

the

No. 1, \$2

JOURNAL

of the Travellers' Aid Society

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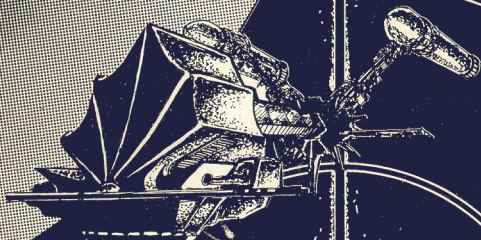
ANNIC NOVA

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TRAVELLER

Traveller is a game system intended for role-playing situations in the far future. It envisions certain standards for human behavior, for space travel, and for alien worlds. It details the basics of life and of endeavor. From that background, players assume the role of adventurer and set out into the universe in search of fame, glory, fortune, and power.

To begin, **Book 1** covers the details of persons, how they are defined and generated, and what forms of knowledge are at their command. It continues by covering combat with bare hands, laser guns, and everything in between.

Book 2 is concerned with starships and space travel. Securing passage on a starship, and encountering its costs and its comforts, gives everyone an idea of the pleasures and dangers of interstellar flight. Additional information covers how an individual may procure his own personal ship, how much it will cost to operate, and what it takes to crew it. Players may instead attempt to sign on as crew for working passage. More details cover space combat, commerce, and experience.

Book 3 indicates what kinds of worlds will be encountered, including the details of size, atmosphere, populace and government. Separate sections address the potential for animal encounters, patron encounters, and for psionics.

In essence, the **Traveller** Basic Set (Books 1, 2, and 3, boxed) provide a set of ground rules revealing how the universe operates. Players and referees are then free to venture in search of whatever they desire.

Traveller is a role-playing game. Although intended for use by a referee with from 2 to 5 players, any number can play, and solitaire play is extremely simple. Because it is a role-playing game, much of the action is cooperative in nature, rather than strictly competitive, and everyone has ample opportunity to participate and contribute.

Traveller — Science-Fiction Adventure in the Far Future. Boxed \$11.98

Available from hobby and game shops, or direct from

Game Designers' Workshop
203 North Street, Normal, Illinois 61761

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Dates in this issue of the Journal are given in accordance with an arbitrary imperial calendar of 365 days. The expression of date consists of a three digit day number (indicating the current day of the year), followed by a dash and a four digit year number (indicating the current year of the Imperium).

This date of this issue is 183-1105; the 183rd day of the 1105th year of the Imperium. All dates given in this issue correspond to the date of this issue.

The Journal of the Travellers' Aid Society is a science-fiction gaming magazine dedicated to Traveller, GDW's role-playing game set in the far future.

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Submissions: We welcome articles and illustrations for the Journal. Please inquire before submitting manuscripts.

From the Management

THIS is the first issue of the *Journal of the Travellers' Aid Society*, Game Designers' Workshop's new quarterly magazine of science-fiction gaming. Since the publication of *Traveller* in 1977, GDW has been a major publisher of science-fiction games, and a lot of people want to know more about *Traveller* (as indicated by the rules expansions in the *Space Gamer* and the *White Dwarf*, for example).

The *Journal* will be devoted largely to our line of SF games, particularly for *Traveller*, which we assume you already know about (if not, see our ad on the inside front cover). In recent months, there has been an increasing (over previous) demand for *Traveller*-related material. The *Journal* will meet that demand by serving as a forum for players of *Traveller* to exchange their ideas for a better game; and by providing a means for the designers and developers of *Traveller* to get out more supplementary material than would otherwise be the case.

In addition to articles covering all facets of SF gaming, the *Journal* will contain a number of regular features:

- **Amber Zone** will be a ready-to-play *Traveller* scenario, complete with patrons, rumors, and nasty surprises along the way. The name comes from the notion that an empire might color-code maps of its outlying regions accord-

ing to their relative safety to travelers, amber, in the tradition of traffic signals, meaning caution.

- **Modules** will be official additions/expansions to the *Traveller* rules. This feature will cover areas that could not be included, or could not be covered in great detail in the original rules because of space limitations. The module in this issue details the procedures involved in writing computer programs. Subjects of future Modules will include primitive missile weapons (bows, slings, etc.), underwater combat, unarmed combat, security procedures, asteroid mining, and advanced energy weapons.

- **Ship's Locker** will expand upon the equipment listings in book 3, describing the multitude of items available to players, their characteristics, costs, and availability. The **Bestiary** will similarly add to the *Animal Encounter* section of book 3.

Other features of the *Journal*, appearing on an irregular basis will include **Variant**, a modification of an existing game for added enjoyment; **Ref's Notes**, an informal discussion of some aspect of *Traveller* from the referee's viewpoint, with the aim of helping beginners get started and helping the experienced ref add a little spice to his game. **Review** will be an in-depth look at new (and sometimes old) releases in boardgames, miniatures, role-playing games, books, and other

items of interest to SF gamers. **New Products Seen** will be short reviews of new releases. **Q&A** will be a column where we will answer questions concerning all facets of Traveller.

ONE of the concepts for the *Journal* is that it will be usable by referees in their own campaigns; and the immediate problem of dates cropped up. To resolve this, we have adopted a date system that we think is both easy to use and easy to adapt to other referee's campaigns.

The days of the year are numbered from 1 to 365, without 28 day months or 7 day weeks being mentioned. Years are also numbered from the start of the Imperium. The current date as reflected in this issue of the *Journal* is 183-1106, or the 183d day (the beginning of the second half of the year) of the 1106th year since the start of the Imperium.

Since there cannot be an even number of weeks in 365 days, the final day (365) is a holiday without a day-name, and almost universally treated as New Year's Eve.

Future issues of the *Journal* will list a corresponding date on the contents page, and articles in the *Journal* will contain dates in accordance with this dating scheme.

ANOTHER concept which was not fully addressed in Traveller is the specific format for specifying worlds and locations. To clear this up, the following format will be used.

First, worlds are named, followed by their location and planetary characteristics in parentheses. Thus, Lethe (0102 - A378977 - A). The use of dashes to separate the hex location within the subsector and characteristics, and again between the characteristics and the tech level should help readability.

Secondly, large empires have more than one subsector. In such cases, I think it inappropriate to simply number them; instead they should be treated like states or provinces, and be named. Thus, Lethe is in the Aramis subsector, and (when necessary to specify both world and subsector name, they should be stated together, separated by a slash. Using the previous example, we would say Lethe/Aramis (0102 - A378977 - A) in order to clearly specify which subsector. This system should work in any reasonably-sized empire; if your empire is so large that remembering or even finding subsectors just by name is cumbersome, try adding a postal code to the subsector name.

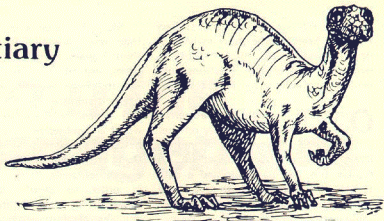
ON to more mundane matters: We have licensed Judges Guild (their address: 1165 N University, Decatur IL 62526) to produce Traveller-related play-aids. Their first item is a Traveller's Referee Screen, a four-sheet stiff cardboard shield that contains loads of combat and encounter statistics, putting them right in front of the referee, and incidentally screening his confidential materials and die rolls from the players. They have also released several other items by the time you read this. Write them a note requesting information if you're interested.

White Dwarf, the English role-playing magazine (while they concentrate on D&D) informs us that they will be publishing a Traveller mini-campaign in issue number 14. WD is available in many hobby shops, and from Games Workshop, 1 Dalling Rd, London W6 0JD, United Kingdom. If you haven't seen this magazine, you should, it's quite interesting.

So long until next issue. Good luck, and good gaming.

