- ◆ A page of Pre-generated Rogues
- ◆ Plus what several readers have already said is fantastic artwork!

To get your copy of Issue #1, send \$1.00 today! After this, all single copies will be priced at \$1.50, so don't wait!

## JUMPSPACE NOTES

Welcome to the second issue of JUMPSPACE! As you can see, this issue is improved visually over issue #1, as promised. And I hope the trend will continue in the future. I also hope to increase the size to 8 1/2 x 11 and go to professional print, as well as offer actual payment. But all this hinges on good circulation, so wish me luck!

This issue includes the work of two other writers besides myself, and my thanks go to Mike Mikesh (who, as you will see, enjoys the technical aspects of GRAVELLER), and Dustin Hamilton. I hope to see more of their work in the future, as well as others. In the hope of stimulating readers to also be our writers, I have included a guideline sheet in the center of this issue. So let's see your ideas down on paper!

If you're into scientific details, you might be interested in the June issue of POPULAR SCIENCE. Particularly in the article "The World's Biggest Machine", known as a Superconducting Super Collider. What is it? It's a giant particle accelerator. Although this one is purely scientific, to be used to create massive amounts-of energy, it does have possibilities.

Oh, by the way, if this issue seems a bit close on the heels of the last (or first, whatever), it is. Rather, the first was late. Anyway, I hope to produce four issues in the year. It seems so much easier to keep track of - four quarterly issues in each year.

Well, you'll hear from me again next issue, and I hope to hear from you before then.

James B. HANG,  
Editor

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## EVERY CHARACTER IS UNIQUE

by James B. King

The Universal Personality Profiles of Generated Characters in GRAVELLER provide players with a basic framework for which to build the "character" of the character upon. Even so, characters can still lick their own individuality and uniqueness, having the same basic traits, though at different levels, as every other character.

But in reality, most people have faults or exceptional abilities. The table below lists some possibilities. Simply roll 2D on the table after character generation to create a more unique character. These are only suggestions, and the referee can use these or create different ones, or even add more, at the rate of 5 at a time (#2 would need to be placed below #12, as 3D have a minimum roll of 3).

- 2 Minor Hearing Loss (+1 to opponents surprise roll if character is alone.)
- 3 Photographic Memory (Referee should roll character's Intel or less to remind him/her of previously disclosed pertinent information that has been forgotten.)
- 4 Bad Back (Character can not lift over 25kg; must roll Dexterity or less to avoid back injury during evasive maneuvers such as diving for cover.)
- 5 Facial Scar (Decide precise location.)
- 6 Allergy (Allergen must be decided. Treatment may be anything from avoidance of certain foods to weekly injections.)
- 7 Birthmark (Decide precise location.)

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- 8 Vision Deficiency (Character requires glasses or contact lenses.)
- 9 Bald (Natural or from accident such as radiation overdose.)
- 10 Natural Talent in arts (Singing, dancing, painting, etc.)
- 11 Magnetic Personality (Character is smooth and easily likable. +1 on Reaction rolls if character is spokesman.)
- 12 Artificial Limb (Decide hand, foot, leg, or arm. No loss of abilities.)

## SHF-53

### Shriker Heavy Jump Fighter

by Dustin Hamilton

Origin: DEE, a division of Demon Enterprises, Inc.  
 Type: Heavy Jump Fighter, Inter-system, all atmos.  
 Drive: DEE Res 234B-1 Integrated Fusion Chamber.  
 Dimensions: l=24.7m, w=6.4m, h=4.9m.  
 Weights: Max loaded=100.0 tons, dry=45.6 tons.  
 Performance: Max Acc.=6g, Fuel Pods installed=2g.  
 Jump Per: Max Jump=Jump-1, Fuel Pods=Jump-2.  
 Armament: 1 triple turret armed with 3 Grucian Mk. 34D-1 Plasma Cannons. 2 Missiles on Pod mounts, if fuel pods not installed.  
 History: First flight on 226--1110. Production started on 061-1111.  
 User: Small planetary governments outside the Imperium.

The Shriker Heavy Jump Fighter originated as a small project of DEE (Demon Enterprises, Estate branch). A couple of researchers got into thinking

about a starship that smaller planetary governments could acquire without spending a fortune, one that did not need 20 trained crewmembers to run. Yet the designers figured that such a ship should have jump capability to be able to reach the enemy. Their result: the Shriker Heavy Jump Fighter.



