



Starburst

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Issue: 33

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Starship Safety Tips #16: Before claiming a new world "for the Glory of the Imperium", try checking with the locals first.

Imperial Membership

"Many people have expressed grave misgivings before this chamber over membership in this new "Third Imperium". Some have expressed the opinion that our world has twice before been a subject of an interstellar empire, and what did it get us? Under the Grand Empire of Stars our people were held in check with a tyrannical caste system and a culture imposed from without. Then under the Rule of Man our world suffered from government of the most shabby kind which ultimately led to the Dark Times of the Long Night.

My esteemed colleagues are correct, in so far as they go. Twice before our world has been a member of an "Imperium", and we have suffered some loss of sovereignty. Yet look at what was achieved by those empires! There are those who say we should stay out of such an Empire as two have already fallen before. My friends, when an airliner crashes do we ban their use? No, we send out the crash investigators to find out what went wrong so as to build better airliners without the flaw. This New Imperium has learned from the mistakes of the old. The Imperium shall not meddle in our local affairs, taxation shall not be unreasonable, and trade with the rest of known space may be resumed without let or hindrance. My friends, we stand to gain far more than we stand to lose."

Excerpt from the speech given by Daniel Takinraak, during the debate on joining the Imperium, 246-006, Peoples Parliament.

Central Supply Catalog Errata

In the Personal Mobility section, the mass and cost for the following items is missing:

| | | |
|----------------|------|-------|
| anding Shoes-9 | .5kg | Cr100 |
| ing Boots-9 | .9kg | Cr200 |
| achute-10 | 10kg | Cr300 |
| awing-10 | 8kg | Cr700 |
| cket Pack-7 | 40kg | KCr15 |
| s-3 | 8kg | Cr250 |
| s-9 | 4kg | Cr400 |

In the Commercial Goods section, the entire table of item, mass, price, and relevant skills is missing. So, those items which do not have this information contained in their descriptions are lacking. The following offer no mass or price information:

| | | | |
|-----------------|----------------------|--------|---|
| culator-8 | .1kg | Cr20 | |
| quise Kit-9 | 3kg | Cr800 | |
| shtray-10 | .5kg | Cr100 | |
| sonal HUD | 1kg | Cr4000 | |
| ference Comp-11 | 1kg | Cr4000 | |
| ucturecomp | as for vehicle armor | | |
| gs-12 | .1kg | Cr2000 | (one bug dispenser, 2 relays/recorder/burst transmitter, 1 multichannel receiver) |
| ess Detector-11 | .2kg | Cr600 | (smaller more expensive versions are available, as are larger one with better capabilities, as for most equipment). |

Babylon 5 Light bulb Jokes

Compiled by Douglas E. Berry

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

One, but in glorious day of the Republic, hundreds of slaves would change thousands of light bulbs at your slightest whim.

How many Narn?

One, but then the Centauri unscrew 500 light bulbs as a reprisal.

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

None. They stop just before they're finished and refuse to explain why.

How many Vorlons?

(Sound of running water, mingled voices) You are not ready for illumination...

Or:

We are all changing light bulbs.

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

Who decides how many watts the light bulb needs to operate? Who designed the light bulb, and decided how long its life should be?

Who is it that decides that there should be light bulbs?

(I don't know. Who?)

Ah. I'm with them. Think of me as an... intermediary.

How many of President Clarks minions does it take?

Since ISN has declared that the light bulb never burned out, why should we change it? I think you'd better come with me...

Products

Online Ordering System
Please E-Mail your order to Imperium Games

Please note that the product schedule is subject to change and all changes will be posted.

