

THE SECURITY LEAK



A Traveller Newsletter from
the

SORAG
LABORATORIES



353-1112

Number One

Free of charge

December 19, 1986

"Somewhere out there is a leak. We aren't going to plug it up; we made it...."

THE SORAG LABORATORIES

That's us! We print the Security Leak Newsletter and will hopefully soon release a Traveller fanzine, The Security Leak. The purpose of the SORAG Laboratories (SLS) is to make Traveller play more exciting, much more descriptive, and of course, fun.

Several campaigns of one-on-one game play went into the development of the Labs, and even more work went into compiling all the information and inventions from that game play into volumes. This information is available to you through both the new Security Leak Newsletter and also the upcoming Security Leak fanzine. What is the difference? The fanzine is several pages in length, and contains full length columns, articles, adventures, complete starship and non-starship layouts with statistics, new characters to use as NPCs, and even a story of travellers in peril. For more on the new fanzine, see the section in this newsletter titled "The Security Leak fanzine".

The SORAG Laboratories develops all of its information around the official rules of Traveller, as established by the Game Designers' Workshop. Everything published is kept within reasonable limits, so you won't find any parrots who can shoot a PGMP-14!

We welcome any articles or illustrations for either the newsletter or fanzine; however, before you send that material to us, please inquire. Be sure that you do enclose a self-addressed stamped envelope (SASE) for a response. Remember, we're not exuberantly rich either. Soon after we get your letter, we'll send you a questionnaire. [§]

THE DIRTY TRICKS DIVISION

Every true gung-ho Traveller adventurer has a special way of doing something; it is something that no one else has ever thought of, and may be something that no one else will ever think of. It may be a way to open an electronic lock with a quarter-credit coin (which is a trick I'd like to see!), it might be a new medical invention, or it might even be a technique you use to supercharge the jump-drive capacitors for quick jump speed ability. Whatever ideas you have tucked under your mattress, locked away in a blast-proof vault, or sitting on the top of your head, write it down and send it in. No, you won't get any money, but you just might find your ideas in our next big adventure! If you've lost your scratch paper with the secret scribblings on it, you'd best go dig for it right away! [§]

SUBSCRIPTION FEES

Although you have received this first Security Leak Newsletter free, we cannot continue doing so forever. In order to cover all of our production and mailing costs, we ask that you please pay our modest \$4 per year subscription fee. In every one-year subscription, you are guaranteed 4 issues of the Security Leak Newsletter, with a possible bonus of 2 extra editions (depending if it can be afforded or not). Each edition will contain a new adventure, a complete starship floorplan with data, or the newest weapons which have been created. Expanded editions are very possible.

To subscribe for one-year (or the number of editions specified), send your name, address, length of subscription, and fee. Single editions are \$1.25. If possible, do not send cash; make all checks payable to GREGG M. GILES.

Unlike GDW, this newsletter and our fanzine subscribers are our only source of income. We ask that you subscribe for an entire year; it's inexpensive and worth it!

[§]

COMMODORE 64 & 128 SECTOR GENERATORS

The staff hacker, Jason Mogensen, is presently working on a Commodore 64 sector generator which should blow your socks off! The Commodore 128 version will follow later; however, presently on the drawing board is A Guide to the Spinward Marches, a C128 disk full of everything you'll need to know about everyworld in the sector, from Algebaster to Zyra. Since saving the new sector to disk is nothing new, we decided you should be able to see it, and you will! If you want to know more, write to the Labs, and include a SASE for a response. For you Apple buffs, sorry! [§]

Repel Borders!

Having misjumped from a convoy leaving Lysen for Jewell in the Spinward Marches, the starship Zharursiin has been "detained" by the Zhodani Consular Guard in the Chwistyoch system. "The Zharursiin and her crew will not be released" says a letter from the Zhodani military commander of Chwistyoch.

If the crew is still alive, they have endured three weeks of captivity by the Guard; however, all crew (who are Imperial Naval servicemen) are feared dead. The Imperial Naval Service is reluctant to release news of this occurrence to the sector government because of a big detail about the Zharursiin; she was carrying the entire payroll for all Imperial governmental employees of the Spinward Marches. If the government were to discover this occurrence, many top officials are likely to be blamed for stealing Imperial property. The incident could be easily used by anyone to get rid of their enemy without any questions. Through clever rewording of many documents and replacing the Zharursiin with a double, the Imperial government still thinks that the vessel is in space dock at Lysen.

The INS has empowered one of its commanders to hire a mercenary unit which is experienced in boarding actions and on-board combat. The INS wants the team to get the payroll back intact, as well as the crew. The Zharursiin can be written off as "salvaged due to uncorrectable structural damage."

The unit will be suprised if they try to steal the ship they will be supplied with by the Imperial Interstellar Scout Service (IISS). The vessel has been fitted with a computer called IRSPS (Input Receptive Starship Piloting System). The IRSPS has been preprogrammed to not accept commands for maneuvering unless the ship has reached Chwistyoch or is leaving Jewell. The ship will only jump to Chwistyoch and then back to Jewell, no where else. When in the Chwistyoch system, the vessel may maneuver about freely. If the IRSPS fails, the jump drive capacitors will overload and explode - this is the second precaution. The IRSPS cannot be reprogrammed.