Loren Wiseman,
editor

The Bestiary



Bush Runners

(*Suffitifer andrewsii*, et al)

Adult bush runners weigh approximately 50 kg and are between 1.4 and 1.5 meters in length. Physically, they resemble a cross between the terran kangaroo (*Macropus* and others) and the etan fruit-lizard (*Fructoraptor*).

The skeleton is calciferous, internal, and differs from the typical terran vertebrate only in minor details.

Bush runners are bipedal, using a muscular pair of hind legs for locomotion, and a smaller pair of forearms for food acquisition and a long tail as a balancing organ during running, as a third leg when assuming an upright posture, and as a weapon when threatened.

The head is a typical arrangement of brain surrounded by a bony cranium upon which are laterally paired sensory organs (eyes, nose and ears), as well as a ventrally located mouth. The teeth are arranged in common fashion for omnivores (dental formula 2-1-2-2) and are faced on their grinding surfaces with a silicate material rather than the enamel of terran organisms.

Respiration is the usual O₂/CO₂ exchange accomplished by paired lungs located in the upper body cavity. The circulatory system is closed, the heart is

four-chambered and the blood gases are transported by a copper based haemoglobin, which make the blood blue in color.

Bush runners are omnivorous and eat fruits, nuts, grubs, and such small animals as they can catch. They can usually be found on the edges of forested regions, semi-forested savannahs, and areas such as bogs where fruit-bearing plants grow in profusion.

Bush runners congregate in family groups of two parents and from 6 to 12 juveniles in various stages of development. There are two sexes, which pair for life, producing 2 to 3 young per season. Depending on the length of the local year, bush runners will have from 1 to 3 litters per mating season.

Bush runners mate do not breed well in captivity, so most specimens occur in the wild. Their meat is quite succulent and a deep blue in color. Large quantities in a short period of time are poisonous, however, so the meat is usually used as a colorful garnish for certain gourmet dishes.

Adult bush runners of both sexes produce a musk from certain glands located in the tail during mating season; this musk contains a compound called suffitoleum, used in the manufacture of expensive perfumes. The compound

has resisted all attempts to synthesize it, and the musk of animals raised in captivity does not contain it. Therefore, on most planets which have bush runners, the animals are allowed to range free and are hunted (under strict licensing arrangements) for the 2 to 5 grams of suffitoleum that can be recovered from each adult.



Tree Kraken or Land Squid
(*Hexapoda strenii*, *H. silvans*)

The tree kraken is native to the planet Forboldn, but for various reasons can be found on many small, low gravity worlds.

The adult tree kraken weighs 6 kilograms and resembles in general body form the octopus (q.v.), having a central body sensory cluster and six radiating tentacle-like arms.

The internal skeleton is rudimentary, consisting of a cartilaginous stiffening of the body to permit the lung sacs to function, to serve as attachment points for the muscles, and to permit leverage for the three part mandible located at the base of the arms.

The arms of the kraken consist of a stiffened central support structure surrounded by a muscular sheath. The arms end in from 2 to 7 (depending on species) smaller appendages. The ventral surface of the arm, and the ends of these smaller appendages are equipped with a disk-shaped sucker-like organ

covered with hundreds of small, razor-sharp tooth-like structures.

The eyes are paired, operate stereoscopically, and permit the kraken to detect the faintest movement at several hundred meters. Range judgement is extremely good.

Respiration is accomplished by 3 to 8 (varying with species) lung-sacs located in the body mass. Each sac has its own connection to the atmosphere. To function, the inner lining of each sac must be kept moist, requiring the kraken to remain in regions of high humidity, such as marshes, swamps, or jungles. Tree krakens have a closed circulatory system and are endothermic.

The kraken attacks its prey by leaping upon it from a height, usually a tree, but often a cliff and occasionally a roof. The arms wrap around the prey, immobilizing it and the disk-shaped structures abrade the skin and other tissue into small fragments which are then conveyed to the mouth.

After feeding, the tree kraken climbs to a high place for protection from other predators, and goes into a digestive torpor, from which it emerges several hours later.

Krakens are hermaphroditic, and reproduction is accomplished by budding. During the six week mating season, two krakens will meet, and exchange genetic material by means of two tubelike structures located above the eyes. After fertilization, these structures swell to several times their normal size and grow arms, eventually (after eight to twelve weeks) becoming fully developed miniature krakens. When fully developed, the young detach themselves and go their own way. This is accomplished when the parent is in a state of torpor after feeding, and krakens will eat their own young.

ENCOUNTER TABLE ENTRIES

<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
Bush Runner (Gatherer)	50kg	19/ 3	cloth-1	5 thrasher F4 A8 S4
Tree Kraken (Pouncer)	6kg	2/ 6	none	5 teeth A0 F0 S1

The information in these entries follows the general format of Supplement 2, Animal Encounters. The tree kraken appears in Supplement 2 on page 10, Jungle terrain, item 11.

TRAVELLER CHARACTER IDENTIFICATION CONTEST RESULTS

We ran a contest in Issue 4 of the *Grenadier*, calling for identification of the nine science-fiction characters given in the back of **Traveller Supplement 1, 1001 Characters**. The winner was Rich Bartucci of Saddlebrook, NJ who correctly identified all nine.

Congratulations!

The identifications for the nine heroes are listed below. To assist in locating stories containing these persons, we have tried to list specific titles if the character is from a series.

1. John Carter of Mars, from the series *John Carter of Mars* by Edgar Rice Burroughs. Specific titles include *Thuvia, Maid of Mars*, and *The Gods of Mars*. ERB also wrote the *Tarzan Series*.

2. Kimball Kinnison, from the *Lensman Series* (*Triplanetary*, *First Lensman*, *Galactic Patrol*, *Grey Lensman*, *Children of the Lens*) by E. E. "Doc" Smith.

3. Jason dinAlt, from the *Deathworld Trilogy* (three novels titled *Deathworld*, *Deathworld 2* and *Deathworld 3*) by Harry Harrison.

4. Earl Dumarest, from the *Dumarest Saga*, (including *Kalin*, and *Spectrum of a Forgotten Sun*) now running to over 18 books by E. C. Tubb.

5. Beowulf Shaeffer, from "At the

Core," and other stories from the *Known Space* series by Larry Niven.

6. Anthony Villiers, from *Starwell* and *The Thurb Revolution* by Alexei Panshin.

7. Dominic Flandry, from the *Flandry Series* (*Flandry of Terra*, *Ensign Flandry*, etc) by Poul Anderson. Flandry lives in the dying days of the Terran Empire, towards the end of Anderson's consistent universe which spans from the early days of interstellar travel to the fall of empire.

8. Kirth Gersen, from *The Killing Machine*, one of five *Demon Prince* novels by Jack Vance. Three of the five have been published so far — *The Star Kings*, *The Killing Machine*, and *The Palace of Love*.

9. Gully Foyle, from *The Stars My Destination* by Alfred Bester.

Mr. Bartucci wins any GDW game of his choice for his correct answers.

TRAVELLER RULES MODULE

Beginning on the next page is a Traveller rules module on computer programming. While Traveller Book 1 says this information is included in Book 2, it is not. The system intended for inclusion, but inadvertently omitted is contained here.

This module is official.

Computer Programming

The use of computer skill to write the extensive and complex computer programs intended for shipboard use is a long and difficult task. The skill required to write such programs is only one aspect of the problem; two other aspects are an actual understanding of the process being programmed, and the availability of time.

Computer Skill: Expertise in computer is essential to writing a program. First, it allows the individual to try. Second, higher skill levels tend to make the program smaller. Third, higher skill levels tend to allow faster completion of the program.