Product Schedule

| | | |
|--|----------------|---------|
| Marc Miller's Traveller (Deluxe Hardcover) | August 1997 | \$32.95 |
| Marc Miller's Traveller (Softcover) | Available | \$11.00 |
| Starships | Available | \$20.00 |
| Central Supply Catalog | Available | \$20.00 |
| Aliens Archive | Available | \$20.00 |
| Milieu: 0 | Available | \$20.00 |
| First Survey | Available | \$20.00 |
| Emperor's Arsenal | Available | \$20.00 |
| Referee's Screen | Available | \$12.95 |
| Milieu 0 Campaign | June 1997 | \$29.95 |
| Aliens, Volume 1 | August 1997 | \$29.95 |
| Pocket Empires | Available | \$22.95 |
| Anomalies | April 1997 | \$22.95 |
| Psionic Institutes | May 1997 | \$22.95 |
| Fire, Fusion, and Steel | June 1997 | \$22.95 |
| Emperor's Vehicles | July 1997 | \$22.95 |
| Naval Architect's Manual | September 1997 | \$22.95 |
| Imperial Squadrons | October 1997 | \$22.95 |
| Nobles | November 1997 | \$22.95 |
| Missions of State | December 1997 | \$22.95 |
| The Long Way Home | April 1997 | \$12.95 |
| Gateway | June 1997 | \$12.95 |
| The Annilik Run | October 1997 | \$12.95 |
| The Vilani Hypothesis | December 1997 | \$12.95 |

The Journal of the Traveller's Aid Society

If you ordered JTAS before January 10, 1997 then the per issue prices was \$5.00
and that discounted price will be honored

| | | |
|--|----------------|---------|
| JTAS Subscription | Available | \$30.00 |
| Journal of the Traveller's Aid Society #25 | Available | \$5.00 |
| Journal of the Traveller's Aid Society #26, 48 Pages | Available | \$5.95 |
| Journal of the Traveller's Aid Society #27, 48 Pages | May 1997 | \$5.95 |
| Journal of the Traveller's Aid Society #28, 48 Pages | July 1997 | \$5.95 |
| Journal of the Traveller's Aid Society #29, 48 Pages | September 1997 | \$5.95 |
| Journal of the Traveller's Aid Society #30, 48 Pages | November 1997 | \$5.95 |

| | | |
|--------------------------|-----------|---------|
| Citizens of the Imperium | Available | \$15.00 |
|--------------------------|-----------|---------|

Wildstorm Productions

| | | |
|--|-----------|---------|
| White Traveller T-Shirt Full color silk-screened artwork by Chris Foss! Available in sizes [L]arge and [XL]arge. | Available | \$19.95 |
| Black Traveller T-Shirt Full color double sided silk-screened artwork by Chris Foss! Available in sizes [L]arge and [XL]arge. | Available | \$19.95 |
| Traveller Mousepad - with silkscreened Artwork | Available | \$15.95 |

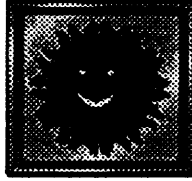
Shipping and Handling

\$5.00 per product ordered for international orders, but if you order over five products then the shipping and handling costs for the next two (i.e. product 6 and 7) are free. Then the eighth product starts at \$5 per product again.

\$1.95 for each issue of JTAS in the United States (original orders placed prior to January 10th 1997 will be honored)

\$2.95 for each issue of JTAS international (original orders placed prior to January 10th 1997 will be honored).

You *Might* Be A Traveller Fanatic If....



