

JUMPSPACE

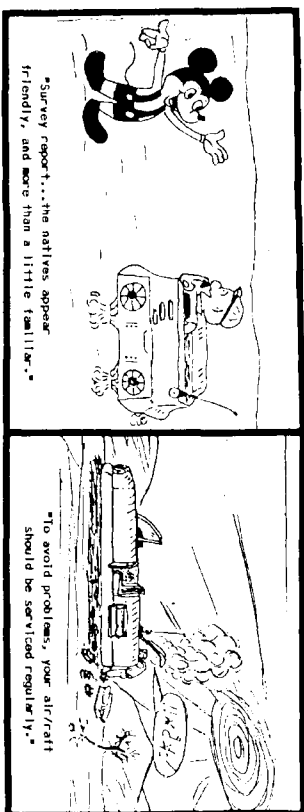
ISSUE 3

AN ILLUSTRATED FANZINE FOR
TRAVELLERTM

\$2.50

JUMPSPACE

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Jerry Campbell

Jumpspace is an amateur magazine devoted to GIW's science fiction role playing game of the far future, Traveller.

NOTES FROM JUMPSPACE

By James B. King

Welcome once again to Jumpspace. As you can see, there are yet more changes to this publication, but it is now in the format and style I wish it to be in, so what you see should be about what you see from now on.

You will notice that the subscription price has doubled. Looking at what you are now getting, I sincerely hope you will agree that you are getting your money's worth. Not only has the page space increased by half, but the costs of presenting an increased quality publication have also doubled. Circulation permitting, pages will also be added in the future.

This issue's contributors include Jerry Campbell, Dustin Hamilton, and Jeremy Torian. For their efforts, my thanks go to them.

Support Reading. If you don't buy Dragon magazine, I recommend that you at least buy back-issue #113 from TSR. It contains a generation system for law officers based on the one-year assignment resolution system, by Terrence R. McInnes, a familiar name to Traveller fans. In Dragon, it won't be official material, but it should be.

The September '87 issue of Popular Science includes the article "Supernova!" If you enjoy reading material that aids you in understanding the workings of outer space (which in turn leads to better background material, then you must read this article. It even goes into some detail about neutrinos, a term of recently increased popularity thanks to Digest Group's supplement, Grand Survey.

LEGATISE

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Articles and illustrations are welcome and encouraged. Present payment is by way of a free issue of Jumpspace. Non-subscribers receive a copy of the issue their work appears in, while subscribers have their work subscriptions extended, unless they request otherwise. Almost any Traveller related subject will be considered, but if in doubt, query. Always include a stamped and self-addressed envelope to guarantee a response. Send mail to:

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50 Basin Drive
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THE HUMAN SPIRIT

By James B. Ring

The following dramatization is taken from a personal journal kept by Andrew Montgomery, who rose to the rank of Sergeant in the 4518 Gift Infantry Regiment, 6th Jump Troop Battalion, Alpha Company. It is based on events that occurred while Montgomery was stationed on Alell, during the 5th Frontier War.

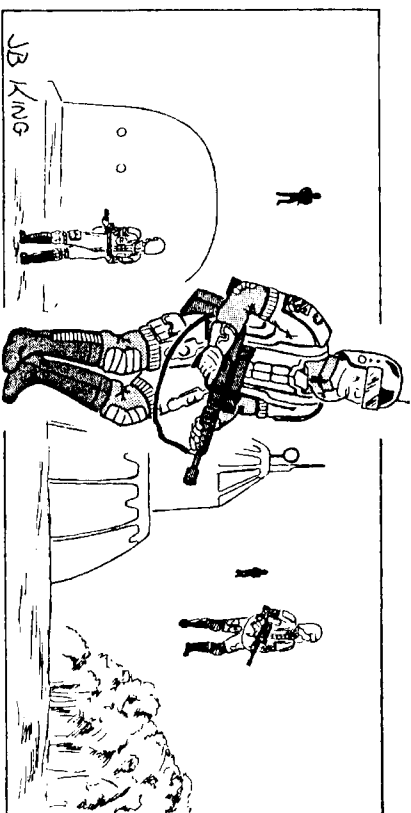
War is hell. I don't know how many times I've heard that old cliché, but it's probably almost as old as Humanity. But it's not war itself; it's what war does to humans that makes it hell. I don't mean our bodies, I mean our essence - our spirit, whatever it is that makes us what we are. Yea, I know it does the same thing to other races as well, but I'm talking about me-about my own kind. Most of us cope with it by forming solid friendships through which we support each other, help each other through the tough times. We find ways to deal with our fears and frustrations, the things we see and have to do. But not every one is able to deal with it. Some of us become unfeeling, maybe uncompassionate, and all closed up.

