

THE SECURITY LEAK

A Traveller Newsletter from
the

SORAG
LABORATORIES



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GREETINGS FROM CHRONOR!

First, I would like to apologize for being so late with this third newsletter. Second, I would like to tell you that this will be the last issue of the SECURITY LEAK NEWSLETTER - from now onward, this newsletter will be merged with the growing SECURITY LEAK MAGAZINE. I will explain in further detail later. Anyway, greetings from Chronor!

SECURITY LEAK MERGERS

Beginning with issue #3 of the SECURITY LEAK FANZINE and the next issue of this newsletter, both of the Security Leak publications will be merged into the new SECURITY LEAK MAGAZINE. This will solve many problems which we currently have with printing this newsletter by itself and it will also cost you less to have the best of both publications. Instead of being sent the next issue of this newsletter, you will be mailed issue #3 of the SECURITY LEAK MAGAZINE. The newsletter will take on the form of two new pages in the magazine, a "FROM THE WIRE" page (like CHALLENGE'S "JUST DETECTED" page) and also a new page for CLASSIFIEDS. Because issue 4 of this newsletter has not been printed (and you have paid for it), we will mail you the SECURITY LEAK MAGAZINE. We will be adopting a "credit" system to help us through this transition. Please read the outside of this newsletter for your present subscription status. If you have any questions, please feel free to contact us at any time.

NEW ADDRESS

The SORAG Laboratories has moved. Please note our new address:

The SORAG Laboratories
4200 Park Place 217,
Tyler, TX 75703 Phone (214) 581-4630.

NEED TO LOCATE SOMEONE?

As of today, we have over 225 names of Traveller fanatics and role-playing gamers

world-wide. If you are in need of finding someone in your area to game with, please let us know. Send a self-addressed stamped envelope (SASE) with your complete address and telephone number. If you live in a large metropolitan area, please mention any local suburbs you would be willing to travel to. If you are searching for a particular person, please include their name and their last known address (if any).

TRAVELLER PROGRAMS FOR THE COMMODORE

We now have two computer programs which can be run on the Commodore 64 or on the Commodore 128 computer. If you desire a copy of these programs, please send a blank and formatted disk to: 4200 Park Place 217, Tyler, TX 75703. Send \$3.00 for return postage and handling, and be sure you have your disk packaged safely. The two programs we have are:

ZHOGEN. A completely operational word generator for the Zhodani language, capable of generating original words up to six syllables in length. The program is written according to ALIEN MODULE 4, ZHODANI. This program has been closely scrutinized by the Labs, and it works like a charm!

WORLDGEN. That's right, a Commodore world generator! This program creates all aspects of individual worlds according to the original Traveller rules (including a Universal Planetary Profile, bases, gas giants, and all trade classifications). This program is incredibly helpful for busy referees, and when using ZHOGEN, creating entire subsectors can be a snap!

The Commodore 128 "Guide to the Spinward Marches" is still being worked on. We will make copies of it, if you request so, but only seven subsectors from the Marches has been entered into the data. The program can run flawlessly without the missing subsectors also. "The Guide to the Spinward Marches" can list worlds by subsector in an instant, give you the specific UPP and trade classes of any world in the Marches, give nationality (or allegiance), where trade routes run to from the world, and much more! GUIDE TO THE MARCHES cannot be used successfully with the Commodore 64 computer.

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HYPERSPACE THINK TANK IS STILL WORKING

Did you ever get a great idea for a new type of engine? Ever feel that the regular jump drive is just too slow for 4000 years of having it? Even if you have considered using fusion reactors, meson accelerators, or even an ion drive for faster propulsion than the jump drive has, we'd like to hear your ideas. We'll run these ideas between such notorious people as Steven Satake, Herb Petro, Magnus Abel, Gregg Giles, Mike Jackson, and Ed Edwards. If you would like to include facts, figures, illustrations, art, articles, or whatever, feel free to include it in your letter. So the question still stands - Will we ever find the perfect hyperdrive?

TRAVELLER MAGAZINES ACROSS NORTH AMERICA

Here is a list of the known operating Traveller fanzines and magazines. We would like to welcome JUMPSPACE to the list. If you know of other Traveller fanzines or magazines, please send us a letter! Here they are...