1. *Trying:* No one may attempt to write a computer program unless he has a skill level of at least 1 in computer (Individuals may always use computers for routine tasks, but that does not require programming). Exception: An individual with jack-of-all-trades may be assumed to have an equivalent level of computer skill in emergencies, but such programs as he writes will be temporary affairs, will not be retained for future use, and will not be saleable. In effect, jack-of-all-trades can be used to get out of a bad situation, but not for long-term goals.

2. *Size:* When a program is completed, throw one die and subtract the computer expertise being used (if the result is less than zero, make it zero). Add the result to the size for the program shown in the chart to find the size of the new program.

3. *Completion:* Examining the chart shows that the higher the computer skill being used, the greater the probability that a program will be completed sooner.

Understanding: Before a process can be programmed, it must be understood. The best programmer around cannot do a good program on gunnery if he does not understand gunnery. To promote understanding, the programmer must have a certain level of skill in the process being programmed, or he must have, as a permanent assistant in the programming process, someone with the required skill (in such case, the programmer must have an intelligence of 7+ and the assistant must have an intelligence of 9+). If more than 1 skill is called for, two assistants may be provided. A program cannot provide a DM greater than the lowest skill level of the skilled individuals assisting.

Time: Conceptualizing a program is reasonably easy, but actually writing and debugging it can take a long time. The individuals concerned must plan on at least two months planning and preparation time. After that period, the weekly throw for program completion is made. Note that no progressive DM is allowed as time passes; there is the possibility that the program can never be written successfully by a specific level individual for a specific program.

Partnerships and Committees: Two individuals with computer skill may work together to write a program. The higher-level individual proceeds normally. The lower level individual may add 1 to his computer expertise (for this purpose, and rolls separately, thus taking into account the assistance the other gives during the process). More than two computer experts working together are a committee. They average their expertise and may make weekly rolls equal to the membership of the committee minus 2 (to cover overhead and administration). No members of the committee may not have computer expertise. Assistants providing outside skills are not considered part of the committee.

Synopsis: To write a specific program, its optimum size, computer skill level, required throw, and additional required skills must be determined, either from the chart or by the referee. At this point, the characters assign a programmer, and any assistants to the two month preparatory period (which need not be consecutive weeks). At the end of the period, the weekly throws for completion are begun. Upon achievement of the completion throw, the size throw is made to determine the final size of the program. If it will not fit into the available computer, continue weekly throws for completion. Always throw secretly at this point for a fatal flaw in the completed program (per *Traveller* Book 1, page 17).

COMPUTER PROGRAMMING CHART

<i>Program Name</i>	<i>Size</i>	<i>Price</i>	<i>Knowledge Required to Write</i>	<i>Computer Skill</i>	<i>Throw</i>
Predict 1	1	2.	Navigation-1 or Gunnery-1	1	10+
Predict 2	2	4.	Navigation-2 or Gunnery-2	1	10+
Predict 3	1	6	Navigation 3 or Gunnery-3	1	10+
Predict 4	3	8	Navigation-4 or Gunnery-4	1	11+
Predict 5	2	10	Navigation-5 or Gunnery-5	2	12+
Gunner Interact	1	1	Maximum DM is Gunnery expertise used in writing the program.	2	11+
Target	1	1	Navigation-2 or Gunnery-2	2	10+
Selective-1	1	0.5	Gunnery-2	1	9+
Selective 2	2	0.8	Gunnery-3	2	9+
Multi-Target-2	1	1.	Gunnery-2	2	9+
Multi-Target-3	2	2.	Gunnery-3	2	10+
Multi-Target-4	4	3.	Gunnery-4	3	8+
Launch	1	2.	Gunnery-2	1	11+
Maneuver/Evade 1	1	1	Pilot-1 or Ship's Boat-2	1	10+
Maneuver/Evade 2	2	2	Pilot-2 or Ship's Boat-3	1	11+
Maneuver/Evade 3	3	3	Pilot-3 or Ship's Boat-4	2	10+
Maneuver/Evade 4	4	4	Pilot-4 or Ship's Boat-5	2	11+
Maneuver/Evade 5	2	5	Pilot-5 or Ship's Boat-6	3	10+
Maneuver/Evade 6	3	6	Pilot-6 or Ship's Boat-7	3	11+
Auto/Evade	1	0.5	Pilot-3 or Ship's Boat-4	2	11+
Return Fire	1	0.5	Gunnery-3	2	12+
Anti-Missile	2	1	Gunnery-3	3	10+
ECM	3	4	Electronic-3	4	9+
Maneuver	1	0.1	Pilot-1	1	9+
Jump-1	1	0.1	Pilot-1 and Navigation-1	1	10+
Jump-2	2	0.3	Pilot-2 and Navigation-2	2	11+
Jump-3	2	0.4	Pilot-2 and Navigation-2	2	12+
Jump-4	2	0.4	Pilot-2 and Navigation-2	3	11+
Jump-5	2	0.5	Pilot-2 and Navigation-3	3	12+
Jump-6	2	0.6	Pilot-2 and Navigation-4	4	11+
Library	1	0.3	not possible		
Generate	2	0.8	Pilot-2 and Navigation-4	4	12+
Anti-Hijack	1	0.1	Tactics-1 and Admin-1	1	9+

IMPERIUM



IMPERIUM pits two players against each other in a series of continuing interstellar wars. This variant delves into the potential for diplomatic contact with some of the systems that are being fought over.

EACH player has three emissaries. One has a rating of one, the second has a rating of two, and the third a rating of three. They function immediately after their owning player's production. They are simply placed wherever their master desires (along jump routes). It is assumed that each has a personal ship capable of eluding any force. No player may have more than one of his emissaries at a specific location at one time, except at his home world.



THE Imperium has long been aware of four advanced civilizations, aside from the rising young Terrans, in the general vicinity of Sol. But until the Terrans began making overtures to these neutral cultures the Imperium paid scant attention. The civilizations are located in the stellar

systems of Ys, Dismal, Mukhaldim, and Zaggisi. Each is considered to be a primary system with no forces.

If a neutral system becomes allied with a player, it is treated as one of his systems, except that he receives 5 RU per turn for possession. The first player who attempts to use force against it (while it is still neutral) forfeits any potential benefits, and it allies with the opposing player as soon as he liberates it.

The diplomatic status of each neutral is noted on the Resource Units display. Place a counter for each world at the neutral position: the black 5. When the counter has moved to 10, that world is allied with the Imperium; when it reaches 0, it has allied with the Terrans. The status of each neutral is changed only by results of the Diplomatic Table.

If a player has an emissary present at a specific neutral world, he may consult the Diplomatic Table. He rolls two dice, making any appropriate modifications. The final adjusted die roll corresponds to a number on the Diplomatic Table. The table yields the number of spaces

VARIANT

he moves the specific system's counter on the Resource Unit display, moving it toward his end of the display. Once a

world allies with a player, it is no longer affected by the Diplomatic Table, except under the provisions of the *Seeds of Discontent* rule.

There are three modifiers allowed to the die roll; each adds one to it. To control access to a world, the opposing player must not be able to trace a line of jump routes, free of enemy warships, to the neutral world in question. To be ahead in glory points, the glory index must lean toward the player: lower than five for the Terran, or higher than five for the Imperium. To be engaged in foreign aid, the player must have physically moved one transport to the neutral system and landed it, and reduced the player's RU total by 1.

