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Starburst is the newsletter of HIWG Australia and is distributed to all members of HIWG in Australia and New Zealand free. *Starburst* is published irregularly by David Schneider under the umbrella of the History of the Imperium Working Group (HIWG).

Articles, comments and illustrations are gratefully accepted and should be sent to David Schneider, 5 East Avenue, Allenby Gardens, South Australia 5009. Donations of stamps and funds are welcome but are not tax deductible.

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Resubscriptions: Send \$A22 for 1 year HIWG Membership to David Schneider. Cheques and Money Orders accepted (do not send money through the post). Cheques to be made out to David Schneider (we cannot afford a bank account). Your subscription ends with the issue of *AAB Proceedings* indicated on your *Starburst* envelope.

Changes of Address

David Schneider is moving house (again!), so I (Grant Sinclair, HIWG Australia Data Coordinator) am doing *Starburst* again. David Schneider's postal address remains the 5 East Avenue address above.

Django Upton now dwells at 26 Henty St, Brunswick, VIC 3056, Australia. His Internet address is now djupton@vtrnntov.telecom.com.au.

Letters

Starburst has received two letters this time.

Django Upton supplies two Borg jokes:

- I am Homer of Borg. You will be... mmmmm, doughnuts!
- This is GDW of Borg. You will be errata'd.

Thanks, Django. I have an extra one of my own:

- Yooooouuuu'rreee Irrelevant! Daffy Duck of Borg

Edmund de Groot writes to say that he would be disturbed to see the demise of *Starburst*. He suggests that it be used by HIWG Australia members as a vehicle for (presumably relatively small) snippets of work that we can all integrate into our campaigns. For instance, interesting Places (e.g. Darantii's Wreck/Repair facility), Areas (e.g. The Kaasg Steam Pit), companies, people, lists of NPC personality traits, Homes, Equipment (not just weaponry), Vehicles, Short adventures or plot synapses.

This sounds like a good idea to me - we can all use things like this to save us time with our own campaigns. This happened to some extent in the very early issues of *Starburst*, but submissions dried up and there has been nothing since.

So, how about it? If everyone sent in just one page of material per year, *Starburst* would be full of useful and interesting things. I have contributed some material of odds and sods this time, perhaps others can follow on. Things of use in adventures are preferable to rules (tables in particular are too hard to retype unless sent by disk).

Starchart

This is a recently received 3D mapping program for IBMs, possibly of interest to any members who run 3D campaigns. Send a disk to Grant Sinclair, 2/5 Sturt Avenue, Toorak Gardens, SA 5065 if you want a copy.

TTC 5 for sale

David Schneider has an extra copy of *The Traveller Chronicle*, issue 5. He'll sell it to the first person who writes to him, for \$6 (includes postage within Australia). This magazine is well worthwhile.

News

- GDW has changed policy direction on fanzines. They have now permitted certain people to start up Traveller fanzines (such as Harold Hale, responsible for the Known Star Locations list later). If you would like to start up your own fanzine, contact GDW.
- AAB 26 should be in your hands by the time you read this, so some of you will need to resubscribe (see *Starburst* envelope).
- TTC 6 features an article on a Pocket Empire in Reavers Deep, done by the TNE-Pocket group, which includes our own Corran Webster (congratulations, Corran). You will note certain Australian names in the article, like "Botany Bay".
- This is pretty stale, and nothing to do with Traveller, but Craig Charles (who plays Lister in *Red Dwarf*) has been accused of rape and subsequently arrested some time ago. The case is yet to go to trial.
- TNE 2nd edition has been available in the USA for a while, not sure about here. The star system generation rules have apparently been changed to better meet real-universe stellar distributions. I do not know if this is the only change that did not appear in the 1st edition errata. If someone already has TNE 2nd edition, I'd like to know the star system changes, so that I can review Yiklerzdanzh stellar distribution.
- *World Builder's Handbook* has been released in the USA. The comments I have seen from people who have read it have all been favourable.

GDW near-future releases (latest working dates):

- Challenge 75 Mailing to subscribers, ships to distributors 1st Week in November
- Striker II Due to ship in late November
- Aliens of the Rim Late December, early January
- Death of Wisdom 1st Traveller Novel, perhaps as early as February '95
- Challenge 76 In here somewhere, late December early January maybe

Yiklerzdanzh Sector

Work to finish the sector continues.

