



# Starburst

July 1997

Issue: 32

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Starburst is the newsletter of HIWG Australia, and is distributed to all members of HIWG in Australia free. Starburst is published irregularly by David Schneider under the umbrella of the History of the Imperium Working Group (HIWG). All material and comments should be submitted to David Schneider, 5 East Avenue, Allenby Gardens, South Australia 5009, Traveller, MegaTraveller.

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## Citizens of the Imperium

As you will recall from the last two issues, Imperium Games created a new Traveller club called Citizens of the Imperium. I joined this new organisation many months ago, and have yet to receive an acknowledgement that they have even received my money. As a result I now warn all HIWG members that Citizens of the Imperium is to be treated as "dodgy" until further notice. Please do not send any money to Imperium Games for this club, as it appears to be non-functional.



## Bar Encounter Rules - Paul Walker

### Classic Traveller (Books 1-3 Version)

The Referee should determine the results of the Bar Encounter.

### Classic Traveller (Advanced Version)

Roll 1d6. On 4+ the Character gets drunk.

### MegaTraveller

Random Bar Encounter Table (1D6)

1. Character gets drunk
3. Character gets drunk, pukes, and passes out.
4. Character gets drunk, passes out, and character's wallet gets wiped
5. Character gets lucky
6. Character gets drunk and lucky
7. Character gets lucky \*and gets some kind of VD
8. Character gets drunk, and wakes up with partner that is not even of the species of, much less sex.

### Traveller the New Era (Main Book)

Random Alcohol Establishment Encounter House Table (2d6-2)

0. Character is severely injured in brawl (see combat section for brawl)
  1. Character gets drunk.
  2. Character gets drunk and passes out.
  3. Character gets drunk, pukes, and passes out.
4. Character gets drunk, passes out, and player becomes Hiver Experiment.
  5. Character gets lucky.
  6. Character gets drunk and lucky.
7. Character gets lucky *and* gets infected with Virus (See Virus Rules).
8. Character gets drunk and wakes up with Hiver partner.
- 9+ Virus infects character and bar and kills everyone.

### Traveller the New Era (Main Book + F.F.&S.)

Random Alcohol Establishment Encounter House Table (2d6-2)

0. Character is severely injured in brawl. (See Combat Section pg120 for brawl)
  1. Character gets drunk. (See Table pg12 for further results)
  2. Character gets drunk and passes out. (See Table pg 24 for further results)
  3. Character gets drunk, pukes and passes out; (See Table pg 32 for further results)
4. Character gets drunk, passes out, and player becomes a Hiver experiment. (See Table pg 32 for further results)
  5. Character gets lucky. (See Table pg 41 for further results)
  6. Character gets drunk & lucky. ( see Table pg 99 for further results)
7. Character gets lucky and gets infected with Virus. (See Virus Rules Table pg 111)
8. Character gets drunk, and wakes up with a Hiver partner. (See Table pg 87 for further results)
- 9+ Virus infects character and bar and kills everyone. (See Table pg 75 for further results)

### Marc Millers Traveller

## Trouble in Paradise

For those of you not on e-mail, or who didn't receive AAB Proceedings #34, there has been a bit of a blue between Chairsophont Harold Hale and Leroy Guatney. It would appear that Harald made some rather negative remarks about T4 which Leroy found to be less than productive. The upshot of this is that Harald wanted Leroy kicked out of HIWG, and Leroy wanted a new vote on the Chairsophont. Leroy has also gone off and formed his own Traveller Development Group called TERRA, which members of HIWG are prohibited from joining.

For the record, HIWG Australia has always retained it's loyalty to Emperor Ed the Last. As such, and as ArchDuke of Australia, I would like to make it clear that HIWG does not expel members. People may say whatever they wish to, within the bounds of common decency, and I welcome the founding of another Traveller Support Group - though I find the membership requirement disappointing.

Anyone who has not received an AAB Proceedings lately should contact Clay Bush and check with him.