The unit will be supplied by the INS at Jewell, and paid Cr500,000 if returning with the payroll and crew. REFEREE: You may modify this adventure to your likings, but one thing must be a constant; the sector payroll is a check which can only be cashed by an Imperial chartered bank. Also, it is hard to cash an Imperial check in a Zhodani bank and get away with it. You get to explain why the payroll is late and the government does not notice it. Good luck! [§]

WANTED BY THE SORAG LABORATORIES

We are presently looking for a few good writers and artists for the production of the Security Leak Newsletter and the Security Leak fanzine. If you have ANY production experience or feel that you are competent enough to write articles as a member of the Security Leak staff, don't hesitate to write! If you are talented in artwork and illustration and are capable of creating all new ink artwork, please write! Send your complete name, full address, and an SASE to: GREGG M. GILES, c/o The SORAG Laboratories, 1408 Shady Lane 28, Bedford, Texas 76021-5521. It is not necessary to include a paragraph on your experience or why you would like to be a member of the staff, but it would help us determine who we would like to help us produce the Security Leak Newsletter and our upcoming fanzine! [§]

ADVERTISING SPACE IS AVAILABLE WITH A FULL YEARS' SUBSCRIPTION TO THE NEWSLETTER!

THE SECURITY LEAK FANZINE

The pride and joy of all our work is the Security Leak, a Traveller fanzine. In our new fanzine, you are going to find amazing new features not to be found anywhere else. Every issue of the Security Leak is to be packed with brand new adventures, each with an entirely original strategem loaded with intrigue and action. There is also a detailed background with names, dates, places, and schemes. To save even more time for the referee, we've included scaled maps denoting everything from roads to rivers. The underlying plot will always be disclosed to the referee in the special notes for him or her. Would you believe that this only in each adventure? Do! You shouldn't be suprised to find a starship floorplan drawn to scale with a key for each vessel. Universal ship profiles (USPs) are always present with each vessel, as well as a background on the ship and her purposes.

New characters, new weapons and new medicine are common to every issue of the Security Leak fanzine. Special columns on topics from corporate business to special Zhodani laws lace the fanzine with those little known details about the actual rules and happenings of the Traveller universe. Artwork is also prevalent in the new Security Leak fanzine. From mercenaries in battle dress, starships in flight, or villains in jail, the Security Leak staff has got it covered!

Our format should suprise you! Have you ever gotten sick from trying to keep track of the little 5½" x 8½" booklets? We did! That is why our fanzine format is now 8½" x 11"! No more tiny floorplans, no more microscopic print to read, and best of all, BIGGER!

Our fanzine has alot in store for you, so you should not be one of the few who will miss out on it! As of yet, no price has been set for a one-year subscription. Our best estimate is \$9.50 for 4 issues, but that could drop! Since we cannot keep you informed of the price so easily, you should subscribe to the Security Leak Newsletter to keep in touch with new developments from the Labs. If you have any questions, feel free to write to us. Be sure to enclose an SASE for a response! [§]

FANZINES ACROSS THE NATION

If you wish to add to the fanzine list, please put the name of your fanzine or newsletter on a sheet of paper, along with your mailing address and editor's name. Also include any trade names you may use and subscription rates if so desired. You can't beat free advertising!

- BETWEEN WORLDS Fanzine
MAFS Limited, 3914 Angeles, Tampa, Florida 33629.
- THE TRAVELLERS' DIGEST
Digest Group Publications, 8979 Mandan Court, Boise, Idaho 83709.
- THE JOURNAL OF THE TRAVELLERS' AID SOCIETY
Game Designers' Workshop, PO Box 1646, Bloomington, Illinois 61702-1646.
- THE IMPERIUM STAPLE
Herb Petro, Editor, PO Box 1515, Belmont, North Carolina 28012.
- WORKING PASSAGE (Only back-issues #0-#11 are available.)
Ed Edwards, Editor, 1410 E. Boyd, Norman, Oklahoma 73071-2650.
- THE SECURITY LEAK Fanzine
The SORAG Laboratories, 1408 Shady Lane 28, Bedford, Texas 76021-5521.

OUT OF ROOM!

We hope you subscribe to the Security Leak Newsletter! You shouldn't be left out of the information bank, so write now! Please write with any comments about our newsletter, we need your feedback! Remember, enclose an SASE, and all subscriptions are guaranteed or all your money will be returned. The Security Leak Newsletter is Copyright 1986 by Gregg M. Giles. Traveller is a registered trademark of the Game Designers' Workshop's game of science-fiction in the far-future. The SORAG Laboratories is a non-profit organization dedicated to the survival and enhancement of Traveller and the revival of the Zhodani espionage organization, SORAG. Chow! [§]

The SLS staff:

Gregg M. Giles, Editor
Jason Mogensen
Ken M. Baldwin

Special Thanks

To my parents, for their patience, and to
Marc W. Miller, for inventing Traveller
in the first place.

Traveller Newsletter Enclosed!

PLEASE Forward

To:

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THE
Security Leak Newsletter
Published by:



TRAVELLER

"COME VISIT OUR UNIVERSE."