



# Starburst

April 1997

Issue 31

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## This Issue

Sorry about the lateness of this issue, but I was held up with work commitments, artwork that didn't arrive, and a lack of submissions. In this issue is some Traveller errata, what I consider to be the definitive list of Traveller light bulb jokes, put together from a variety of sources, and a nifty poster.

As always, please feel free to contribute.

## Citizens of the Imperium

In the last issue I included information about the Citizens of the Imperium club being run by Imperium Games. I sent off my membership fees well over a month ago and have yet to hear anything. If I hear anything else, I'll let you know next issue.



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## Official Errata

Here is the table which shows how many EXTRA rolls are given per rank on the mustering out table for Army, Marine, Merchant, and Navy ranks:

Rank	# of EXTRA rolls
E1-E9	0
O1-O2	1
O3-O4	2
O5-O6	3
O7-O8	4
O9-O10	5

On page 24, first paragraph, it describes as such: "A character who has rank 5 or 6 receives three extra (mustering out rolls), and in addition may apply a DM of +1 to the die rolls on the Benefits Table." This would mean that any character with a rank 5 or more may choose to apply the +1 DM on the Benefits Table.

Here is the missing table from the starships construction chapter referred to on page 92 step 3: Jump Drive:

Jump Drive Potential						
TL	9	11	12	13	14	15
Jump	1	2	3	4	5	6
100	2	3	4	5	6	7
200	4	6	8	10	12	14
300	6	9	12	15	18	21
400	8	12	16	20	24	28
500	10	15	20	25	30	35
600	12	18	24	30	36	42
700	14	21	28	35	42	49
800	16	24	32	40	48	56
900	18	27	36	45	54	63
1000	20	30	40	50	60	70
2000	40	60	80	100	120	140
3000	60	90	120	150	180	210
4000	80	120	160	200	240	280
5000	100	150	200	250	300	350
Fuel	10%	20%	30%	40%	50%	60%

## Official Clarifications

### Page 13, Required Materials

"Scattered throughout several chapters are various prepared forms."

Well, not exactly. Starship sheets were going into the main rulebook, but got pulled and will now be in the Starship book-along with subsector map, world map, and so on.

### Page 20, Medical School

Should read "adds +4 to his Education..."

### Page 24: Mustering Out

Only commissioned ranks (i.e. 01, 02, 03, etc.) receive one extra roll per every two ranks. Enlisted ranks get nothing!

For *Starships*, "2 types of ships available..." should be "4 types," counting the yacht (for noble and entertainer) and lab ship (for scholar).

The "Forensics Kit" benefit for Agents includes fingerprint kit, simple ballistics and chemicals analyzers, etc., items that would allow Agent characters to perform basic forensic tasks.

"Scientific Scholars" benefit for Scholar varies: an appropriate type of scanner, and the basic kit needed to conduct basic experiments.

For *Retirement Pay*, ignore the line "or another service." You still receive retirement pay if you

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change career, providing you served the necessary terms for the benefit. Scouts is the only career without retirement pay.

## Page 25, Captain Jamison

Oops. We mixed up merchant ranks with navy ranks.

"Second Term:" should be 2nd Officer for rank.

"Third Term:" drop the promotion and Admin skill.

"Fourth Term:" should be 1st Officer for rank. The aging saving rolls should be 3-p; for being 30 years old.

## Page 28, Flight School

Admission should read "if Dex 9+," not "Dex 9-p;."

## Page 29, Army Table

Roll #6 for Career should read "Artillery."

## Page 37, Skills

Drop mention of "skills listed in italics on the skill list." That idea was scratched at last minute. Right now they are labelled "Default " in the skill descriptions.

There is no maximum skill level, nor is there a maximum number of skills a character can have.

## Page 38, Default Skills List

Should include "Administration."

## Page 56, Weapon Range Modifier

Effective range for body pistol should be 1 (Contact), and for assault rifle it should be 3 (Medium). Change the modifiers accordingly.

## Page 57, Resolving Wounds

Cutlass was changed to Broadsword (with reduced damage), and mesh armor is not mentioned in Equipment chapter. Other than that, the example is correct in demonstrating the basic of weapon vs. armor. If you want to use both the cutlass and mesh armor, just lift the numbers from the example.

## Page 74, Combat Gear

Pistol, Magnum Revolver should be TL 10 because it's an advanced model, but damage rating should be 3.

Pistol, cP003 is the correct name. Change references of "Pc-03" to that.

Rifle, Bullpup is a "semi-auto" weapon instead of "autofire."

## Page 80, Weapon Table

Shots for Body Pistol should be 5.

## Page 84, Air Raft

Cost should be Cr60,000.

## Page 106 and 107, Sensor Systems/Com Systems and Hull Configurations/Jump Drive

Transpose these two pages to have the tables in the right order.

## Page 120, Sandcasters table

Range should read "Very Short, Short, Medium, Long."

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## The Definitive List of Traveller Light bulb Jokes

How many Vilani does it take to change a light bulb?

*I'm not sure... What does the manual say?*

or

How many Vilani does it take to change a light bulb?

*Four. One to lead the meeting, one to read the procedure manual, one to hold the ladder and one to climb up.*

How many Solomani does it take to change a light bulb?

*Fewer than anyone ELSE, drat it!*

or

How many Solomani does it take to change a light bulb?