David has now finished the final versions of the Contact: S'raak and Zhodani Library Data documents (numbers 7C07 and 7C18 respectively).

A very messy problem has emerged, concerning the discrepancy between the state crossing the Far Frontiers/Vanguard Reaches border (and also includes some Yiklerzdanzh subsector P worlds). The Traveller Chronicle writeup of this state differs to the version in the latest Vanguard Reaches writeup by Chuck Kallenbach (but differently). Attempts at resolution continue.

We have also participated in an attempt to resolve allegiance code duplications. Our codes (after some

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changes) are now registered and are unique. If you are interested in a list of codes, write to David Schneider for paper copies (about 4 pages) or to me for disk versions.

We now have logos for most interstellar states (and the Glenauran Signatorate), as reprinted below:

Yiklerzdanzh Sector Logos



Talpaku
Communalty



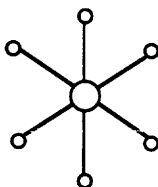
Zhodani
Consulate



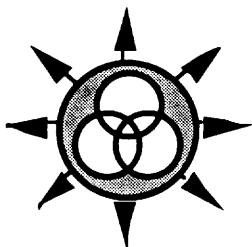
Meichntid Ibl



Akigura Union



Carillon Harmonies



Glenauran Signatorate



Izrats Kriezhlas Unity

Known Star Locations in the Solomani Rim

This is a list of known stars and the systems where they are located in the Solomani Rim. It was compiled through research conducted by HIWG members Harold Hale, Leroy Guatney, and others.

If you have additional stars that should be listed (and their hex locations), please send them to Harold at HDHALE@smtpwpo.dayt.tasc.com (via David Schneider if you don't have Internet access) so that he can add them to the official list. He is also interested if you believe a star has been incorrectly located (with reasons).

Hex	System Name	Associated Known Star System(s)
0606	Ishadar	Epsilon Cygni
0618	Stralsund	Alpha Cephei/Alderamin
0938	Cicero	Alpha Tauri/Aldebaran
1024	Fomalhaut	Alpha Piscis Austrini/Fomalhaut
1127	Gashidda	Epsilon Ceti
1214	Boskone	Alpha Indi
1222	Dingir	40 Eridani
1332	Mirabilis	82 Eridani
1427	Shuruppak	BD + 50 1668
1429	Iilike	Tau Ceti
1440	Capella	Alpha Aurigae/Capella
1522	Altair	Alpha Aquilae/Altair
1526	Meshan	Epsilon Indi
1529	Markhashi	Groombridge 34
1530	Shulimik	Epsilon Eridani
1629	Sirius	Alpha Canis Major/Sirius
1720	Vega	Alpha Lyrae/Vega
1822	Nusku	61 Cygni

1824	Agidda	Sigma 2398
1830	Fennis	Alpha Canis Minor/Procyon
1911	Depot	Alpha Ophiuchi/Ras Alhague
1926	Barnard	Barnard's Star
1929	Junction	Wolf 359
1931	Hephaistos	Luyten 726-8
2027	Prometheus	Alpha and Proxima Centauri
2028	Peraspera	Lalande 21185
2029	Midway	Ross 154
2030	Hades	Ross 248
2227	Ember	Wolf 424 A/B
2228	Loki	Ross 128
2236	Pollux	Beta Geminorum/Pollux
2325	Kaguk	Lacaille 9352
2330	Dismal	Luyten 789-6
2339	Castor	Alpha Geminorum/Castor and YY Geminorum
2407	Cambria	Epsilon Scorpil
2820	Aqilat	Theta Centauri
2921	Arcturus	Alpha Bootis/Arcturus

Grant's Odds and Sods

Here are some idea outlines that may be of use for other people. You'll have to dot the i's and cross the t's yourself.

Lava Tubes: I was recently lucky enough to go to Far North Queensland on holiday. Whilst there, I visited the Undara Lava Tubes, roughly 200 km SW of Cairns. Lava tubes are interesting things which could be used on any type of world as an exotic locale. The ones in the area I visited were formed by a lava flow spreading down a river valley. The lava against the ground and in contact with the air cooled and hardened, but the lava inside stayed molten and kept going. When the lava flow ceased, the old river bed was coated and crowned with rock, and there was a hollow tube running along its length, perhaps 12m in radius in parts. The tube turned left and right, and up and down, following the path of the old river bed.