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Limon, CO 80828  
United States of America

## In This Issue

In this issue is a Gazelle Design and Deck Plans submitted by Raymond White using the old MegaTraveller Universal Craft Design System. Ray also submitted two fighter designs, using the same system, which are also included here for your enjoyment. As always, please feel free to contribute material to Starburst. Many thanks to Ray.

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STOP PRESS: Imperium Games continues to release new products, Pocket Empires, & Anomolies being two of the latest releases. Also an Adventure has now been released, partly the work of HIWGs from HIWG UK!

Unfortunately Imperium Games continues to be under a cloud in regards to quality control, with many fans expressing disappointment at typos, lack of appropriate illustrations, and other errata.

No sign of new Journal of the Travellers Aid Society issues has yet been spotted.

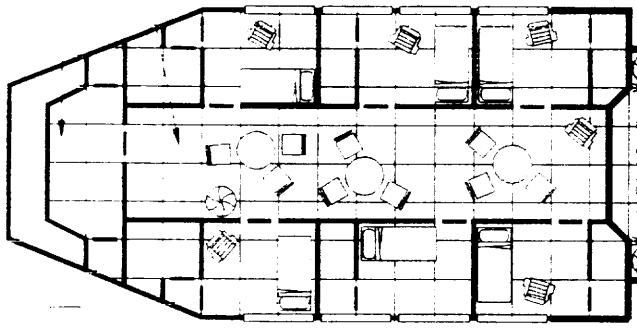
## Gazelle

**Craft ID:** Close Escort, Type CE, TL 11, MCr 382.05  
**Hull:** 297/743, Disp = 330, Config = 1SL, Armour = 49E,  
Unloaded = 9060 tons, Loaded = 9360 tons.  
**Power:** 48/96, Fusion = 4320 Mw, Duration = 13/39  
**Loco:** 33/66, Maneuver = 4, 9/18, Jump = 2, with drop tanks attached  
Maneuver = 5, Jump = 1, without drop tanks attached,  
NOE = 40 kph, Cruise = 750 kph, Top = 1000 kph,  
Agility = 0  
**Commo:** Radio = System.  
**Sensors:** EMMask, PassiveEMS = Interstellar, ActiveEMS = Far Orbit,  
EMSJammer = Far Orbit,  
Densitometre = HighPen/1m, Neutrino = 1Gw  
  
ActObjScan = Rout, ActObjPin = Rout,  
PasObjScan = Form, PasObjPin = Form,  
PasEngScan = Rout, PasEngPin = Form,  
  
**Off:** BeamLaser = xx3            Batt 2            Bear 2  
  
Missiles        = xx2            Batt 2            Bear 2  
  
missile storage = 100 HE, 20 Nuclear, battery rounds = 20,  
  
**Def:** DefDM = +6,  
  
**Control:** Computer = 5 x 3, Panel = Dynamic Link x 674,  
Special = Heads Up Display x 135,  
Environment = basic env, basic ls, extend ls,  
grav plates, inertial comp  
**Accom:** Crew = 10 (Bridge = 2, Engineer = 2, Gunnery = 5,  
Command = 1,)  
Staterooms = 8,  
MidPsg = 6,  
SubCraft = Gig  
**Other:** Cargo = 424 Klitres, Fuel = 1008 Klitres,  
Purification = 8.4 hrs, Scoops = 1 hrs  
ObjSize = Average, EmLevel = Faint

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	Deck 3
	Deck 4
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	Deck 7
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	Deck 50