And sometimes, after pulling the trigger too many times, some of us begin to wonder if there is anyone who deserves to survive at all.

But if we're lucky, something happens to us to bring us back from that brink, to show us that, even in war, the human spirit still exists. I was almost to that brink when luck found me on Alell. We were getting set to boot the Zho's butts out of the Eiate system. My unit was involved in cleaning up some Zho units that had been deposited on neighboring Alell.

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I was the medic in a 10-man squad out on a recon patrol. Supplied with gray belts, we were supposed to check out a small settlement in some lightly forested hill country, then scout around for possible Zho positions. We came swooping in low over the scattered buildings without seeing a thing. We didn't expect to, as the town had been evacuated weeks ago.



I went dirtside with half the patrol, while the other half stayed aloft. That's when they hit us. I don't know how many, or even where from. All I know is that there were energy weapon discharges and gauss rounds striking much too close and RAM grenades impacting all around me.

I tried to make a dash for cover when I suddenly felt like I was being run over by an AFV. I went down hard, and I stayed down. I was numb from neck to feet.

It was over in seconds. I dared to turn my head in time to see four soldiers from my patrol bouncing along the tree tops in nape-of-the-earth maneuvers with at least a dozen Zho's in gray belts in pursuit.

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I waited a minute before moving, to see if any Zho's were still hanging around. There didn't seem to be, so I sat up. and it hurt. I looked myself over and realized I was gonna hurt a whole lot more later. My combat environment suit and gray harness were pretty badly mauled by fragmments. The harness's two-way radio and terrain sensors were smashed, and I wasn't sure the gray modules were even operational. On top of that, the suit had been breached in two places. My left thigh had a chunk of metal in it, but that wasn't near as bad as my right arm. Oh, what a mess. It was ripped wide open, and I was sure it was bone I was looking at inside.

Now, I used to puke a lot when I'd see what combat could do to a body, but as a medic I'd see a lot of ugly sights, and I hadn't lost it in a long time. But 'this time it was my body, and you better believe I puked. at least I was able to pop the Gray mouth control off of my back teeth before lunch made its come back.

When that was over I took a quick look at my fallen comrades. All five were in sight, and it didn't take more than a cursory glance to tell me that they were all definitely dead. Good thing there wasn't any lunch left.

I picked up my Gauss rifle, which appeared undamaged, and hobbled to a nearby grove of trees where I unslung my med-kit and did what I could to fix myself up. My right arm sure worried me. It just hung limp at my side, and I knew enough about limb damage to know that I might very well have lost it.

My next thought was to put some territory between myself and the ambush site before the Zho's came back. That's when I saw her. She was laying at the edge of the trees, bloody and motionless. Looking back, it's surprising how fast I was able

to get to her. She couldn't have been more than ten years old, twelve at the most. What was she doing out here? Who knows. She sure couldn't tell me. Fragments had peppered her. But she was alive. She was breathing and she had a heartbeat, but they were shallow. I worked as fast as I could with one arm to get her wounds sealed. She'd already lost too much blood.

I was worried enough about the flechette in her stomach, but even more so about the debris that had clobbered her in the head. The pupil in her left eye was dilated. Bad news. Though she was still alive, I knew she wouldn't last long without proper medical attention. I knew that my buddies very likely called for reinforcing support, but I didn't think the girl could wait and the Zho's would probably come back first. That meant we both had to go out on my Gray belt. If it would work.

I slipped the mouth control back onto my back teeth and, with a flick of my tongue, switched the power on. To my relief, the unit's Gray modules immediately neutralized its own weight. I directed it to lift, and detected a high pitched whining sound. It hesitated in the lift off, but it worked. After setting back down, I got rid of everything I didn't need, field equipment, rations, ammo. I looked at my Gauss rifle, picking it up as I realized I hadn't looked even once for returning Zhodani. So I looked. Relieved, I didn't see any Zho's.

I removed the shoulder strap from the rifle, then tossed the weapon aside. Then I unfastened all the straps from my equipment. I had one good arm, and I knew I'd need help hanging on to the injured girl. As quickly as I could I fastened the straps to help hold the still unconscious girl to me. I was about to step out onto clear ground when I spotted him. A Zho, only ten meters away and right

in the middle of the grove. and his Gauss rifle was pointed right at us.