- BETWEEN WORLDS
Magnus Abel, Editor, 3914 Angeles, Tampa, FL 33629, USA.
- CHALLENGE
Loren K. Wiseman, Editor, PO Box 1646, Bloomington, IL 61702-1646, USA.
- CONTINUUM
Herb Petro, Editor, PO Box 1515, Belmont, NC 28012-1515, USA.
- JUMPSPACE
James B. King, Editor, 50 Basin Drive, Mesa, WA 99343, USA.
- THE SECURITY LEAK MAGAZINE
Gregg Giles, Editor, 4200 Park Place 217, Tyler, TX 75703, USA.
- THIRD IMPERIUM
Mike Jackson, Editor, No. 512, 4676 Yew St., Vancouver, BC V6L 2J6, CANADA.
- THE TRAVELLERS' DIGEST
Gary L. Thomas, Editor, 8979 Mandan Ct., Boise, ID 83709, USA.

WORKING PASSAGE

Started in 1985 by Ed Edwards, this was the very first Traveller fanzine. WORKING PASSAGE ran for 12 issues and stopped its publication in 1986. Now, you can get all 12 issues of the very first fanzine from the magazine's editor for only \$12. Send \$12 to: Ed Edwards, 1410 E. Boyd, Norman, OK 73071-2650, USA.

THE TRAVELLER PROGRAM EXCHANGE (TPX)

Directed by John C. Meyers, the Traveller Program Exchange is an Apple computer oriented data-base from which you can draw information and donate your programs so that others can use. Programs available now include data conversion, personnel recruiting, sector dot map generator, demographics generator from sector files, complete Gvurrdon sector data, and partially complete Far Frontiers sector data. If you wish to get copies of any of these programs, send \$3 for return postage and handling and also send a blank and formatted disk for the Apple II+ (or compatibles) to: John Meyers, c/o TPX, 526 A Forney Loop, Fort Belvoir, VA 22060 USA.

THE TRAVELLER DATA-BASE PROJECT (TDBP)

Another Traveller oriented data-base which uses a Commodore Amiga. TDBP is directed by Lief O. Pihl. Lief hopes to put the text of many out of print Traveller publications onto disk. If you would like more information on TDBP, write: Lief O. Pihl, c/o TDBP, 3338-37th Avenue South, Minneapolis, MN 55406-2139, USA. Phone: (612) 729-3948.

TRAVELLER BULLETIN BOARD SERVICES (BBSs)

Although we have attempted to contact all of the following computer Bulletin Boards by telephone, we have not received any answer yet. The names of these BBSs clearly imply that they are Traveller oriented.

- ZHODANI CONSULATE (713) 488-6595. Based from Houston, Texas.
- REAVER'S DEEP (214) 561-3155. Based from Tyler, Texas.

Please notice that the IMPERIUM BBS we mentioned in the last newsletter is no longer in service. This information is accurate as of the publication date of this newsletter. If you know of any Traveller oriented BBSs, please let us know as soon as possible. We will keep you abreast of any and all developments.

COMING SOON FROM GDW

Keep an eye out for the following items from the Game Designers' Workshop. All are for Traveller.

DARRIANS (Alien Module, 48 pp, \$7.00), MEGATRAVELLER (Boxed set, includes Player and Referee's manuals and Encyclopedia, 96 pp per book, Complete set: \$30.00).

REGATTA (Module, 48pp, \$7.00), and also a module called TARIFFS (48pp, \$7.00).

MEGATRAVELLER

The Game Designers' Workshop is soon to release the new revision of all the rules for Traveller. This new revision will be released in the form of three 96 page books: MEGATRAVELLER PLAYER MANUAL, the MEGATRAVELLER REFEREE'S MANUAL, and also the MEGATRAVELLER ENCYCLOPEDIA. The idea of revising the Traveller rules actually had its start when the Traveller combat rules were being improved; instead, the project expanded, and now all of the rules are to be released in three books. The books will consolidate basic and advanced game systems into one coherent whole. The books will include character generation systems from MERCENARY, HIGH GUARD, SCOUTS, and also from MERCHANT PRINCE, as well as the original Traveller rules and CITIZENS OF THE IMPERIUM. Also included will be the HIGH GUARD ship design and construction rules, detailed vehicle design, an extensive equipment list, a comprehensive list of skills (including new ones), and a compilation of background library data and maps.

The three books will be released over the course of several months, culminating with the release of the entire game in the box and the Spinward Marches map. After the release of the boxed set, the individual books will still be sold.