Diplomatic Table

Die Roll	Spaces Moved	
2	- 2	To the die roll, add:
3	- 1	the Emissary's rating
4	- 1	+1 if access to the
5	- 1	world is controlled
6	0	+1 if currently ahead
7	0	in glory points
8	0	+1 if foreign aid has
9	1	been given
10	1	
11	1	
12	2	
13	2	
14	2	
15	3	
16	3	

EXAMPLE: The Terran has his emissary (rating of 2) at Ys. The Ys counter is currently at the black 5. Terra rolls a 9, and adds his emissary's rating for a total of 11. Because he is currently ahead in glory points, and because he controls access to Ys, he adds a further total of 2, giving a final

adjusted roll of 13. Consulting the Diplomatic Table yields a result of 2. Terra moves the Ys counter from the black 5 to the 3 on the Resource Unit display. If the Imperial has an emissary on Ys, he could attempt the same procedure during his production phase.

THE Seeds Of Discontent: The Imperium may attempt to sow discontent among the humans. He may send emissaries to any primary system, aside from Sol itself, including neutral worlds which have allied with Terra. (All such systems start at 0 on the RU display, and are unaffected until they reach 10). When such a system reaches 10, it has become neutral, and the Terran receives no benefits. All forces are removed from the system, except for the world marker. After two turns of neutrality, a Terran planetary defense marker is placed on the world at no cost. The world does not accumulate RUs. The Terran may send emissaries to the world (during the wooing process, to influence its location on the RU display, or after, by treating with it as a neutral). The Imperium may continue the process, of course. Neither player may use foreign aid.

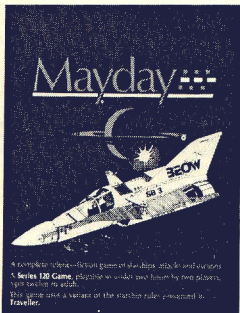
THE Imperial Gambit: The Terran can send an emissary to the Imperial Court in an attempt to convince the Emperor of the unlimited and dangerous ambitions of the Provincial Governor. At the beginning of each turn the Terran has an emissary at the Imperial Court, he may consult either of the Imperial Appeals Table's sections. Subtract 2, and add the emissary's rating to the die roll. The result is the adjusted die roll. Find the correspon-

ding result; the applied result is the opposite of the printed result. The Imperium will lose permission to build a certain class of ships (if he did not have permission originally, treat as no effect), or the Imperial will suffer a budget decrease of a specified amount, or he will forfeit 10 RU (or current balance, if less than 10 RU) that turn. Production accelerated is treated as production decelerated, with all Imperial ships on the Turn Record Chart being pushed back 3 turns. For any three ships granted, the Imperium must remove his three most costly ships,

in terms of RU purchase cost. A result of Further Appeals Prohibited means the emissary has offended the Emperor and lost his head. In such case, no other emissary may see the Emperor for the duration of the war. At the beginning of the next war, the Terran receives a replacement emissary of the same rating. A result of no effect remains the same. The Glory Index is not affected in any way.

Note: None of the diplomatic actions in this variant influence the Glory Index directly.

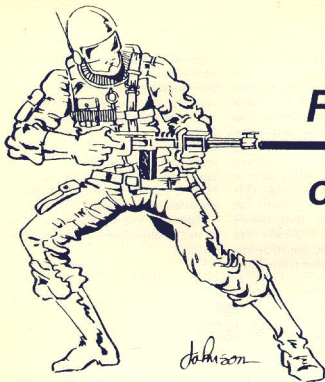
—Roberto Camino



The ship-to-ship rules from Traveller, Book 2, transferred to die-cut counters and geomorphic hex grid maps. Includes 8 page rules booklet with scenarios and charts.

Available from hobby or game shops, or direct from

Game Designers' Workshop
 203 North Street,
 Normal, Illinois 61761



Rescue on Ruie

RUIE (0209 - C776977 - 7) is a balkanized, industrialized, and very autonomous world on the frontiers of the Imperium. A former Lost Colony, it had worked itself up to tech level 5 by the time it was rediscovered by the Scout Service

31 years ago.

Of its four major powers,

Jingarlu and the Comors Union are now at tech level 7, and open for trade with offworlders (subject to local laws and customs). Both of these nations are very receptive to imperial citizens and the commercial contact they bring. Certain other areas, however, are hostile. One of these is Nebelthorn, a nation ruled by the same family for over 120 years. The rulers, the Family Eldenn, keep tight control over all offworld (and most international) contact, using various

methods (nearly all distasteful) to discourage it. Nebelthorn's only notable resource is petrochemicals, and the country has prospered by selling oil and related products to other industrial customers. Following imperial recon-

Amber Zone

tact, however, offworld merchants began selling mass conversion fuel systems and vehicles to Jingarlu and the Union, Nebelthorn's largest customers. This led to a sudden dearth of both customers and income, plunging the economy into a depression which has continued for the last 12 years without signs of improvement. The Eldenns have blamed their plight on the Imperium, and their country has been posted as an Amber travel zone.

PLAYERS' Information: The players are in search of a patron, openly declaring their intentions as they make the rounds of bars and local establishments. They are contacted by Marc hault-Oberlindes, owner of Oberlindes

Lines, through an agent. About a year ago, Sergei hault-Oberlines, Marc's 20 year old son, landed on Ruie as part of a Grand Tour, part-learning the business, and part-pleasure. After several days in Jingarlu he had heard of the Daccam Ruins, located in Nebelthorn. The Ruins are the site of an extinct alien culture of considerable interest to xenologists. Though warned of the Amber travel zone classification, Sergei insisted on going to them, and (through some devious means) obtained a visa. When he failed to return the crew of his ship (employed by the Lines) attempted to find out what had happened, only to run into a blank wall of hostility and indifference from the Nebelthornian authorities. Requests for entry visas were denied.

Despite every effort by Marc hault-Oberlindes, nothing more was heard for three months. At that time, Nebelthorn's ambassador to Jingarlu delivered an official communique to the imperial consul in Jingarlu, informing him that Sergei hault-Oberlindes, an imperial citizen, had been convicted of assaulting a member of the National Police and had been sentenced to 30 years at hard labor. No further word was sent, letters to Sergei have been returned, and all appeals and bribes have been refused. By spending a considerable amount, Marc hault-Oberlindes did manage to learn the following:

1. Sergei did, by Nebelthornian standards, receive a fair and legal trial for a genuine offense (he assaulted a cop). He signed a confession, and pleaded guilty,

2. He is currently held in Rustum Prison, a maximum security institution.

Marc hault-Oberlindes has obtained a map of the region of the prison, which sits atop a plateau deliberately kept free of vegetation. He has also obtained a

map and recent photographs of the prison with various areas labeled.

The elder hault-Oberlindes wants his son freed, regardless of the consequences. To assist on this and as payment, he will give the players a surplus Oberlindes Lines free trader (type A), fueled and ready for travel. The players are instructed to keep a low profile.

REFEREE'S Information: The referee must think through the actual situation and provide a rough sketch of the prison, which should include—

1. Two outer fences approximately 15 meters apart.

2. An administration building, a troop barracks for approximately 50 guards, two large adjacent cellblocks, each holding 500 prisoners, and a smaller cellblock in a corner of the compound.

In addition, the following data is secret, for release at the proper time.

1. All fences in the prison are electrified; the outer to 11,000 volts (enough to inflict 16D hits on an uninsulated person), and the inner fence charged only enough to incapacitate (2D hits per round per touch). The 15m strip between them is heavily mined.

2. Sergei was imprisoned for striking a National Policeman who had manhandled a girl Sergei had met. She is also in prison, in the woman's cellblock in one corner of the compound.

3. Sergei can shoot (Rifle-2, Pistol-1) and will demand a weapon. He will then attempt to free the girl (he knows where she is) regardless of the odds.



TDX is a specialized explosive which functions perpendicular to the force of gravity. When detonated, the major force of its explosion is directed in the horizontal plane (on a planetary surface). As a result, it is extremely efficient in its blast effects.

Examples of its use are the felling of trees, the severance of trestle, bridge,

tower, or other supports, the creation of directional anti-personnel mines, and situations where a directed explosion is essential.