The Shriker can be fitted with 2 small 5-ton fuel pods that allow the fighter to have a Jump-2 capability. Also, the fighter is fitted with a 0.5 ton Ejection/Survival compartment, called the D12-Ejection Unit. It has emergency life support for 3 days, a small amount of fuel to make an atmospheric landing, and a rescue beacon (variable frequency). Standard equipment includes a 100kg survival kit, which includes food, filter mask, instant shelter, and a weapon.

The Shriker has seen some small amounts of combat, and in those encounters, the governments

were pleased to announce that in each action, not a Shriker in the squadron was destroyed. A senator from one government (who wishes his name and planet to remain anonymous) says he was skeptical about his government's purchase of 5 Shrikers. "They were pretty expensive for just a small starship, but they proved their worthiness by destroying 2 Vargr Corsairs that attempted to raid our world."

The Shriker also seems popular among the pilots that were chosen to fly them. "I was sort of scared at first. They wanted me to fly a 100-ton fighter? Usually that's huge for a fighter, but it's like the ship is a part of you, it flies easy and is extremely maneuverable. The computer installed is worth its weight in gold. In combat, all you have to do is line up the sights and fire."

#### REFERENCE'S INFORMATION:

SHP-53 Shriker Heavy Jump Fighter

Tonnage: 100 tons, 11,00 cubic meters.  
Crew: 1 Officer, 1 Rating.  
Performance: Jump-1, Jump-.2 with Pods. 6G.  
Agility-6.  
Electronics: Model1/6 Computer.  
Hardpoints: 1 Hardpoint.  
Armament: 1 Triple Plasma Cannon. 2 single mounted Missiles.  
Defenses: Armor Factor-1.  
Small Craft: None.  
Fuel Treatment: On board fuel scoops.  
Cost: No Purification plant.  
MCR136.40 standard. HCR119.50 in quantity.  
Construction Time: 11 months singly, 10 months in quantity.

Fuel pods cost Cr50,000 each, and each holds 5 tons of fuel.

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It is rumored that DEE plans to sell a large quantity of Shriker fighters to the Vargr raiders. Protests have been issued from the Imperium, but current laws make it impossible to stop the sale of private goods to outside factions.

It is also rumored that DEE is trying to line up a contract to sell the Shriker fighters to the Imperium, to be used on long border stints. With the Jump capability, it seems feasible to use them on border tours. The only present problem is that the Imperium would have to find tenders large enough to be able to accommodate the fighters for maintenance.

#### HIGH GUARD SQUADS:

SHP-53 Shriker Heavy Jump Fighter

SHP-53 PH-11266P1-100000-02001-0 MCR136.80 100 tons  
PE=15, Fuel=55 tons, Agility=6

Dustin Hamilton is a PFC with a Troop 1 / 2nd Armored Cavalry Regiment, and is currently in Binlach, Germany. Dustin says his group prefers shipboard action to land adventuring, but they do get into some mercenary actions, even some pirating!

## ERRATA

PENSIONS IN TRAVELLER - Issue #1. In writing the article on pensions, I inadvertently left out the very way that I prefer to handle pensions. (Don't ask me how.) In any case, here it is:

Pension payments may be automatically deposited into a bank account on the world of muster-out. Sounds simple enough, doesn't it?

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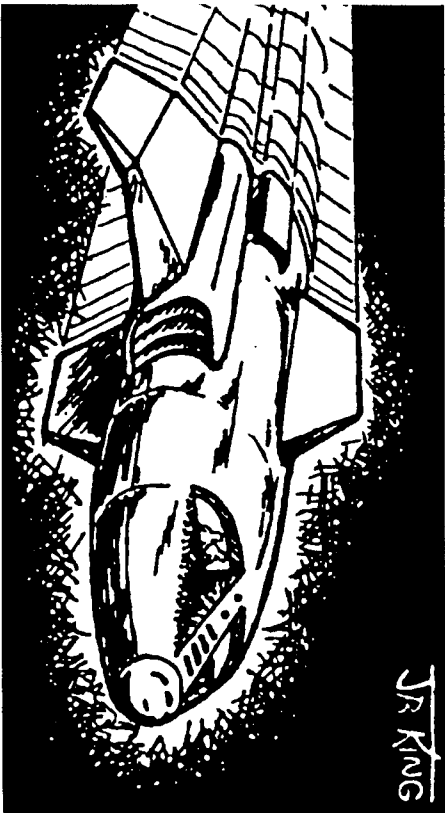
# JUMP FUEL ALLOCATION