DECK 3  
 OFFICE  
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 LOBBY



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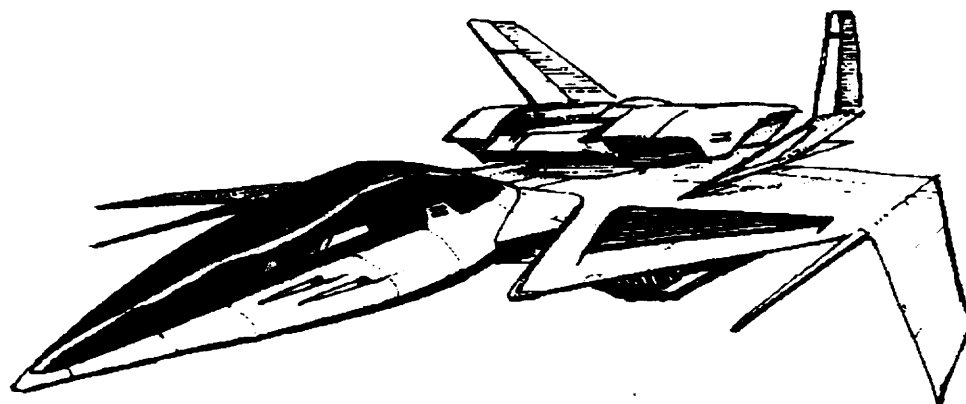
DECK 2  
 CARGO BAY

POWER PLANT

POWER PLANT

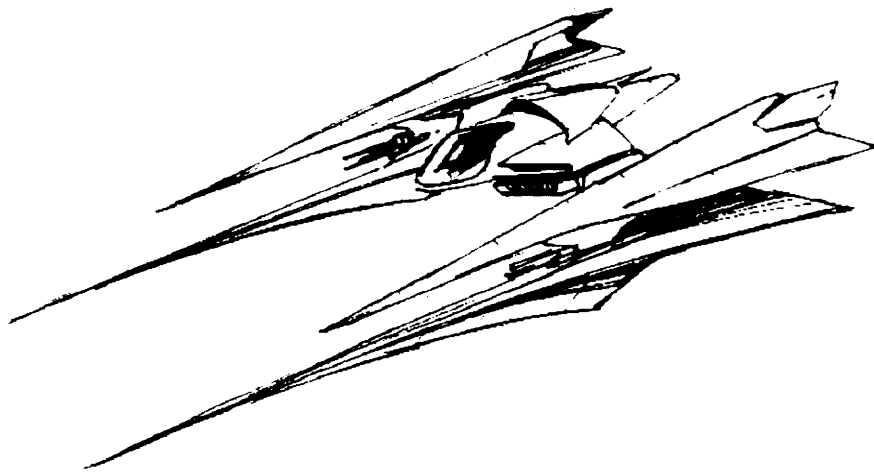
POWER PLANT

POWER PLANT



## Space Wasp

**Craft ID:** AF, Type Aerospace Fighter, TL 9, MCr 20.92  
**Hull:** 5/13, Disp = 5.5, Config = 1AF, Armour = 40D,  
 Unloaded = 176 tons, Loaded = 176.5 tons,  
**Power:** 2/4, Fusion = 108Mw, Duration = 3/9  
**Loco:** 1/2, Standard Grav = .1G, 1/2, Fusion Rocket = 6G,  
 Grav NOE = 27kph, Cruise = 81kph, Top = 108kph,  
 Rocket NOE = 130kph, Cruise = 2635kph, Top = 3780kph  
 Agility = 4  
**Commo:** Radio = System, Maser = Far Orbit,  
**Sensors:** All Weather Radar = Far Orbit,  
 Radar Direction Finder = Continental,  
 Headlight, Advanced Image Enhancement,  
 ActObjScan = Rout, ActObjPin = Rout,  
  
**Off:** Missile xx1 Batt 2 Bear 2  
 SandCaster xx2 Batt 1 Bear 1  
 2 Triple Missile Racks = 6 anti-ship missiles  
  
 missile storage = 12, battery rounds = 6,  
**Def:** DefDM = +9,  
**Control:** Computer = 3x2, Panel = Computer Linked x 17,  
 Special = Heads Up Display x 17,  
 Environment = basic env, basic ls, extend ls,  
**Accom:** Crew = 1 Pilot = 1,  
 SubCraft = none  
**Other:** Cargo = 35litres, Fuel = 6.41Klitres,  
 Purification = none, Scoops = 4hrs  
 ObjSize = Average, EmLevel = Moderate