Consider: the use of TDX on the battlefield could cause extreme casualties on the ground, but have very little effect at even minor heights. Thus, air rafts could be used as low level bombers against low tech level forces.

Gravitationally polarized explosive appears in the Cities in Flight, or Okie, Series, including Year 2018, Earthman Come Home, and The Triumph of Time, by James Blish.

THE SHIP'S - LOCKER -

COLD WEATHER SITUATIONS

For atmospheric surface situations where the temperature is below 0 degrees centigrade (freezing point of water), the following guidelines apply.

For each hour spent under such conditions roll one die. Add or subtract the appropriate DMs. If the resulting number is negative, subtract it from strength, endurance, and dexterity characteristics (the same value is subtracted from each characteristic) on a temporary basis. When any one of these characteristics is reduced to zero or below, the player becomes unconscious. When two characteristics have been reduced to zero or below, the character is severely frostbitten, and will require medical care for recovery. When all three have been reduced to zero, the character is dead. (Note: This procedure is very similar to the wounding procedure).

The following DMs apply. Without protective clothing, -15. With cold weather clothing (type I), -9. With cold weather clothing (type II), -6. With cold weather clothing (type I or type II), if augmented by artificial means (hot bricks, pocket-sized catalytic heaters, etc), +3. Per level of survival skill, +1/2.

With battle dress, -9. With combat armor, -7. With combat environment suit, -7. With vacc suit, -7.

For each increment of twenty degrees centigrade below zero, -1.

If the subject is immersed in water at any temperature below 20 degrees centigrade, -10.

Cold Weather Clothing, Type I

TL 1

Cr 200

Boots, pants, hooded coat, mittens and facemask, made from animal skins sewn together. This clothing provides protection from extreme low temperatures for a short length of time. This item may be manufactured from local materials, provided several large furs, properly cured, are available. Referees should use their discretion as to the ease with which these conditions may be met. Immersion in water totally negates the effects of this clothing.

Cold Weather Clothing, Type II

TL 6

Cr 200

A head-to-toe coverall-like garment, made of several layers of fabric around an insulating layer of fluffy fibers. Immersion in water renders this clothing totally ineffective.

Heatsuit

TL 8

Cr 300

This skintight head-to-toe covering (complete with gloves and transparent face-plate) provides almost complete protection against extreme cold (but not against atmospheric taint, unless a filter or respirator is included).

Combat Environment Suits, Vacc Suits, Battle Dress, Combat Armor are as specified in Traveller.

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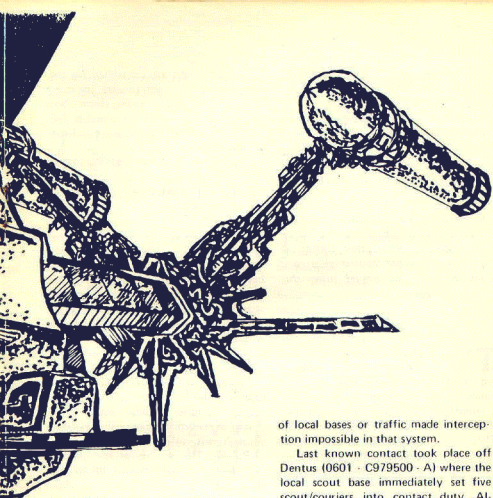
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StarShip:

ANNIC NOVA



R E P O R T S received from the Regina subsector in the spinward marches recently have been concerned with an unidentified starship of a markedly unorthodox design which has been making use of unauthorized frequencies. Originally sighted in early 1103, the ship immediately came to imperial attention by standing off the world of Heya (0802 - B687745 - A) and transmitting on a restricted military band. Interceptors scrambled immediately, but the ship jumped outsystem while the fighters were still at extreme range.

Later reports have placed the ship at Kinorb (0602 - A663659 - 5) where it stood off for nearly five weeks without any contact, and then jumped. The lack

of local bases or traffic made interception impossible in that system.

Last known contact took place off Dentus (0601 - C979500 - A) where the local scout base immediately set five scout/couriers into contact duty. Although the unknown immediately jumped, some basic data was collected from scanners and long range detectors. The imperial scout service has released reports which now claim the ship to be an experimental naval model, but no confirmation has been forthcoming. Reports of sightings should be made to local Travellers' Aid Society facilities for central consolidation. All currently known data is presented below:

<i>Mass Displacement:</i>	500 - 800 tons
<i>Jump:</i>	at least 2
<i>Maneuver:</i>	2G (?)
<i>Armament:</i>	unknown

(referee's data on following pages)

The following information is intended solely for the use of the Traveller referee until such time as the Annic Nova has been fully explored by player characters in Traveller. If you are a player, do yourself a favor, and don't read what follows until after you have fully explored the ship with your referee.

Afterward, the ship plans and other information will prove useful for a number of additional adventures. Plan scale is compatible with Snapshot, which will allow close combat aboard ship, and situations may be gamed using this ship and Mayday.

THE referee should read this adventure completely before administering it to the players. The following details apply throughout.

Iris Valves. Doorways which open or shut much like the shutter of a camera. They do not swing, and are difficult to force once fully closed (throw 9+ to force open a closed iris valve; DM +1 if strength 10+, +2 if dexterity 10+, -3 if in vacc suit. Gunfire will simply lock the valve tighter), and impossible to force if open. Any strong object (metal bar or rod) placed in the valve when open will prevent full closure, and allow a partially closed valve to be opened with ease. Iris valves are operated by depressing a stud on a switchplate on the wall near the valve. Iris valves are airtight, and mark bulkheads or airlocks. As long as the ship has any power (the power accumulators have not actually been disconnected at the source), iris valves will function automatically if pressure drops.

Doors. Any doorway not an iris valve is a sliding door. Sliding doors are not airtight (and are easily visible as such), and open at the touch of a stud. If

locked (all locks are controlled by the computer, even at low power), the door will not open unless broken down, shot open or pried open with a prybar (all rather easy tasks; the doors are not too substantial).

Vacuum. The interior of the ship is fully pressurized, ordinary instruments will indicate a breathable atmosphere, and there is no apparent (or real) danger that it will lose pressure. Vacc suit gloves are clumsy, and most persons are not proficient or comfortable in vacc suits (unless they have vacc suit-1 or better). Players should be encouraged to break vacc suit discipline after boarding; at least remove gloves and helmet rather quickly. As a suggestion, DM -2 on any weapon used if the person is in vacc suit, and does not have vacc suit skill. Reduce personal dexterity by -2 also. In addition, the ship is oriented to the small stature of its original crew, which make fully-suited persons unable to sit down in contour chairs, and passage through iris valves a tight squeeze.

Power. The ship is at low power, sufficient only for standby lighting on the bridge, and for emergency operation of the iris valves. All locations are at zero-G. Thus, the ship is dark and zero-G makes people rather clumsy, even more so if in vacc suits. The control panel in the bridge has an obvious power-on switch which will bring on full power, putting on all interior lights and activating the floor grav plates. The control panel on the observation platform also has a power-on switch, but power may not be turned off again except from the bridge.

When the grav plates go on, any individual not specifically stating that he or she is standing with feet on the floor or sitting in a chair is subject to a fall. Each throw 6+ to avoid an injurious fall; DM +2 if dexterity 8+, +1 if strength 10+. If an injurious fall occurs,

the individual receives 2D damage. Normal treatment procedures then apply.

THE band of adventurers has, quite by accident, come upon an anomalous signal from the small gas giant which lies outermost in the Keng stellar system (0805 - E2718CA - 3). Since all refuelling is performed at the large gas giant much farther starward, there is little chance that anyone would normally be anywhere near the small gas giant. As they move closer, a ship comes into view. As the adventure begins, show the illustration on pages 16-17 to the players. If any players have membership in Travellers, make the sketchy information on page 17 available to them.