by Michael R. Wikes

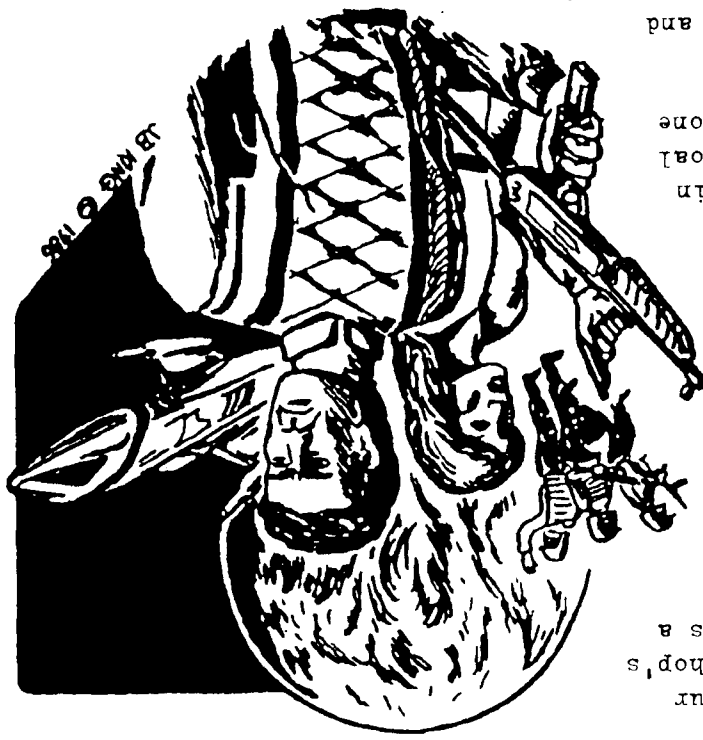
A starship jump drive has two key functions. First, it must open a breach allowing the ship to enter jumpspace. Second, it must maintain the jump field around the ship during jump flight. Both functions require energy normally provided by using liquid hydrogen as fuel. The required amount of L-Hyd is 10% of the ship's tonnage per jump number, as stated in both the basic rules and HIGH GUARD.

But how much of the fuel is used to allow entry into jumpspace, and how much is used to maintain a jump field during the week in flight?

As the Traveller rules were developed, the designers bypassed dealing with details such as this. Their intent was to create game rules, and leave the subsurface mechanics to the interpretation of the individual referee. But this question becomes important when Traveller players seek design opportunities by exploring the inner points of jump flight. First, I'll discuss the reasoning that led me to a conclusion. Then I'll examine some related thoughts.



# JUNPSPACE



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A subscription to JUNPSPACE is currently available for \$4 a year (4 issues). Payment should be made to James B. King and mailed to the address below.

Though JUNPSPACE is an amateur publication, I strive to produce a publication that is near professional in appearance and content, and it is my goal that each issue be better than the one before.

Contributors' guidelines: articles and illustrations are welcomed and encouraged.

Artwork should be serious and like-like, as I prefer to avoid a cartoonist's style. JUNPSPACE adheres, or tries to adhere to the official universe as presented by G.W. Beyond that I am very open as to article and illustrative content. As everyone has individual preferences, I hope to use a great variety of pieces. Of course, the established subjects are welcome, character sketches, patron encounters, scenarios, starship plans, Striker vehicles, etc., but if you have an original article idea, don't hesitate to send it or at least query.

Articles should be typed, double-spaced, with text on one side only. Please include a cover letter telling me a little bit about you and your playing group. If you desire a response or want your work returned, you must include a self-addressed, stamped envelope with your submission. If work is to be returned, please so indicate in your cover letter.

Because circulation is extremely limited, the only payment that I can offer at this time is to extend subscriptions for work used. However, I have ambitious goals for the future, so we'll see what develops. When work is used, I will place a copyright notice in the name of the author or illustrator. I request only one-time rights, and all rights belong to the author or artist at publication.

I ask that you keep one thing in mind if you are considering contributing. The key word is "amateur." Don't be afraid to send something because it doesn't seem to stand up to what you see in professional publications. And where grammar, punctuation, and spelling are concerned, well, that's why there are editors. As Editor, I do reserve the right to make minor text changes, but never at the cost of the writer's ideas or flow of content.