We just stood there with neither of us moving for what seemed like minutes, but I know it was only seconds. I don't know if he was psionic or not. Maybe he read my mind begging, or screaming, 'please don't shoot!' Maybe he saw my medic insignia. Maybe he felt compassion for the injured child. In any case, he lowered his rifle and stepped forward, speaking in Galanglic. "Go north-east for about six kilometers. That should put you beyond Zhodani positions."



As if that wasn't enough, his next move really surprised me. He reached out and touched her cheek, then told me to take good care of her.

I nodded once then turned and stepped out of the grove. Slowly we rose into the air, then headed north-east, traveling just above the tree tops. We made it, and she made it. and she came out okay. Her name was Zena, and the war had made her an orphan.

I'll never forget the events of that day. I learned that the enemy is not just an evil champion

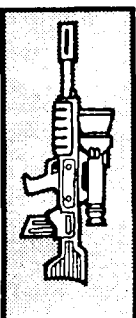
of death who seeks only to squelch the freedom of peace-loving Imperial citizens. In fact, he really isn't much different from me. But most important, I regained that vitalizing human spirit I never want to be without again.

* * *

Sergeant Andrew Montgomery received a medal for Conspicuous Gallantry for the action described above. He then spent eight months in a rear area hospital, during which time he underwent repeated surgery and therapy to repair the arm he narrowly avoided losing. After being released from the hospital, Montgomery was mustered out. He has since worked on several vessels as the ship's medic, and has had the distinct experience of having his journal published in autobiographical form. It has been distributed throughout much of the Spinward Marches and beyond, and has been a bestseller on several worlds where literature is prized. Though he does well financially, he continues to work.

Montgomery's current stats appear below, should a referee choose to use him as an NPC in a campaign.

Ex-Army Sergeant Andrew Montgomery 686977
Age 36 (in 1116) 2-1/2 terns Cr 100,000
Decorations: Medal for Conspicuous Gallantry
Skills: Medic-2, Combat Rifleman-2 (includes Rifle, Carbine, Assault, Gauss, and Adv. Opt. Rifles), Computer-1, Gray Belt-1, Electronics-1

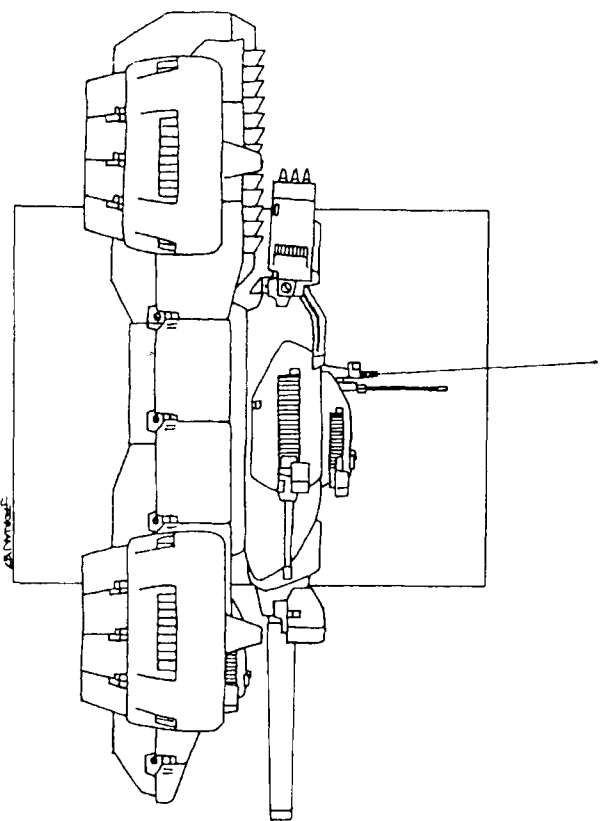


HORNET 23E

MAIN BATTLE TANK

By Jeremy Torian

The Hornet Class main battle tank at one time was a state-of-the-art combat vehicle until it lapsed into the ebb of lower tech level equipment and became a surplus vehicle, readily available to fledgling worlds in large numbers. Over time the Hornet became an essential military asset to planetary governments and mercenary groups alike. This, along with the need to retrofit the tank with new weapon systems, pushed Instellarms LLC to purchase manufacturing licenses for design and construction of an updated model. It remains a Tech Level 11 Gray tank.



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The Hornet incorporates a unique drive system, combining anti-gray modules with hover fans. Four separate 250 hp hydrogen turbines power the hover fans. Each fan is horizontally mounted on a hydraulically rotated gimbal joint which allows the fans to turn 90 degrees forward or backward. The anti-gray modules run off a small fusion core requiring hydrogen or water for refueling every 2500 km. This combination of anti-gray and hover has earned it the reputation of being one of the most stable Gray tanks around. The Hornet also possesses limited free-flight capability. Within a maximum ceiling of 1.5 km the tank can cruise at 300 kph with a top speed of 350 kph.