If the players reconnoiter the ship from afar, painted markings become apparent on the two pods, and on the top of the shaft leading aft. In actuality, the letters are not anglic, being geometric in form, but an approximation would (roughly) be ANNIC NOVA. The port pod is marked ANNIC NOVA I, and the starboard pod is marked ANNIC NOVA V. In actuality, the markings are numerals. The chart above shows (column 1) the actual numeral represented, (column 2) the symbol as painted on the ship, and (column 3) an approximation of a similar anglic letter. Note that, in addition to a zero, there is a distinct symbol for a double zero. Any player who determines, in the course of play, that they are numerals has demonstrated that he or she has a compre-

0	□	0
1	I	I
2	V	V
3	7	7
4	Λ	A
5	J	J
6	U	U
7	L	L
8	F	F
9	C	C
00	Π	N

hension of the ship to at least a limited extent, and is allowed a DM of +1 thereafter where trying to understand other aspects of the ship.

The ship is showing no lights, except for a low level red from the forward lower bank of ports. There is no sign of life or activity, and there is no sign of transmissions if the ship is scanned from afar.

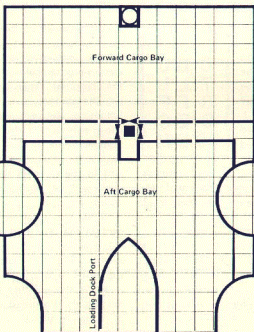
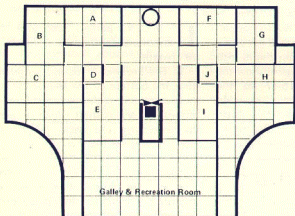
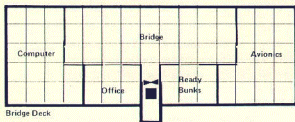
INITIALY, players will look for entry points to the ship, of which six are obvious.

1. The keel-like structure projecting from the bottom of the ship is the furthest extension of the central communications and access shaft which connects the lowermost four decks. At its very lowest point, an iris valve is located. It operates if the stud next to it is pressed, revealing a small interior chamber which is obviously an airlock. The iris valve on the other side of the airlock is closed, and will not open until the first is closed.

2. At the top center front is a transparent astrogation dome with a bearing race along the front half of its circumference. Mounted on the race is an electro-mechanical sextant connected to the computer. When the ship's power is on, the sextant is in constant motion. Smashing the astrogation dome will allow entrance to the ship, and to the vertical shaft leading down, through (and without access to) the cargo deck, and to the quarters deck. The quarters deck will be rendered airless by this action.

3. At the juncture of the shaft connecting the port pod and the hub is a hatch allowing entrance to the air lock at this point. The hatch is locked on a throw if 4, 5, or 6 (1D).

4. At the juncture of the shaft connecting the starboard pod and the hub is a hatch similar to that of entry



no. 3. The valve, however, is jammed shut, with marks indicating a minor collision. Forcing the valve open is obviously a mechanical problem, and can be performed by any individual with mechanical-1 or better.

5. The transparent observation dome at the extreme rear of the ship covers a cantilever platform holding four fixed chairs and a small control panel mounted on a vertical column. The dome covering it is light-sensitive, and turns opaque when subjected to any strong light (such as a spotlight), slowly returning to transparency after the light is removed. The dome may be broken or shattered, in which case, the entire deck will be rendered airless.

6. At the very rear of the lower decks is an arched indentation with a single sliding panel. Forcing the panel will allow access to the cargo bay, decompressing it in the process.

ONCE entry has been achieved, the players will then want to investigate the interior of the starship, in search of its identity, its crew, the key to its operation, and any other information they can think of. Guide them through this process by describing what they encounter on each deck.

The following descriptive sections cover the major details of the ship, and are keyed to the deck plans.

CENTRAL Access Shaft. Leading directly through the bottom four decks, this shaft has iris valves at each level. A lift can carry up to three persons at once, with a simple control button set marked (in ship numerals) I, V, 7, and A. At the rear of the shaft is a ladder which can be used in lieu of the lift.

The iris valves in the shaft maintain

airtight integrity, so that loss of pressure on any deck will not be transmitted past any closed valve.

One iris valve is at the bottom of the shaft (entry no. 1), and each level has one valve, with the exception of level 7, which has three valves, facing starboard, port, and forward.

BRIDGE deck is level 1, all directly forward of the access shaft. After passing through the iris valve, a very short corridor opens into a spacious control room. A lengthy control panel fronted by five acceleration couches dominates the forward window wall. The central couch is obviously for the captain, set slightly apart as if in a position of authority, while the other four are sited for various functions.

At extreme port is a doorway (open) leading to the computer room. The open space in this room is quite small, as nearly all available space is taken up by the equipment and its shielding.

At extreme starboard is a similar room filled with avionics equipment including long range detectors, communications equipment, and short range scanners.

The rear wall of the control room opens into an office, with desk, computer terminal, and several drawers of written records in indecipherable symbols. In addition, a ready room contains a pair of bunks (clean and made-up), and simple toilet facilities.

Controls. The bridge is arranged in a reasonably straightforward manner, and the readouts can be puzzled out by any pilot or navigator with intelligence of 8+ within a few hours. The power-on control is obvious. There is no evidence of any maneuver controls or maneuver readouts whatever; only a dual set of jump controls.

Computer. The programming lan-

guage for the computer is unknown to any individuals present, and the computer will not initially respond (assuming power has been turned on). An individual with computer-2 or better can install the standard programming language from another source (such as the ship the adventurers came in) within

Gunner Interact
Target
Predict 2
Predict 4
Return Fire
Anti-Missile
ECM
Jump 1
Jump 2
Jump 3
Jump 4
Generate
Navigation

one day. Someone with computer-4 or better can instead decipher the computers language, altering it to respond to normal procedures, on a throw of 12+, DM +1 for each level of computer skill. Throw once per week, after a week of preparation. Other DMs may also be applicable.

Once the computer is reprogrammed in this manner, the ship's software selection will be found to include the programs shown above.

The computer itself is a non-standard model equivalent to a Model/3, but massing considerably more (in the range of 15 tons).

In addition, the computer has a graphics package which can superimpose data on the forward window wall, making an immediate evaluation of a situation possible at a glance. For example, the computer can lay a three mensional grid on the window wall, and then spotlight or code all objects present, showing their relation to the ship. It can then project their orbits or trajectories and show them.

QUARTERS deck is level V, entered through the iris valve facing forward, which reveals a spacious carpeted lounge spotted with comfortable chairs

and small tables. On the wall to starboard is what looks like a bar, while to port is a floor-to-ceiling visor screen. Each side wall also has a hallway leading off laterally.

Investigation will reveal that the bar is indeed a bar, well-stocked with liquors, most with indecipherable labels. A close check will reveal at least one bottle with a label in anglic, and a date about 20 years ago. The quality of the liquor is excellent (by reputation to a connoisseur and by taste if tasted). If this deck has been rendered airless, all bottles will be broken and spilled.

The visor screen responds to the controls (on-off) on the wall next to it, or will come on (with sound at full volume) if someone sits down in the lounge chair directly facing it. The program shown is (throw 1D) 1- an animated film with a great deal of violence, but no apparent injury, 2- an abstract color projection with an accompanying soothing music soundtrack, 3- a head and shoulders view of a bald, eyebrowless, humanoid talking in an unknown language while graphic maps projected behind him constantly change, 4- an apparent travelog showing a variety of animals in their native habitats, 5- an animated lecture on the chemical elements, with accompanying text and a voice over, and 6-static.