This one was perhaps 50 km long and parts of the roof had caved in due to earthquakes, but longer and larger ones are common on other planets of our solar system (and so, presumably, other solar systems). If there was little earthquake activity, these could be well preserved, with few (if any) collapses.

Suggestions:

- Use Kim Stanley Robinson's idea in *Green Mars*, sealing off parts of one and filling those sections with atmosphere, to create an exotic habitat.
- You could have long treks up the inside of one (perhaps with grav belts), in search of someone last seen inside one.
- You could characters as scientists or cavers being given the job of entering one at a cave in, then following it "downstream" to find out where it emerged.
- You could use the fact that cooled lava can be an excellent source for gemstones, finding topaz or even diamonds at spots along the way.
- You could have pirates setting up an underground base some km in, using the tube as a long entrance tunnel for their ships (you would probably need a big one for this!). Somewhere in the adventure, the characters in some sort of vehicle (e.g. air/raft) chase a quarry in, having to swerve up, down, left and right around corners, in true Space Opera fashion.

Orbital Restaurants: Restaurants in the sides of orbital facilities are good, providing a nice external view. More elaborate, have a restaurant (perhaps called *Out on a Limb*), formed of a cluster of spheres tethered to a central location (which holds the kitchen and vehicle docking facilities). Each sphere is made of a transparent material

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(perhaps photochromatic or variable polarising, so the parts in the glare of the local star darken automatically and/or manually), allowing the gourmands within to enjoy a meal in privacy. There would need to be some sort of attitude adjustment jet, but this would be easy. Meals could be delivered through an air lock, perhaps delivered by a robot with contra-grav unit or send up the tether.

The best view would be gained by being in low orbit, and seeing the thin blue atmosphere against the horizon, particularly at sunrise or sunset. Apart from just adventure colour, this could be a good place for people to meet who want a conversation in private. The players could use this themselves, or else perhaps bad guys are meeting there, and the players have to somehow listen to the conversation. Parabolic mikes would not work, due to the intervening vacuum, and getting in to plant a bug would not be easy. Lip reading would work (unless the walls opaqued), but this would probably mean recording the conversation and finding a person or computer program to interpret the words.

A planetbound variation of this would be tables with contra-grav that float about in front of a waterfall, waited upon by waiters in grav belts. The tables could be enclosed and actually enter into the waterfall from time to time.

Daug (A Megatraveller animal design, easily able to be converted into TNE)

Carnivore (chaser), Mountainous terrain, ground/air environment, for a world with relatively dense atmosphere and relatively low gravity.

25 kg Hits, 3D/2D, Teeth+1, Armour as Reflec, A (if more) F6 S4.

Daug are four footed creatures, about 1m long., which are very quick on their feet. Thanks to the dense atmosphere and low gravity, they mostly dwell on land but can glide if they have to. There is a membrane between the front legs and the body (ending just before the point from which the back legs start), which can be easily extended for gliding. The daug can control the glide by waving its front legs about.

The daugs prefer to hunt in packs and chase downhill. When the moment is right, they will leap and come down on the prey with their full body weight, from above. A glide down attack by surprise is also useful.

Such evolutionary specialisation usually leads to drawbacks. Daugs are of limited intelligence; they need animal handlers in combat situations, or have been given very limited instructions like "don't let anyone come through here". They have another drawback as far as the wild is concerned, being their silvery coat (necessary due a problem with maintenance of internal body temperature). This reflects sunlight and makes it hard to surprise. Therefore, they do their hunting at dawn and dusk, and only at other times of the day if game is so plentiful that surprise is not necessary or so scarce that extended hunting is required. In game terms, this has an advantage of good eyesight in poor light conditions and the fact that their skin functions like Reflec armour.

Daug are often used by guards on patrols or as guards in their own right.

Alternative Trading Rules

By Hugh Foster (100326.446@compuserve.com)

"If anyone uses this, mention that this article was produced by Ace and the Dog. That's all the copyright there is". (Consider it done - ed).

First, generate the cargo value. This will produce the purchase cost (although it is perfectly allowable to take October 1994

Cr4,000 as a base if in a tight corner for time). Then roll on the most appropriate general table to the source world and throw for a specific cargo from the indicated subtable. Multiply the cost and price per ton by the factor shown and determine how many tons are available by the parameters given. The price & cost may then be optionally multiplied by 2D-6%. Note that the notation "tons" indicates displacement tons in all cases (ie 1,350 litres of hydrogen to the ton).