Send all mail to: JUNPSPACE, c/o James B. King, 50 Basin Drive, Mesa, NA 99343

Originally, I assumed that breaking into jumpspace did not require much energy. According to the "Black Globe" section in HIGH GUARD, one ton of jump capacitors (which is what you would find in a 200-ton jump-1 free trader) can hold 36 energy points. Using the fuel requirements for the power plant and translating energy points to fuel, it seems about 18 liters of L-Hyd is required to charge the capacitors. This is very small compared to the 20 tons of total jump fuel required by the trader from the beginning to end of jump.

These figures, however, do not take into account inefficiencies that were mentioned in Marc Miller's article, "Jumpspace," from JTAS #24, page 36:

"When the jump drive is activated, a large store of fuel is fed through the ship power plant to create the energy necessary for the jump drive. In the interests of rapid energy generation, the power plant does not work at full efficiency, and some of the fuel is lost in carrying off fusion by-products, and in cooling the system."

Miller was very loose in speaking of quantities. But 13 liters is clearly an underestimation. A clue to the actual amount of fuel consumed can be found in reviewing the rules for disposable L-Hyd tanks.

HIGH GUARD speaks of disposable tanks in terms of tons, not liters. This is reasonable, as disposable tanks would have to contain a substantial portion of the total jump fuel if they were to offer benefits in extending range. Strangely, GW made no mention of to what degree



L-Hyd tanks could augment internal tankage. The fact that the designers did not suggest that referees should allow a very liberal interpretation. Although it is not reasonable to assume 100% of the jump fuel is consumed at jump entry (thus 0% for the jump field), 83% (5/6) seems workable. This allows any ship to jump its full range supplemented with L-Hyd tanks, then jump its range less 1 parsec on the remaining internal fuel.

I can also make a case that it takes even less fuel to maintain a jump field than the 17% (1/6) the above proportion allocates. Consider a misjump. When one occurs, jump flight does not necessarily last 1 week, but 1-6 weeks. In desperation, a crew can divert fuel reserved for the rower plant. But under HIGH GUARD, the free trader mentioned would be lucky to last an extra half-week before the field drops and reality dissolves.

So, for ships to survive a 6 week long misjump, the portion of jump fuel required to maintain a jump field would need to be about 1%. This assumes power saving measures are taken. For the free trader, the amount is 0.2 tons of fuel. This seems too small. Intuitively, the jump field would require more power than would the power plant to sustain ship systems. But this is a reversal.

Personally, I'm satisfied with the 83%:17% (5:1) proportion between jump entry and jump field fuel. Misjumps lasting 1-6 weeks sounds like a poorly thought out rule and is inconsistent with what Miller defined as the physics of jump. Jump flight works because in jumpspace, flight time is a relative constant (1-week) and the speed of light is not, I therefore recommend that the 1-6 weeks rule be ignored. Incidentally, this rule was not included in BOOK 2, STARSHIPS, first edition, but added later on in the games development.

One implication of this proportioning of jump fuel is that ships with black globes can jump while using only one sixth of the fuel otherwise required. They would not need fuel for jump entry as power plant energy could efficiently charge the jump capacitors by way of the black globe. This is reasonable, but I do not think GDW would agree with the interpretation. Do do otherwise would require that they publish rule addendum's to HIGH GUARD.

Instead, it may be best to assume that a heavy flow of L-Hyd is still very necessary for cooling and the protection of the drives even as the capacitors discharge to open a jumpspace breach. This may also be required of some ancient jump drive designs. ADVENTURE 12 makes mention that the ancient ship described there uses fuel fed through teleportation portals from a pocket universe. For this to be a mentioned at all implies that the quantity could be significant.

But the ANNIC NOVA did not use L-Hyd for jumpflight at all. (This ship was introduced in JAS #1 and DOUBLE ADVENTURE 1, written by Marc Miller.) It entered jumpspace simply from stored solar power collected by its canopy.

The ANNIC NOVA was created early in the game's history. When I brought it up during a Traveller seminar, I got the impression Miller preferred it ignored. However, it could be rationalized that the technology for the culture that created it took a different direction as it developed. What mass they saved in tankage they lost in drives. Referees could treat the extra jump drive as a huge energy storage nacelle. (As an aside, even Marc Miller does not know who the builders of the ANNIC NOVA are. He mentioned that humans were the most probable ones. Lacking more information, interested referees might assume it is a Geonee ship. They are a minor human race

mentioned in SUPPLEMENT 8, LIBRARY DATA, (A-T), under "Major Pace," and referenced in SPANISH CENSUS, page 28.)