Mounted in the center of the turret is a plasma B gun. On the left and right sides of the turret are two barbette mounted VRF Gauss guns, each of which has a 135 degree field of fire when rotated from the forward firing position. RAM Grenade auto launchers are mounted in both the drivers' and commanders' sensor sub-turrets. On the right rear of the turret is a tac missile launcher containing six individual racks. The launcher is mounted on a track, giving it forward or backward firing positions. The launcher can be reloaded while in a vertical position from an internal magazine holding six missiles. The missiles have inertial target memory and homing. During battle the tank commander can load a target image from the tank's highly advanced target acquisition and fire control systems into any number of individual tac missiles, giving him the option to fire on several different targets at once.

All weapons are tied into an advanced battle computer that finds targets with a vast sensor, scan, and detector array (SSDA) system. The SSDA uses ground surveillance radar along with heat, sound, pressure, and light sensors to find and

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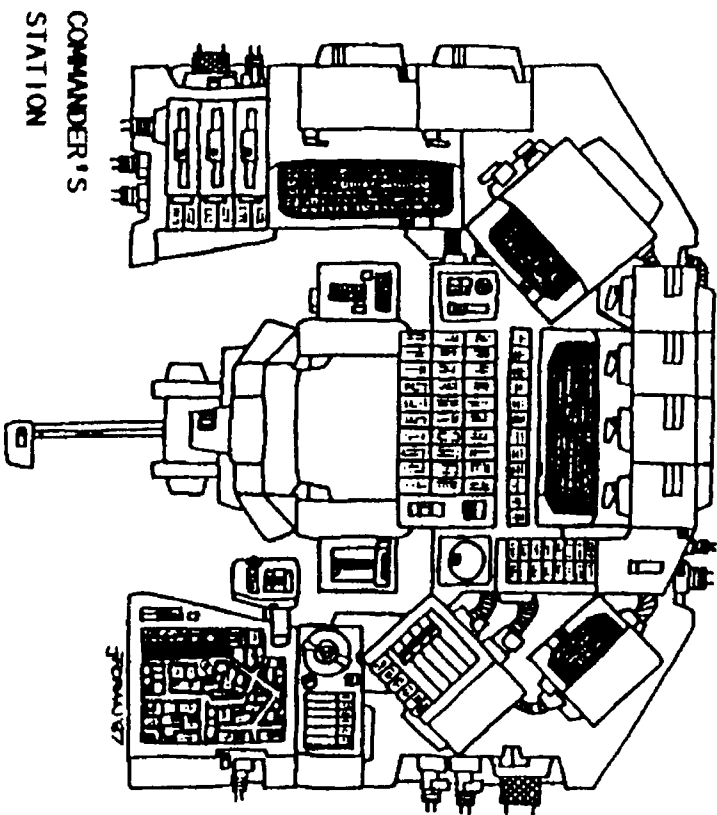
identifying all objects within 50 km that may be possible targets.

The tank is equipped with crystal-iron armor with a sub-surface electrical grid to keep enemy troops away. Explosive bolts on each armor section allow them to be ejected and replaced to the field with the help of a tank tender.

The Hornet requires a crew of three; driver, gunner, and commander. The driver's station is comprised of a manual control console and a line-of-site directional control (LDC) system. The LDC permits the driver to move the tank in the direction he is looking at through optical direction sensors in the receptacle of his helmet. The gunner's station contains a ballistic computer integrated with the tank's battle computer and SSDA system. The video display units for the ballistic computer show all the information pertaining to the surrounding area within sensor range. The gunner's objectives are to process (with the help of a logical target memory program) the flood of data from the SSDA and send it to the commander's consoles for attack commands. With the information from the gunner, he uses the tank's central computer to select and activate one or more of the many preprogrammed attack templates that apply to the situation. The battle computer records every encounter and stores it in a removable memory bank, to later be processed into a template. With this system the tank's battle computer is constantly evolving to handle a wider range of engagements.

The Hornet has an elaborate communications center that can, on command, form various audio/visual networks between selected points such as inter-vehicle, vehicle-to-vehicle, vehicle-to-base, and vehicle-to-orbit. Most battlefield communications are done via a tight-beam laser and laser scanner. In a battle field situation several

Hornets working together can use this networking ability to form a multi-tiered vehicle-to-vehicle connection between all of their battle computers for precise coordination of tactical maneuvers.