If units are given (suffixed with an @) the cargo will be available in multiples of these units. If not, it will generally be divisible into 1-ton lots.

In regular use with a gaming group who trade a lot, it's probably worth rolling up a page of cargoes in advance.

Editor's note: The original version of this article used hazard codes from Challenge 20. I had to omit part of that for copyright reasons, but if anyone has Challenge 20 and wants the codes, feel free to write to me for them.

A: General Table Matrix

d10	Ag	In	AgIn	Water	Vacc/As	Desert	Iccap	No code
1	Agric	Indus	Agric	Water	Vacuum	Desert	Vacuum	Agric
2	Agric	Indus	Agric	Water	Vacuum	Desert	Resour	Indus
3	Agric	Indus	Indus	Water	Vacuum	Desert	Vacuum	FIocn (1)
4	Agric	Indus	Indus	FIocn	Vacuum	Desert	Resour	AgIn
5	Resour	Indus	Resour	FIocn	Vacuum	Desert	Vacuum	Resour
6	Resour	Resour	Resour	Resour	Indus	Desert	AgIn	Resour
7	PRes	PRes	PRes	PRes	Ind0s	Desert	Vacuum	PRes
8	Agric	Indus	PRes	Water	Vacuum	Desert	Vacuum	PRes
9	Inform	Inform	Inform	Inform	Inform	Inform	Inform	Inform
0 (2)	Crimin	Crimin	Crimin	Crimin	Crimin	Crimin	Crimin	Crimin

(1) = Only if Hydrographics 2+; otherwise Vacuum.

(2) = Throw 7+, DMs Admin or Streetwise. If throw fails, treat as result 1 on this table. Can never occur if law level 0.

B: Detailed tables

1. Agricultural

d20	Product	Tons/units	Cost/ton	TL/Notes
1	Livestock	2D @ 4Dx.1	0.75	Must be kept alive
2	Fibres	6D	0.60	
3	Meat	4Dx5	0.37	Refrigerate
4	Vegetables	7Dx5	0.01	
5	Grain	8Dx5	0.07	Explosive
6	Fruit	2Dx5	0.25	
7	Herbs/spices	1Dx5	1.50	
8	Processed foods	4Dx5	0.14	
9	Pharmaceutical feedstocks	1D+2	12.00	
10	Forest products (wood)	2Dx10	0.50	
11	Textiles	3Dx5	0.75	
12	Liquor: 1-3 wine	1D @ .1	5.60	
	4-6 other	1D @ .1	2.00	
13	Meat	4Dx5	0.37	Refrigerate
14	Vegetables	7Dx5	0.01	
15	Grain	8Dx5	0.07	Explosive
16	Forest products (wood)	2Dx10	0.50	
17	Wild plants (live)	3D @ .005	3.00	Must be kept alive
18	Food plants (live)	2D	1.00	Must be kept alive
19	Rare plants (live)	1D @ .005	2.00	Must be kept alive
20	Rare animals (live)	2D @ 1Dx.51	5.00	Must be kept alive

1 = Weight of animals highly variable; stated weight includes packing.

2. Resource world

d12	Product	Tons/units	Cost/ton	TL/Notes
1	Processed radioactives	1D	250.00	Mod. emissions
2	Refined ferrous metals	4Dx10	0.12	
3	Refined hydrocarbons	3D	4.00	
4	Refined non-ferrous metals	4Dx10	0.25	
5	Refined hydrocarbons	3D	4.00	
6	Nitrates (fertiliser)	2Dx10	3.06	
7	Nitrates (explosive)	2Dx10	3.06	Mod. explosive
8	Crystals	1D	5.00	
9	Refined radioactives	1D	500.00	Strong emissions
10	Refined precious metals	1D	d12x2,000.00	Some types health risk
11	Refined rare earths			
	1 Lanthanum	1D-2	15,000.00	
	2+ Other	3D	200.00	
12	Ores			
	1-3 Ferrous	5Dx10	1.00	
	4 Non-metallic	5Dx10	2.00	
	5 Radioactive	5Dx10	5.00	Weak emissions
	6 Non-ferrous metal	5Dx10	3.00	