Close investigation of the visor will show a concealed set of controls (in a sliding panel on the wall), including volume control, a dial marked I, V, 7, A, J, U, and a speed control. The channel control will select among the six channels. The speed control will slow down or speed up the program being shown; if channel 6 (U) is slowed down, it is revealed to be a children's dictionary. Studying channel U or channel J will teach the ships language on a throw of 14+, DM +1 per day.

Aftward past the access shaft is a

larger lounge area, studded with tables and chairs, and kitchen facilities along each wall. The tables and chairs are collapsible, and the kitchen areas have sliding screens which can be used to conceal and protect them. Behind the cold box in each area (it swivels out) is a doorway leading to the life support systems, such as main temperature and air circulation ducts, etc.

The floor of this area is uncarpeted, and marked similar to a basketball court, obviously for some sort of a game. This concept is furthered by the contents of one drawer in the kitchen area: several resilient balls and some handball gloves.

Investigation of the lateral hallways shows four doors, all locked, in each hall.

Room A. An ordinary sleeping room with bunk, fold-out desk, several drawers, mirror, and reclining chair. There is, however, no clothing, and no sign of personal articles.

Room B. A room configured much like room A, but with a lived-in look. In the top drawer is a box containing several rings mounted with gemstones. Each has an apparent value of Cr500. Under the bunk's mattress is an envelope containing several bills of (apparently) money, marked JO, IN, and INO, as well as various statements and phrases in the ship's language. A full length mirror is mounted on the wall. If the power is on low level, it is indeed a mirror. If power is on, the mirror is an operating color retransmitter screen, which means that it acts like a mirror, but presents an unreversed image. A person standing in front of it would see himself as others see him, rather than as a mirror image. Until someone actually stands in front of the mirror and indicates that he or she is checking it out, the effect will be that anyone in the room will have an undefined, uneasy

feeling. The mechanism for the retransmitter is behind the screen, accessible if a concealed latch is located and tripped.

Room C. This room is larger, and contains a large double bed. Personal effects for both a man and a woman are present in the drawers.

Room D. A bathroom, with toilet facilities and a shower.

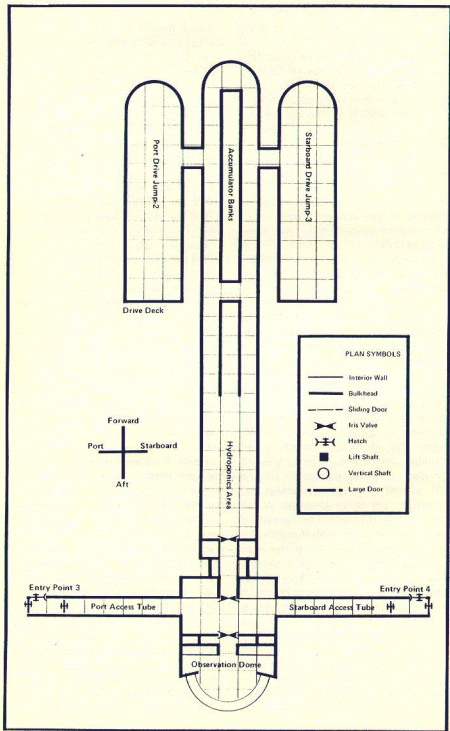
Room E. In this room, the most obvious feature is the presence of four small beds along the walls. Several small pieces of furniture are scattered about, and a lot of clothing is strewn about in disorder. Aside from a few small toys, there is nothing of value here.

However, after all have left this lateral hallway, a small robot-like device will emerge (it is about 300mm high, cylindrical, and emitting small peeping noises, while an electric blue spark wanders around on its head/top). It will orient on a single individual and follow him/her around anywhere on this deck, the sparks getting more violent whenever it approaches closer than 1 meter. This device is a child's toy, easily broken by a kick or a blow; it can be turned off by touching it with the hand, and turned on again by touching it again.

Room F. The interior of this room has been charred black, as if by flame, or perhaps by plasma gun. Nothing remains of its original furnishings.

Room G. This room is much like room B, but the full length mirror is cracked. If the latch (concealed) is found, the area behind the mirror is found to be empty, the retransmitter having been removed. The area is now used for storage, and contains several cartons of books with garish covers. In addition, a map box with a chip installed for a world (Victoria, location not immediately known, but coordinates given and in the computer).

Room H. An ordinary room much



like room C, but fitted out with two bunks rather than a double bed. Aside from ordinary items of clothing, the only items of interest are an instant print camera, and a battery powered typewriter. Close examination of the typewriter reveals that it can be used as a remote (up to 50km distant) terminal for the ship's computer.

Room I. A bathroom identical to room D.

Room J. Taped on the door to this room is crayon drawing (as if by a child) of a coiled snake. When the door is forced, a terribly foul odor and considerable amount of dust roil from the room. Inside are four dead bodies, three adults and one child, all exhibiting considerable corruption. In addition, dirty linen is piled in the corners of the rooms, and the floor is very filthy.

Breathing the unfiltered air of the room exposes an individual to an extreme chance of infection. The dust will slowly spread to the entire deck within 10 minutes, after which, anyone on the deck is subject to a strong chance of infection. If an iris valve is opened to another level, that level becomes a possible source of contamination (with a low chance of infection).

The Disease: The disease from room J is transmitted via an airborne virus with a long dormancy period. No symptoms will become apparent for at least one week. At that point, each person who has been exposed must roll for infection on the disease table, once, at the highest possible level. DM - 1 for strength of 10+. Anyone who has served in the scout service is allowed -1 because of scout service immunizations. Individuals following a regimen of strict rest and sleep (prescribed by a doctor after analysing the situation) are allowed DM - 4.

Low passage or various drugs may slow the onset of the disease, but there

are no specific drugs or universal cures which will automatically counteract this disease.

Disease Table

<i>Individual's Endurance</i>	-Infection Chance-		
	Low	Good	Extreme
4 or less	8+	7+	2+
5, 6	9+	8+	4+
7, 8	10+	9+	6+
9, 10	11+	10+	8+
11 or more	12+	11+	10+

If the number on the table is rolled or exceeded, the individual has contracted the disease. Immediately roll two dice and subtract the skill level of any attending medic (one medic may attend up to four persons in this manner). That number is the immediate damage inflicted. If it exceeds 8 roll again as before, and inflict that number of hits. Continue until the result is less than 8. This disease can kill you.

Prevention: Any medic-3 (a doctor) or better will know from his training and experience that infection from this virus can probably be greatly lessened by strict rest and sleep.

CARGO deck is level 7, with three iris valves opening from the access shaft: forward, starboard and port. The port and starboard valves open into long corridors. A short distance down the corridors, large sliding doors are placed on each side wall, with many slide/skid marks on the floor leading from the one to the other. At the end of the corridor, a short aftward bend is immediately blocked by a massive steel door.

Through the wide sliding doors forward is a large cargo bay nearly 20 meters wide and 9 meters deep. The bay is empty, save for a few empty crates in one corner, and one bale of vegetable leaves near the forward iris. The bale

is tobacco, which is a rarity in this section of the imperium, and will bring about Cr 20000 (for its full 50 kg) if sold in the seedier parts of a starport town; it is also probably illegal in any world with a law level of 8+.

Through the wide sliding doors aftward is an irregularly shaped cargo bay, marked by an arched protrusion in its center, and bulges in the lateral walls. The arched protrusion is fitted with a sturdy sliding door, which will not open open if there is pressure in the cargo bay (unless, of course, it is forced). These doors serve as the loading doors for the pinnaces. There is a mechanism which will magnetically lock a pinnacle in position against the doors.