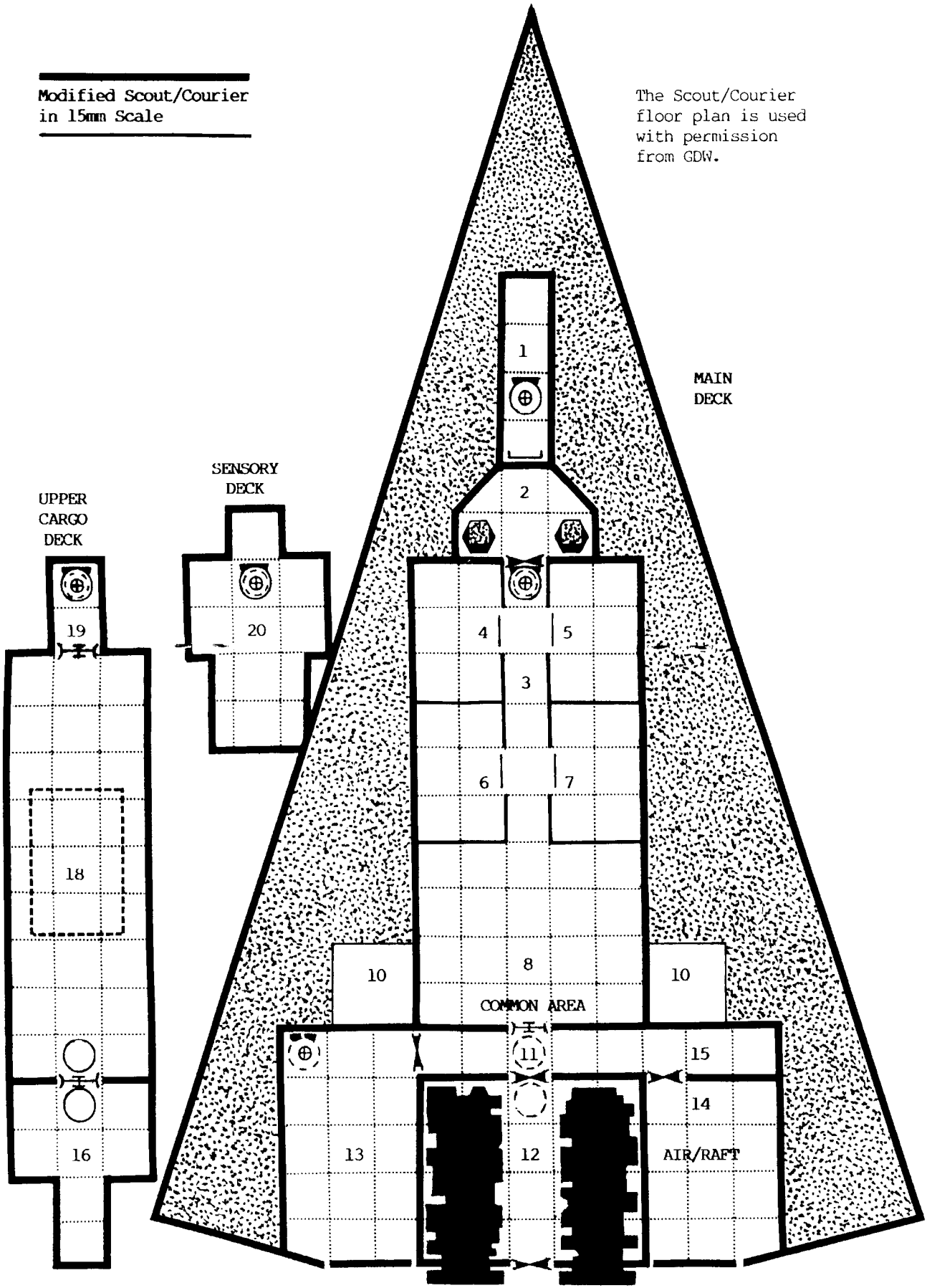
The interior of the tank is built with the safety and comfort of the crew being of the utmost priority. All internal systems (such as ammunition magazines) that could pose a hazard to the crew if damaged, are designed to be ejected automatically or on the commander's orders. Each crewmember wears a specially designed suit of combat armor which is integral to the ejection seat and controls at their station. The suits provide protection from fragmentation in the event of an enemy round penetrating the tank's armor. The combat armor also

Modified Scout/Courier
in 15mm Scale

The Scout/Courier floor plan is used with permission from GDW.