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3. Processed resources

d30	Product	Tons/units	Cost/ton	TL/Notes
1	Metals	d10		
	1 Iron	4Dx10	0.12	
	2 Steel	4Dx10	0.24	
	3 Aluminium	4Dx10	0.36	
	4 Copper	4Dx10	1.00	
	5 Tin	4Dx10	0.25	
	6 Zinc	4Dx10	0.75	
	7 Special alloys	2Dx10	2.00	
	8 Gold	1D/2	12,500.00	
	9 Silver	1D	6,000.00	
	0 Other precious	1D	1Dx1000.00	
2	Processed radioactives	1D	250.0	Mod. emissions
3	Plant compounds	2Dx5	0.50	
4	Animal compounds	4Dx	0.60	
5	Petrochemicals	1D	2.50	
6	Textiles	3Dx5	0.75	
7	Explosives	4Dx5	1.75	Keep stable
8	Polymers	4Dx5	1.75	
9	Paper	5Dx1	0.50	Avoid fire
10	Pharmaceuticals	1D	24.00	
11	Preserved foods	4Dx2	0.70	?need freezing
12	Spices	1Dx5	1.50	
13	Gourmet foods	1D	20.00	Fragile
14	Flavoured water	3D	0.50	
15	Alcoholic beverages	5D @ .1	2.00	
16	Milks	6D	0.40	
17	Nectars	2D	1.50	
18	Syrups	2D	1.50	
19	Teas	3D	0.75	
20	Exotic fluids	1D	10.00	
21	Aromatics	3D	2.00	
22	Disposables	6D	1.00	
23	Protective gear	1Dx5 (20kg)	100.00	6+
24	Metal parts	1Dx5	10.00	
25	Electronic parts	1Dx5	15.00	
26	High Tech parts	1Dx5	20.00	
27	Tools	2D	50.00	
28	Entertainment consoles	3Dx2	200.00	
29	Appliances	4D	60.00	
30	Furniture	5Dx5	1.00	

4. Industrial

d20	Product	Tons/units	Cost/ton	TL/Notes
1	Chemicals			
	1 Explosive	4Dx5	1.75	Keep v. stable low humid
	2 Corrosive	4Dx5	1.75	Avoid zero-G
	3+ Other	4Dx5	1.75	
2	Weapons/ammunition	2D	7.50	Local TL. Never both.
3	Semi-finished metal products	1Dx5	8.00	
4	Vehicle (ground)	1D @ 10	250.00	
5	Vehicle (air)	1D @ 2D	250.00	
6	Vehicle (water)	1D @ 10D	250.00	
7	Vehicle (grav)	1D @ 4D	1,500.00	9+
8	Plastics	4Dx5	2.00	
9	Computer/electronics	1D @ d30	250.00	5-15
10	Mining/farm/building equipment	1D	37.50	
11	Consumer goods	3Dx5	1.00	
12	Machinery/tools	2D	2.50	
13	Clothing	2D	0.80	
14	Medical supplies	1D	25.00	
15	Grav components	2D	4.00	
16	Fusion power plants	2D @ 4D	8.00	8+
17	Cybernetics			
	1-2 Robot	3D	4.00	12+
	3-5 Computer	3D	4.00	5-15
	6 Prosthetics	1D	6.00	13+
18	Polymers	4Dx5	1.75	6+
19	Special alloys	1D	50.00	
20	Petrochemicals	1D	2.50	

5. Vacuum world/asteroid belt

d10	Product	Tons/units	Cost/ton	TL/Notes
1	Small spacecraft	1D @ 1Dx10	1,000	9+
2	Explosives	3D	20	Keep v. stable
3	Frozen gasses	4D	50	Keep at OK
4	Ores			
	1-3 Ferrous	5Dx10	1	
	4 Non-metallic	5Dx10	2	
	5 Radioactive	5Dx10	5	Low emissions
	6 Non-ferrous metal	5Dx10	3	
5	Vehicle (grav)	1D @ 4D	1,500	9+
6	Vacc suits	1Dx5 (10kg)	100	
7	Pressure tents	1Dx5 (50kg)	150	
8	Mining lasers	2D @ 0.5	200	
9	Vacuum processed parts	3D	100	
10	Vacuum processed chemicals	3D	100	