An idea I have trouble dismissing is the use of an express boat tender in the same way as if it were a disposable L-Hyd tank for xboats. What seems possible is before the refueling tender breaks contact, the xboat activates its jump drive, charging its capacitors from additional tender supplied fuel. The tender then moves away at 1g and the xboat jumps. Conceivably, it could jump 4 parsecs, then travel up to 3 parsecs more before servicing.

I can find no reason that holds up as to why the Imperium could not take advantage of this technique. and perhaps they do. Examining the Lunion subsector map, Spinward Marches, the length of the xboat route from Strouden to Tenslphi is 5 parsecs long, where as the range for an xboat is only jump-4.

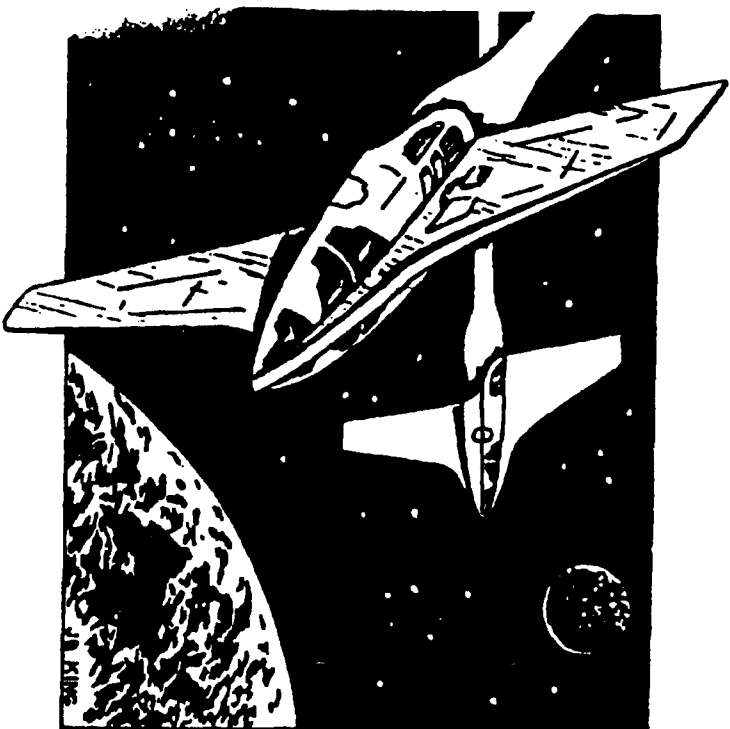
Similarly, there could be commercial services available whose function it is to both refuel and charge the capacitors of client ships before jump. Such a service might be essential to worlds where stars are sparse. The gulfs become less a barrier to traffic, encouraging a greater flow of trade through those ports. Also, ships without fuel scoops and refiners are less impeded. In my campaign, the service is available at all class A and B starports. The fuel to charge capacitors is always refined, costing Cr600 per ton to include the service charge.

Fuel allocation is but one area in need of closer examination. I ask other readers to submit their own ideas to the Traveller fanzines. The designers read these publications as a source of feedback and it should aid them in making future refinements to the rules.

## Secret Cargo Holds

by Justin Hamilton

Secret cargo holds are often used in TRAVELLER campaigns. They can conceal contraband and anything else you don't want found. Sometimes you can find an errant company that will build the secret hold and not include it on the ship's records. But most do abide by the Imperial laws and regulations governing the use of secret holds. Most of the time, people trying to smuggle something use secret holds. Obviously, the larger the hold is the greater the chance it will be discovered by a nosy customs official who is aboard to check your ship before allowing access to the planet.



The cost of a secret hold is very expensive and is also dependent on the quality of the builder. It is not uncommon for Imperial Services and planetary governments to bribe shipbuilders (promising no legal action) to obtain information on who has secret holds. Smuggling is a very big problem in the Imperium today, and its governments are constantly attempting to stem this problem.