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serves as a vacc suit for any extravehicular activities. In addition, each crewmember wears a skintight bio-suit underneath their armor. It monitors a myriad of body functions including heart rate, respiratory rate, alpha rhythm, etc. A small onboard medical computer interfaced with each suit adjusts its environmental life support systems for individual crew member's comfort. Most of the electronic equipment is dis-mountable for easy repair for replacement while in the field. Each duty station is an ergonomically designed and highly automated environment giving the crew fast access to all system consoles. The cabin also provides a wide range of medical and survival gear for emergencies.

The Hornet 23E Class main battle tank has seen many years of action in some of the most demanding conditions. Any mercenary who knows what a Hornet can do to turn the tide on the battlefield will tell you, "The Hornet will sting 'em hard every time!" With these years of proven reliability and efficiency, the Hornet has earned itself a place in history as a standard in Gray tanks.

* * *

HORNET 23E MAIN BATTLE TANK

Manufacturer: Instellarms LIC, heavy vehicle division
Type: Main Battle Tank model 23E
Drivers: Four 250 hp hydrogen turbines, ten solid state anti-grav nodules, and one hydrogen fusion core.
Weight: 25 tons
Height: 5.7 meters
Width: 13.0 meters

Length: 16.6 meters
Armor: Crystal iron armor and a sub-surface electrical grid.
Speed: 350 kph maximum, 300 kph cruising
Ceiling: 1.5 km
Range: 2500 km
Armament: Centrally mounted plasma B gun, two VRF gauss guns, one tac missile launcher, two RAM Grenade auto launchers.

Electronics: SSA system, remote and manual LIC fire control, one 780 ballistic computer, one 105-CE battle computer.

Crew: 3-commander, gunner, and driver.
Cost: MCR 18.91 (standard quantity discounts apply)

Production History: First production as model 216 on 183-894. Intermittent production ended with the 23A line on 274-1023. Production resumed with the 23E line on 019-1109 by Instellarms LIC.

THE MODIFIED SCOUT/COURIER

By James B. Ring

Note: Marc Miller of GDW reviewed the following article and he found it to be compatible with the official Traveller universe.

Through decades of use, the 100-ton scout/courier (type S) has proven itself an able and dependable vessel. Indeed most travellers who use the vessel will agree that it has only two drawbacks - a poor life support system (primarily in surplus craft; the system wears out after 30 to

40 years), and an inadequate cargo capacity. As many operators of surplus scout/couriers handle small cargoes as a way of supplementing incomes and paying operational costs, the problem of inadequate cargo space becomes a priority which has led to the modified scout/courier detailed below.

In the past, individual operators of surplus scout/couriers have requested permission from IISS agencies to modify their vessels to allow greater cargo capacity, and in most cases permission was granted. This finally led to the IISS drafting a uniform modification policy to control the extent of modification to their surplus vessels. If adventurers should decide to modify a surplus scout/courier, the requirements included in the modification code appear below.

- Before a surplus scout/courier may be modified, permission must be obtained from the proper IISS agency. Permission may be applied for at any Scout base.
- Prior to granting permission, Scout base administrative personnel will carefully review all ship records. The vessel in question will also receive a detailed inspection. (This step takes 10 days-minimum of 3 days.)
- Upon clearance, permission will be granted with the stipulation that only those modifications included in the modification summary may be made.
- A contract is signed between the vessel operator and the IISS agreeing that the operator will bear all modification costs. However, the IISS agrees to reimburse the operator 80% of such costs should it choose to recall the vessel to active service. If the vessel is confiscated on the grounds of illegal use, no reimbursement will be made.

MODIFICATION SUMMARY

The following modifications may be made at any Class A or B starport. The Uniform Modification Code includes the following:

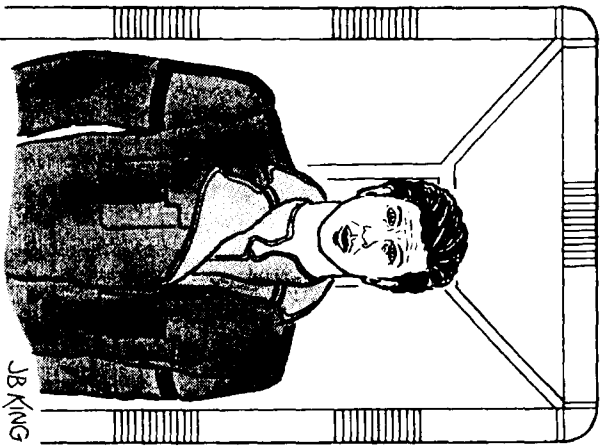
- The removal of all sensory equipment from section 19 and its emplacement in section 20.
- The movement of the bulkhead between sections 18 and 19 forward 3 meters.
- The addition of a dorsal hatch above the upper deck, through which cargo may be moved.
- The replacement of the rear iris valve in section 13 with a 3-meter cargo hatch.
- The installation of a bulkhead and iris valve at the entrance to section 13 (necessary because many cargoes require vacuum, reirrigation, etc.).
- The installation of cargo tie downs and other handling devices in sections 13 and 18.
- (Optional) The replacement of the life support system with the new system installed in section 20 (see Supplement 7, Traders and Gunboats for more information). Though this is optional, it is done in most cases since modifications are already being done. This job normally costs Cr70,000, but as many of the costs incurred for the job are already incurred on above modifications, this replacement cost is reduced to Cr50,000 -another good reason to include it in the modifications.