6. Water world

d12	Product	Tons/units	Cost/ton	TL/Notes
1	Domestic marine animals	1D @ 1D	1.25	Keep alive (1)
2	50-ton submarine	1D @ 50	200.00	
3	Live seafood	1D+1	0.70	Keep alive
4	Artificial gills	3D @ .004	250.00	
5	Refined light metals	5Dx10	0.25	
6	Protein concentrate	2D	3.70	
7	Organic chemicals	4Dx5	1.75	
8	Frozen seafood	2D	0.35	Keep frozen
9	Precious metals	1D	d12x1,000.00	
10	Pharmaceuticals	1D	25.00	
11	Hovercraft	1D @ d8	32.00	
12	Water	Infinite	0	(2)

(1) = Cr100 per 10 tons of tank (animal weight x 2).
 (2) = Resale on Desert world for Cr10,000xPop/ton

6. Fluid Ocean world

d6	Product	Tons/units	Cost/ton	TL/Notes
1	Refined hydrocarbons	3D	4.00	
2	Nitrates (explosive)	2Dx10	3.06	keep stable
3	Exotic chemicals	2Dx5	6.00	
4	Processed Resources table			
5	Nitrates (fertiliser)	2Dx10	3.06	
6	Petrochemicals	1D	2.50	

7. Desert world

d8	Product	Tons/units	Cost/ton	TL/Notes
1	Water condensers	2D @ 1Dx10	3.00	
2	Hydroponic equipment	2D @ 1Dx10	4.00	Fragile
3	Stillsuits	1Dx5	6.00	
4	Stellar power systems	1D @ 5	6.00	
5	Food synthesisers	3D @ 0.5	2.75	Fragile
6	ATVs (desert)	1D @ 15	300.00	
7	SiO2 chips	1D	200.00	
8	Processed resources table			

8. Information

d20	Product	Tons/units	Cost/ton	TL/Notes
1	Writings (paper)	1D		
2	Writings (data)	3D (1)		
3	Still pictures	5D (1)		5+
4	Software (computer)	2Dx5 (1)		6+
5	Software (robot)	3Dx5 (1)		12+
6	Software (starship)	2Dx5 (1)		9+
7	Still holo pictures	1Dx2 (1)		9+
8	Sculpture	1D		
9	Paintings	1D		
10	Exotic art forms	2D		
11	Audio recordings	6D (1)		5+
12	Video recordings	5Dx2 (1)		7+
13	Holo recordings	4Dx2 (1)		9+
14	Raw data (paper)	10D		
15	Raw data (data)	1D (1)		
16	Currency	2D-1		
17	Credit (data)	1D (1)		8+
18	Records (paper)	1D		
19	Records (data)	2Dx5 (1)		
20	Erotica (paper)	1D-1		Law level 4-

(1) = Kilolitres, not tons. 13.5 kilolitres = 1 ton.

Note: In all cases, the fee is for transportation, not purchase. Use a standard of Cr4,000 per ton or Cr400 per kilo per jump, modifying by 1D-3% if desired. The whole consignment MUST be taken; subdivisions are not allowed.

9. Criminal tradegoods

d20	Product	Tons/units	Cost/ton	TL	Legal at .Law level	Notes
1	Plants (poisonous)	2D	30.0	N/A	0-	Keep alive
2	Plants (large carnivorous)	1D	25.0	N/A	2-	Keep alive
3	Drugs (hard)	2D	300.0	6+	3-	
4	Drugs (soft)	3D	150.0	2+	7-	
5	Drugs (alien)	1D	600.0	varies	varies	Danger varies
6	Weapons	4Dx2	15.0	Local	1	
7	Warbots	5Dx5 @ d3	10.0	12+	3-	
8	Erotica/sex aids	4Dx4	0.5	5+	7-	
9	Fugitive(s)	(1D)	0	N/A	No	
10	Atomic weapons	1D @ 2D	500.0	7+	No	1-G, avoid water
11	Chemical weapons	1D @ 1D	500.0	7+	No	1-G, avoid water
12	Bacteriological weapons	1D @ .05	1,000.0	8+	No	Keep sealed
13	Genetic weapons	1D @ .05	2,000.0	10+	No	Keep sealed
14	Information (illegal)					
15+	Redo from start - stolen goods					(2)

(1) One law level less than current.

(2) Illegal at purchase; legal at sale. Multiply cost by 10.

To trade in illegal goods, throw Law level or higher on 2D to avoid detection. DMS; subtract Streetwise or Bribery skill; if bribery is used, throw again (secretly) for renegeing by the bribed party. Note that illegal goods will only fetch 10% of these prices if sold where legal.