## Trident Space Fighter

**Craft ID:** Aerospace Fighter, TL 10, Mcr 24.663  
**Hull:** 5/12, Disp = 5, Config = 1AF, Armour = 43E,  
Unloaded = 164.8 tons, Loaded = 165.1 tons,  
**Power:** 2/4, Fusion = 84Mw, Duration = 40/122 hours  
**Loco:** 2/4, Maneuver = 1G, 1/2, Fusion Rocket = 6G,  
Grav NOE = 140kph, Cruise = 810kph, Top = 1080kph,  
Rocket NOE = 140kph, Cruise = 2835kph, Top = 3780kph,  
Agility = 3  
**Commo:** Radio = System, Maser = Far Orbit,  
**Sensors:** PassiveEMS = Interplanetary, ActiveEMS = Far Orbit,  
  
ActObjScan = Rout, ActObjPin = Rout,  
PasObjScan = Form,  
PasEngScan = Rout,  
  
**Off:** Plaser       xx1           Batt 2       Bear 2  
Sandcaster xx1           Batt 1       Bear 1  
  
**Def:** DefDM = +8,  
**Control:** Computer = 3x2, Panel = Dynamic Link x 49,  
Special = Heads Up Display x 10,  
Environment = basic env, basic ls, extend ls,  
grav plates, inertial comp  
**Accom:** Crew = 1, Pilot  
SubCraft = none  
**Other:** Cargo = none, Fuel = 2.9Klitres,  
Purification = none, Scoops = 1hrs  
ObjSize = average, EmLevel = faint  
**Notes:** Capacitators allow 13 battery rounds for Pulse Lasers, to recharge  
capacitators is 24 hours.

## An Explanation of Skill Levels

In Classic Traveller, Players wanted to know what capabilities came along with each skill level. I used Vacc Suits as an example.

### **Skill Level 0:**

Character can figure out which are the arms and which are the legs. Manages to hook up the plumbing with a minimal chance of messy errors. No meaningful repairs or maintenance possible. Took a Vacc Suit familiarisation seminar (1 day) at the local Hilton.

### **Skill Level 1:**

Plumbing fixtures are recognised as the really important aspect of comfort in a Vacc Suit that they are. Can slap a patch on a hole. Arms vs legs are no problem at all. Experienced at cleaning out Vacc Suits in which the plumbing was hooked up by a level 0 user. Took the Vacc Suit course at the local Technical school (got an easy Credit).

### **Skill Level 2:**

Can hook up plumbing so well you almost don't notice it. Stitching and patching is routine. Assigns cleaning up mistakes to level 1 newbies. Can make a Vacc Suit with the proper materials and supervision. Minored in Vacc Suit in College.

### **Skill Level 3:**

Plumbing can be used as a sexual aid. Knows all the tricks of messy clean ups (just reverse the vacuum system so...oops, sorry Jack!). Can make a Vacc Suit with some non-standard materials. Has a B.S. in Vacc Suit technology.

### **Skill Level 4:**

Plumbing can be an ecstatic experience. Can make a Vacc Suit with improvised materials like rubber gloves, glass fishbowls, condoms, super polydent, final net hairspray, a seltzer bottle, reflective duct tape, etc. Has gone to Vacc Suit Graduate School and been in the Vacc Suit Industry.

### **Skill Level 5:**

A true Demi-God of Vacc Suit technique. Occassionally hooks people up to vazz suits foe a fee (Vacc Gigolo). Teaches at Vacc Suit University, can make an improvised Vacc Suit with a case of condoms (ribbed, lubricated), a jar of KY jelly and several rolls of duct tape. Can make you a tailored Vacc Suit that looks like a Gold Lame dress.

### **Skill Level 6:**

Vacc Suits are this person's life. There are still people hooked up to the plumbing by this person in a comatose orgasmic state. Rund Vacc Suit University. Always wears a Vacc Suit (although you'd never know it). Can improvise a Vacc Suit with one condom. One roll of duct tape, and a jar of KY jelly. Makes Sector-wide Fashion news with their daring new Vacc Suit designs.