Total costs for the modifications amount to Cr1.8. 50% must be paid before work will begin. The remaining 50% must be paid before the vessel will be released.

A scout/courier thus modified is now capable of handling 18 tons of cargo in routine operations. Cargo placement is as follows: 6.5 tons in section 13 and 11.5 tons in section 18.

A SMUGGLER'S WISH LIST

By Justin Hamilton



JB KING

Hello there. Just call me "The Demon". Smuggling is my job, and my life. I'm one of the best and the fact that I am still alive tells me that I do my job right, and that my clients are extremely happy with my services. I have gotten past some of the best Imperial captains that the Imperium has to offer. My ship, the 'Black Widow', is one of the best in or out of the Imperium. But I am not here because I like talking about what I do or how good my ship is. What I came to tell you about is some of the newest equipment available to the smuggler. Where I found this equipment was in Carracas Starport on the planet Tremous Dex, in the Spinward Marches. All of these are illegal by both Imperial and Zhodani laws, but Tremous Dex is outside Imperial jurisdiction.

Radio Jammer

Tech Level: 12 Weight: .25 ton Cost: MCr 1.8

The radio jammer is a sophisticated piece of equipment that sends out an opposing signal which

drowns out targeted radio transmissions. A single beam is aimed at the target ship, which is intended to jam radio transmissions. There are 3 versions available at different tech levels. Each improved version sends out a higher power beam that is more capable of smothering the targeted beam.

Model	Roll to Jam	Weight	TL	Cost
Jammer 1	9+ to jam	.25 t	12	1.8 MCr
Jammer 2	8+ to jam	1 t	14	2.5 MCr
Jammer 3	7+ to jam	1 t	15	3.7 MCr

* * *

Starship Image Identification Detector Jammer

Tech Level: 13 Weight: 1 ton Cost: MCr 1.5

The SIID jammer jams sensor beams that are intended to detect the ship type and class. The SIID jammer creates a null beam that sends back to the SIID an image of nothing. It, can not reproduce a different image, only conceal the existing one. There is an enhanced version available at Tech Level 15 that creates a higher quality picture.

Model	Roll to Jam	Weight	TL	Cost
SIID J 1	9+ to jam	1 ton	13	1.5 MCr
SIID J 2	8+ to jam	1 ton	15	2.0 MCr

* * *

Starship Image Scrambler

Tech Level: 14 Weight: 3 tons Cost: MCr 1.3

The SIS scrambler sends back an image to an SIID unit that is attempting to detect a ship type and size. The SIS produces any starship image that the SIID will accept. The Tech Level 15 SIS will

produce any kind of ship and in any tonnage. The Tech Level 14 SIS will only produce a ship's image below the 10,000-ton range.

Model	Roll to Scramble	Weight	TL	Cost
SIS 1	9+	to scramble	3 t	14 1.3 MCr
SIS 2	7+	to scramble	1.5 t	15 1.8 MCr

* * *

EMS Sensor Scrambler

Tech Level: 15 Weight: .5 ton Cost: MCr 2.0

The EMS sensor scrambler is one of the most sophisticated pieces of equipment available to smugglers. The sensor is a unique piece of equipment that captures the subatomic particles that are produced by a ship and speeds them up to where EMS sensors can not detect any subatomic particles around the area the ship is located in, due to the fact that the particles are transformed into something faster. On a roll of 7+ the EMS scrambler has successfully scrambled the EMS sensor scan.

* * *

Neutrino Sensor Damper

Tech Level: 14 Weight: .25 ton Cost: MCr 1.2

The Neutrino sensor damper is a unique piece of equipment that dampens the output of the Power Plant. It doesn't effect the Power Plant itself in any way, but dampens the particles that the Power Plant gives off by transforming or exciting them to where they don't resemble Power-Plant readings, so a Neutrino sensor can not detect the Power Plant. There is only one model of damper available, but it

does work very well. On a roll of 6+ it will successfully dampen the Power Plant output.