*I'm sorry, that information has been classified. Now, if you'd just like to accompany me to the local SolSec Headquarters...*

How many Zhodani does it take..

*...to change a light bulb? I knew you were going to ask that.*

How many K'Kree does it take to change a light bulb?

*As many as can fit in the room.*

How many Aslan does it take to change a light bulb?

*Female: Only One. Male: At least seven, because I've seen six trying.*

or

How many Aslan does it take to change a light bulb?

*None. They just steal the Terrans.*

How many Vargr does it take to change a light bulb?

*Four. One to get a ladder, one to slug the first one and take the ladder away, one to slap the second one around and force him to hold the ladder while the first one wipes his bloody nose and climbs up the ladder, and one to stand by and smirk until the job is done - and take credit for it.*

or

How many Vargr does it take to change a light bulb?

*YES!!!! (insane barked laughter)*

How many Hivers does it take to change to change a light bulb?

*Light bulbs? How primitive....*

or

How many Hivers does it take to change a light bulb?

*None. They get someone else to do it, and make them think that it was their idea.*

or

How many Hivers does it take to change a light bulb?

*(hold up both hands and wriggle fingers furiously. The Hivers will get it...)*

How many Droyne does it take to change a light bulb?

*Six. It always takes six. Everything takes six.*

or

How many Droyne does it take to change a light bulb?

*Six. A worker to split a claw trying to hit nails in the dark, a warrior to rough him up for damaging valuable nails with his carelessness, a drone to cast the coyns and decide if maybe darkness isn't a good idea, a leader to trip over the hammer and scream for something to be done at once, a technician to immediately implement a feasibility study for future illumination patterns, and a sport to watch the proceedings with resignation, sigh, and go and get a light bulb and a ladder.*

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How many Droyne does it take to change a light bulb?

*(Look around fearfully, then hesitantly peep in a tiny voice)...One?*

How many of Lucans men does it take to change a light bulb?

*Two. One to do the work and one to shoot him and take the credit.*

How many INI personnel does it take to change a light bulb?

*None. Because INI are always in the dark.*

How does Emperor Lucan change a light bulb?

*He just has to stand there, because the universe revolves around him.*

How does Dulinor change a light bulb?

*He doesn't he wants to be the light bulb.*

How does Margaret change a light bulb?

*She declares the room a free trade zone, sets up a favourable tariff system for trade with the light socket, and waits for free enterprise to solve the problem.*

How does the "Real" Strephon change a light bulb?

*He doesn't need to. The one which is broken isn't the real light bulb, the real light bulb is in this room here and it's working fine...*

How does the Shadow Emperor change a light bulb?

*He doesn't. He doesn't want anything to change. If no light bulbs were good enough 10,000 years ago then they're good enough now!*

How does ArchDuke Norris change a light bulb?

*He keeps the light bulb safe and waits for the power to come back on.*

How many Regency Citizens does it take to change a light bulb?

*None. They just keep lighting candles against the encroaching dark...*

How many Regency Border Guards does it take to change a light bulb?

*Five. Two to seize the old light bulb for testing, one to interrogate anyone who had dealings with illumination of the room in question, one to declare the new light bulb to be "suspicious", and one to accept a hefty bribe and screw the new one in.*

How many Star Vikings does it take to change a light bulb?

*Fifteen to go and raid a planet that still has light bulbs, one to offer it at auction, and one to screw it in.*

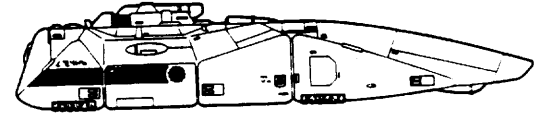
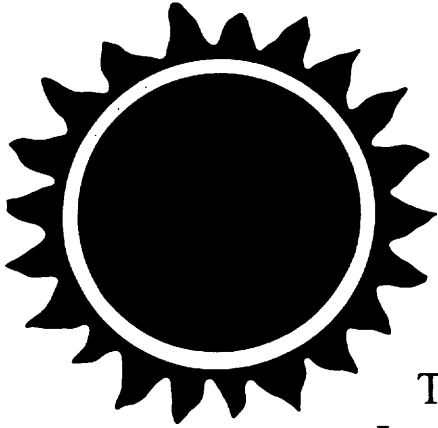
How many Player Characters does it take to change a light bulb?

*Ten. One to do the work and nine to give cover fire.*

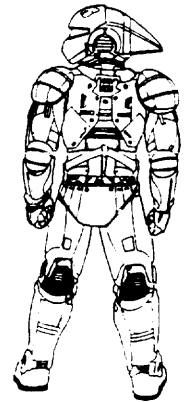
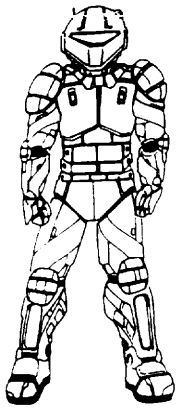
How many HIWGeers does it take to change a light bulb?

*Where were the original rules on light bulbs?...JTAS 2.5....they're official?...Look, can we work around them somehow?... There's an old FASA module here which gives different rules... perhaps we should check with David about the role light bulbs play in Yiklerzdanzh...*

# The Emperor needs you!



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*Imperial Marines, a proud Tradition.*