-
- ... You hoard dice with little suns on them.
 - ... You think Beowulf was just a Free Trader.
 - ... You dance the Macarena and think "What did I just say in Hiver?"
 - ... You know that "deck plans" never include a hot tub.
 - ... You know and appreciate the difference between Rush Limbaugh and a Gas Giant.
 - ... You travel internationally and look up your destination's government code.
 - ... You travel interstate and look up the local law level.
 - ... You pull into a gas station and ask for "unrefined fuel."
 - ... Despite what your spell checker tells you, you KNOW that Traveller is spelled with *two* 'L's.
 - ... Despite what your spell checker says, you know Humaniti is spelt with an 'I'.
 - ... You let your car roll out of the driveway in neutral until you are far enough away to engage your drive.
 - ... You name your cat 'Aslan' and your dog 'Vargr'.
 - ... You trace your genealogical background to find out if you've got any Vilani blood in you.
 - ... You refer to the postman as an Xboat, and ask him if he needs to refuel when he delivers mail.
 - ... You know the exact kiloliter size of your car's fuel tank.
 - ... You map out vacation travel by refueling points.
 - ... Someone says Navy and you automatically think of Starships.
 - ... You rival top military in your strategy planning, but yours is for the Vargr incursions.
 - ... You know the cargo capacity of your car, and refer to the trunk as the cargo hold.
 - ... When someone mentions fuel, you think of liquid hydrogen.
 - ... You have plans to upgrade your car to extended life support for those longer road trips.
 - ... You buy another Traveller supplement and refer to it as an investment.
 - ... You refer to the bathroom as a fresher.
 - ... You know there is no money in being a free trader, but you want to do it anyway.
 - ... You have been to your bank asking for a loan for a Jayhawk.
 - ... You proudly refer to your car's armor value and ability to withstand micrometeors.
 - ... Your first date with your spouse was to play Traveller.
 - ... You take apart your car's fuel tank to install baffles.
 - ... The term future-history is not an oxymoron to you.
 - ... You know the real reason behind the Office of Calendar Compliance.
 - ... You know the rules of, and have played, Gravball.
 - ... You have a map of the Spinward Marches hanging in your bedroom.
 - ... You cried when you heard that Strephon died.
 - ... You own a "Bzzrk for Emperor" button.
 - ... You cried again when you head that Bzzrk died.
 - ... You throw mice to your cat to see a dewclaw in action.
 - ... When someone refers to the US/Native American wars as Frontier Wars, you think, "You ain't seen nothing yet."
 - ... Your real life is imaginary.
 - ... You are really a dilettante, but refer to yourself as having a high Jack-of-all-Trades skill.
 - ... You have starship floorplans hanging on your wall instead of pictures.
 - ... You dim the interior lights before pulling onto the highway.

- ... You know O.J. Simpson was framed, but you're sure it was all part of a Hiver manipulation.
- ... You know that it is all just a Hiver manipulation anyway.
- ... You get hot flashes at a Traveller auction.
- ... Your resume includes a UPP and skill listing.
- ... You have looked for a local branch of the psionic institute.
- ... You know how to really have fun with your clothes on.
- ... You know that real starships don't separate "saucer section" and "star drive."
- ... You worry everyday that some alien race may drop rocks on Earth.
- ... The country of your dreams has a feudal technocracy government!
- ... You ask a member of the USMC to show you his skill with a cutlass.
- ... You know "RC" doesn't refer to a cola drink.
- ... You always spell the name of the Second Apostle as "Marc."
- ... You think of your Current Events class as being "Pre-spaceflight Solomani History."
- ... You classify historical events by Tech Level.
- ... You can recite the UWP for every major body in the Sol system.
- ... You speculate on the UPPs of friends, neighbors, acquaintances and enemies.

Who is Jeri Ryan



A young striking new character names "7 of 9" will join the crew of star trek Voyager and she is one of their most lethal foes - A Borg. The fourth season premier of Paramount Network Televisions Star Trek Voyager UPN's number one series makes the introduction of actress Jeri Lyn Ryan as Voyagers newest cast member who will add a provocative intriguing element to this popular series.

"7 of 9" is something of a "wild child" she was a human assimilated by Borg as a young girl. It is revealed she was a human survivor from the "Timken" a deep space vessel that was lost on a research mission. Once Captain Janeway severs her connection to the collective she is forced to stay on Voyager and adapt to human society. Creator/ Executive producer Rick Berman comments "7 of 9" should provide us with countless new story lines.

The character makes her debut in the fourth season premier episode entitled Scorpion part II. Once freed from the Borg she will quickly take on a more human appearance revealing a sensual creature neither fully Borg nor fully Human. This unpredictable new series regular will provide a daily challenge to Captain Janeway and her crew, as they slowly help her rediscover Humanity. As a former series regular on NBC's Dark Skies, Jeri Ryan is no stranger to the world of SciFi. She portrayed Juliet, a mysterious government agent with foreign ties who helped in the secret war against hostile extraterrestrial. Additionally Ryan guest starred on several major series most notably Melrose Place, Reasonable Doubts, Murder she Wrote, Matlock, Diagnosis Murder and Time Trax. Ryan has also appeared in made for television movies including Nightmare in Colomboa County and NBC's - In the line of Duty - Ambush in Waco. Her feature film credits include The Last Man & Men Cry Bullets.



(Last item courtesy of United Federation of Planets Australia)