Size of Hold	Space on Ship	Cost
3 tons	5 tons	MCr7.5(10+)
5 tons	10 tons	MCr1.0(6+)
10 tons	16 tons	MCr3.0(5+)
15 tons	24 tons	MCr6.5(10+)
20 tons	30 tons	MCr11.5(5+)
		MCr14.9(9+)
		MCr18.0(5+)
		MCr27.5(10+)

The sizes shown are the basic sizes that most smugglers use. 20 tons is the maximum for secret holds because more than 20 tons will be too large to hide properly, and it will become obvious that there is definitely something wrong. "Space on Ship" is how much tonnage the hold will actually require. For example, a 3-ton secret hold would require at least 5 tons of free space in the ship. The (#+) is the number or greater needed on a dice roll for the inspecting officer to find something out of the ordinary, which could result in the ship and/or cargo being impounded, fines levied, etc. The cost is the minimum amount to be paid to have the secret hold built, and includes the higher cost of a better-concealed hold.

Most secret hold costs include the devices needed to open the hold. For example, Jim has a 3-ton secret hold in his scout ship. To open the

secret compartment he must push 3 buttons down simultaneously and pushes the pilots couch-over. Beneath it is a panel that will allow access into the hold. The hold was made to look exactly like the decking underneath the pilot's couch.

A secret hold is a clear breach of Imperial law, and if one is discovered the party will be placed on trial as smugglers, regardless of whether or not they had anything in the hold.

Note: When a ship has 2-3 ton secret holds, but in different places, the cost is the same as would be a 5 ton secret hold due to the amount of space it takes to build the holds. It would be listed as 2 separate secret holds but it would be paid for as a 5-ton hold.

Referees: Don't let your group take advantage of you by protesting that the above is law with secret holds. Remember that your campaign is molded to fit you, not to how someone else says or writes. Use this as a basis to help you fit secret cargo holds into your campaign. It spices things up and brings the fun of smuggling into play.

Editor's Note: If a group is caught while involved in a smuggling operation, they should expect to be penalized. A good example of such legal action is found on page 69 of THE TRAVELLER ADVENTURE: "...the penalty for evading customs duties is confiscation of all cargo, a fine of 2D X 1,000 credits, and possible temporary impounding of the ship for up to 30 days. Subsequent harassment will also continue each time the crew visits..." Ouch! However, one could expect the harshness of penalties to vary with Law Level. The situation from which the above quote is taken takes place on a planet with a Law Level of D, which explains the severity of the penalties above.

# PRE-GENERATED CHARACTERS: PIRATE

1 Pirate Corporal 993896 Age 30 3 terms Cr?  
 Brawling-1, Ship's Boat-2, Jack-o-Trades-1,  
 Vacc Suit-2

2 Pirate Sergeant 896576 Age 34 4 terms Cr?  
 Brawling-1, Vacc Suit-2, Ship's Boat-1,  
 Gunner-2, Fwd Obsvr-1, Shotgun-1

3 Pirate Corporal 858747 Age 30 3 terms Cr?  
 Brawling-1, Vacc Suit-1, Engineering-1,  
 Gunner-1, Carbine-2

4 Pirate Corporal 759575 Age 26 2 terms Cr?  
 Brawling-1, Ships Boat-1, Vacc Suit-1,  
 Gunner-1, Carbine-1

5 Pirate Henchman 883889 Age 26 2 terms Cr?  
 Brawling-1, Vacc Suit-1, Laser Rifle-2

6 Pirate Corporal 089775 Age 22 1 term Cr?  
 Brawling-1, Fwd Obsvr-1, Vacc Suit-1,  
 Gunner-1

7 Pirate Lieutenant 476568 Age 38 5 terms Cr?  
 Brawling-1, Pilot-1, Ship's Boat-1,  
 Vacc Suit-1, Gunner-2, Engineering-2,  
 Fwd Obsvr-1, Jack-o-Trades-1

8 Pirate Corporal 96A763 Age 30 3 terms Cr?  
 Brawling-1, Fwd Obsvr-2, Vacc Suit-1,  
 Gunner-1, Blade-1

9 Pirate Henchman AB7746 Age 22 1 term Cr?  
 Brawling-1, Vacc Suit-2

10 Pirate Henchman 390CA5 Age 22 1 term Cr?  
 Brawling-1, Vacc Suit-1, Carbine-1

11 Pirate Leader 785985 Age 42 6 terms Cr?  
 Brawling-1, Pilot-1, Vacc Suit-2, Gunner-1,  
 Admin-2, Ship's Boat-1, Electronics-1,  
 auto Pistol-2