* * *

Densitometer Sensor Jammer

Tech Level: 12 Weight: .5 ton Cost: MCr 1.6

The densitometer jammer receives the scanning beam from a densitometer and zeros the gravitics reading in the beam. When a beam scans the ship, it returns a zero density reading. It is really quite a simple process and has been perfected at Tech Level 12. On a roll of 6+ the densitometer scan is jammed.

* * *

Holographic Image Enhancer

Tech Level: 13 Weight: 3 tons Cost: MCr 3.0

The holographic image enhancer is a new system that puts the approximate space of 500,000 square kilometers in a holographic image. It uses all sensors to give an exacting picture with amazing clarity, which gives the ship's captain the ability to actually "see" what's going on in a region of a system or on a planet if in planetary orbit. If the gunner is allowed to view the image he is allowed a +1 to hit on the opening shot.

* * *

Referee's Notes

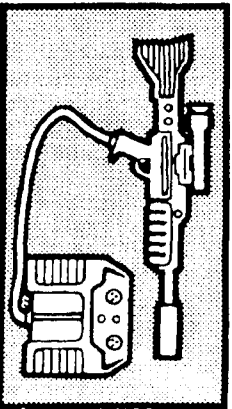
All of the above items must be installed at a starport by a technician or character with at least Electronics-3 and Computer-2. In use, once a Jammer

has been tried on a ship it can not be tried again until the opposing ship goes out of range and returns within range. The range of all above items is 500,000 Kin unless stated differently in the item-description.



Editor's Note

Many of the above items that the author has created are intended to work against items that are presented in Grand Survey, a Traveller supplement produced by Digest Group Publications.



PRE-GENERATED CHARACTERS: MERCHANT

By Jerry Campbell

1. Ex-Merchant 3rd Officer 465A88 7 terms Age 46
Cr 65,000 Annual Pension: Cr 8000
Body Pistol, 2 Low Passages
Skills: Steward-1, Pilot-1, Admin-2,
Engineering-1, Body Pistol-1
2. Ex-Merchant 4th Officer 459738 3 terms Age 30
Cr 40,000
Shotgun, 1 Low Passage
Skills: Medic-1, Pilot-1, Navigation-2,
Shotgun-1
3. Ex-Merchant 2nd Officer 306A69 7 terms Age 46
Cr 61,000 Annual Pension: Cr 8000
Body Pistol, Dagger, 1 Low Passage
Skills: Streetwise-3, Medic-2, Dagger-2,
Gunnery-1, Electronics-1
4. Ex-Merchant 3rd Officer 869876 2 terms Age 26
Cr 20,000
1 Low Passage
Skills: Electronics-1, Shotgun-2, Air/Raft-1
Jack-o-Trades-1
5. Ex-Merchant 3rd Officer 666994 2 terms Age 26
Cr 0
Body Pistol, 2 Low Passages
Skills: Engineering-2, Pilot-1, Medic-1,
Dagger-1

6. Ex-Merchant 4th Officer 6B28x8 4 terms age 34
Or 10,000
Tagger, 1 Low Passage
Skills: Bribery-2, Electronics-1, Body Pistol-1,
Tagger-1
7. Ex-Merchant 4th Officer 5097A6 2 terms age 26
Or 20,000
Poil, 1 Low Passage
Skills: Electronics-2, Steward-1, auto Pistol-1
8. Ex-Merchant 1st Officer 385A89 7 terms age 46
Or 50,000 Annual Pension: Or 8000
Laser Carbine, Tagger, 1 Low Passage
Skills: Tagger-3, Navigation-2, Pilot-1,
Gunnery-1, Medic-1

TIFFANY STAR

Fanzine

Newsletter supporting the HISTORY OF THE IMPERIUM WORKING GROUP (HIWG) in developing the future setting of the Imperium. Six issues come with annual membership to HIWG. Authors and artists include Marc Miller, Jeff Swycarter, Ed Edwards, John Meyers, Gregg Giles, Craig Sheeley, Tom Peters, and Phil Morrissey. Mike Wikesh, editor.

Send \$12 dues to:

Ed Edwards
1410 E. Boyd
Norman, OK
73071-2650



JUMPSPACE

Back issues are available! Send \$2.50 for each one desired.

#1. The Return Home; Pensions In Traveller; Red Muranaka; The Nabatani Tree; Closed Circuit Diving Unit; The AMV Mini-Mark II; Pre-Generated Characters: Rogue.

#2. Every Character Is Unique; SHP-53 Shriker Heavy Jump Fighter; Jump Fuel Allocation; Secret Cargo Holds; Pre-Generated Characters: Pirate.