DARRIANS

A 48-page Traveller Aliens Module which details the life, society, history, and the technology of the Darrian people.

REGATTA

A 48-page adventure module for Traveller. In honor of the gear Empress Arbella, the Decennial Regatta has been held regularly at Mora for nearly five centuries. In that time the Bell Regatta has become a social mainstay of Spinward nobility. The player characters now get the opportunity to be a part of the Regatta and be caught up in the intrigues of the nobility. At worst they could be killed, but at best they could be knighted for their heroic efforts.

TARIFFS

A 48-page Traveller adventure set in the Ilelish sector of the Imperium. Based

heavily on the trade and commerce rules of MERCHANT PRINCE, it creates a merchant campaign along the trade routes of the thriving Ilelish sector. The action comes in when some of the trade lanes are raided by pirates, and it falls to the adventurers to find the pirate base and stop their raids.

WANTED BY THE SORAG LABORATORIES

We are looking for talented artists and writers to work on the SECURITY LEAK MAGAZINE staff. If you feel that you have exceptional artistic or writing talents, then please send us a portfolio of your works. There is no payment of services rendered (unless an agreement is made that states otherwise).

Please send your portfolio to: GREGG GILES, Editor Security Leak Magazine, 4200 Park Place 217, Tyler, TX 75703, USA.

SORAG IS BACK!

The original unedited and unrevised booklet printed by the Paranoia Press is now available through the SORAG Laboratories. For more information, please see the back side of this page.

THE SECURITY LEAK MAGAZINE

Unveil worlds of wonder, explore days of intrigue, find it all...

The Security Leak Magazine is a 20 page magazine (soon to be 30 pages - possibly with issue number three) which brings you the latest news and details from the expanding Traveller universe. Included are articles, stories, new items and weapons, pharmaceuticals, news, and even classifieds.

Subscriptions to the Security Leak are \$10 per year (4 issues) for residents of the US, Canada, APO & FPO addresses. All other addresses pay \$12 for one year. Single copies are \$2.75 in the US, Canada, APO & FPO. All other addresses pay \$3.25 for a single copy.

Next issue out in August, 1987.

CORRECTION

In the second newsletter I spoke of the Paranoia Press. My understanding is that the new Paranoia Unlimited is rather rabid against Traveller. I was wrong. Apparently, the new Paranoia has absolutely nothing against Traveller.

ADVERTISING

Please request Advertising Rate Sheet.

SORAG

THE ORIGINAL IS BACK!



And this time, it's no secret...

The Scientific Operations Research and Administration Group, or SORAG, is an intelligence and counter-intelligence service. Its purpose is to infiltrate and perform surveillance on various interstellar governments and military services. Activities within the sphere of SORAG's mission include: guerilla warfare, subversion, sabotage, escape and evasion, "black" and "gray" psychological operations, and other operations best described as unconventional warfare....

Rediscover the mysteries and secrets of the Zhodani Consulate's premier intelligence organization. Learn how the tactful Zhodani have managed to undermine important governments across the Imperial rim and assume control of areas which many have once thought to be uncontrollable. Unearth ways in which insipid worlds can become hideaways for agents and operatives. Learn it all.

This book contains tools of the trade, vehicles, pharmaceuticals, and even a character generation system for agents. New skills, new weapons, and the best surveillance devices ever created are also to be found here. A background of this formidable organization and an explanation of SORAG's purposes are also included.

In 1981, the Paranoia Press took a very bold step by releasing **SORAG**. This material gave Traveller® its very first glimpse of espionage and laid forth a whole new universe of adventure and excitement for players and referees alike. Since the appearance of **SORAG**, nothing has even come close to comparing with the brilliant organization and utility it holds - NOTHING!

And now it's back! The original book, complete, unrevised and unedited, is available through the SORAG Laboratories and in some hobby shops where Traveller products are sold. From its very first day of sale, **SORAG** was bound to be a classic. So don't you be the one who missed out - "Come Visit Our Universe...."

To order your copy of the **SORAG Handbook of Organization and Equipment**, send a check or money order for \$4 to:

The SORAG Laboratories
4200 Park Place 217,
Tyler, Texas 75703 USA

Make all checks and money orders out to **GREGG M. GILES**. All funds must be in US Dollars. Send no cash. Addresses not in Canada, APO, or FPO must add 50¢ US.