Half way back in the rear bay, along the side walls, are sets of cabinets. The port side cabinet has three vacc suits of unusual design. If they are tried on, they are found to be personalized, and non-adjustable, with only a slight chance that they will fit the individual involved (throw 10+ for the suit to fit; DM +1 if the individual is strength 5 or less, because they are a little on the small side). The suits are unusual in that an oxygen regeneration system is built into the fabric, rather than being contained in a separate pack. If the suit doesn't fit, however, altering the sizing will render it useless. Each suit may be assumed to have a value of about Cr 40000 to someone whom it will fit.

The massive steel doors at the end of the corridors obstruct access to the main gun turrets. The doors may not be opened without computer instructions being entered (a computer terminal is located on the wall next to each door). If the door is forced (or attempted to be forced), or incorrect computer instructions are entered more than 3 times in 10 minutes, and power (and thus the computer) is on, an outlet valve will open, rendering the entire deck

airless within 30 seconds. In any case, the door is nearly 200mm thick, and will require a long time to burn through (approximately 20000 hits administered by laser weapon, plasma or fusion gun, or cutting torch).

If the door is opened by computer instruction, the entire inner ring of the turret rotates to match a door opening with the doorway in the outer turret ring. The interior of the turret reveals that this is simply the base of the turret, and is crowded with equipment and an independent power source. A vertical ladder leads up. On the next higher level is a single gunner couch placed next to a long laser cannon tube.

The gunner couch will comfortably fit only a person of small stature (assume strength of 6 or less).

ENGINEERING deck is level A, with a single iris valve opening forward. The room is moderately small, and filled forward with several machine tools, a workbench, and cabinets filled with a great many spare parts in paper cartons. To the immediate port and starboard are large (floor to ceiling) gratings showing behind them large radiator-like flanges.

Aft are three doorways. The port door leads to a metallurgical shop, with facilities for fine metal work on the one gram to ten kilogram level. Such a shop is quite usable by an individual with mechanical 2 or better. To starboard is a similar electronic shop, usable by an individual with electronic-2 or better. The central doorway reveals a sloping (up) hallway about 20 meters in length.

DRIVE deck is not immediately apparent as such. The long slanting corridor leads into a wide hallway with slanting transparent windows lining each

side, and overgrown with plants in hydroponic tanks. An iris valve is obvious at the aft end of this hall, but the extensive growth of the plants has concealed the two small paths to the port and starboard of the sloping corridor.

The vegetation is covered with thorns, but is generally harmless unless a person were to actually fall into a group of plants, in which case about 1D hits would be received.

By forcing through the vegetation, an entirely separate corridor system (two parallel corridors, joined at the far end) is revealed. The central area between them is a complex set of electronic items, and several solid silver buss bars. This area is the accumulator section of the power supply. When fully charged, there is a distinct odor of ozone in the air. Power cable connections (about 300mm in diameter, and insulated) rise from the accumulators and pass through the lateral ways. These hallways lead to the actual jump drives for the ship.

The two jump drive sections are identical, being cramped areas with gleaming, apparently standard drive mechanisms installed in the center of each pod. However, the port drive is only jump-2, while the starboard is jump-3.

At the forward point where the two parallel corridors join is a small control panel with several individual controls. If this panel is tampered with, it will start the chargers into operation. A humming will begin, and observers at the astrogation dome, the hydroponics area, and in ships outside will note that the canopy is unfolding. After about an hour, the process will be completed, revealing a skeleton framework and a circular thin black radiation-absorbent film about 1 kilometer in diameter. Stopping the process is impossible with-

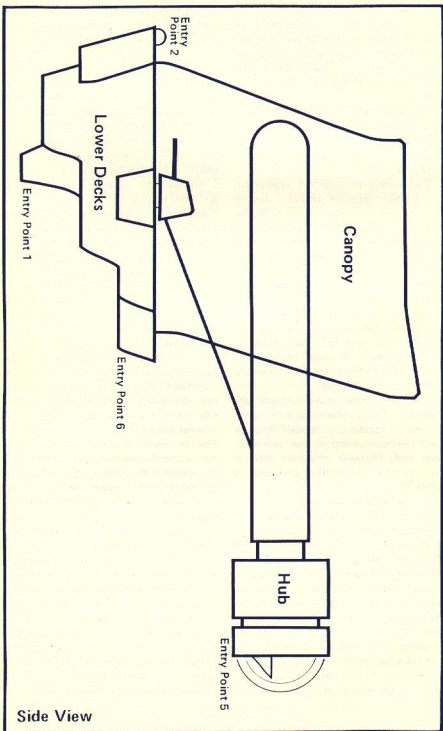
out computer assistance, but the canopy will refold itself when the accumulators are fully charged, a period of 1D weeks.

THE hub is the aftmost portion of the ship, entered through the iris valve at the aft end of the hydroponics section. The valve is in a nearly closed position, but held open by a scratched and corroded metal rod wedged in placed apparently by accident.

Beyond the valve is a short (4.5m) corridor leading to another iris valve held open by a similar metal rod. Along the corridor, the attraction of the grav plates in the floor (assuming the power is on) gradually diminishes from full (at the forward end) to zero (at the aft end). Beyond the aft valve is an open area finished with a plush fur-like carpeting on floors, ceiling, and walls. Aft, starboard, and port, are iris valves. Concealed behind the forward bulkheads on each side of the forward iris valve are access panels; a small switch concealed under the fur just adjacent to the iris valve operates them. The port side panel reveals a large transmitter/receiver for audio, video, and telemetry. The starboard side panel reveals a set of miniaturized communicators keyed to the equipment to port. Access to the computer will reveal (when it is interrogated) that there are also several remote missiles fitted with audio, visual, and telemetry devices. The missiles are launched by computer from the exterior of the hub area; each is a responsive discretionary missile of 12G12. There are 4, each of which is reusable.

The entire area is in zero-G.

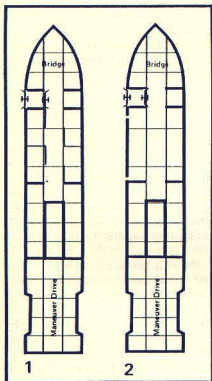
The lateral iris valves lead to 10m corridors (actually tubes) which themselves end in iris valves with airlocks behind them. The airlocks have two further openings, one to outside, and one leading to still another airlock.



Side View

This second airlock is inside the pod.

FROM outside, most individuals will consider the aft pods to be maneuver drives. Indeed, they look like such to the casual observer. However, upon passing through the final air iris valve, it becomes obvious that this is a small ship. They are each 40 ton pinnaces, normally carried in their trailing positions, but are readily detachable and may each be used separately.



The port pinnace is a passenger/cargo carrier. Exiting the interior air lock shows a narrow corridor, with a door opposite (leading to the sanitary facilities). Forward is the bridge, with provision for a pilot and an assistant or navigator. Aft is a large open area, with collapsible seating for 16 passengers,

arranged in four rows of four seats, two on either side of the aisle. When the seats are stowed, bulk cargo totalling 12 tons may be carried; a sliding panel door on the upper surface section of this area may be opened for faster cargo transfer. Behind the open area is the engineering section with maneuver drive and maintenance areas. Behind that is the fuel tankage.

The port pinnace is apparently set up for longer flights (in that there are sleeping provisions), with four half-sized cramped staterooms. Although there is no cargo area, conceivably, about two tons of cargo could be carried in the central aisle.

There are several features in common for both pinnaces. Each has identical controls on the bridge, which (once understood) will be usable by an individual with ship's boat expertise. Each is armed with a single pulse laser. Each has fuel skimmers (for refuelling at a gas giant) and fittings for fuel transfer. Each also has a cable connection which automatically mates when the pinnace is in position at the end of the tube.

The pinnaces are laid out in opposite handedness. The air lock is placed on the starboard side of the port pinnace, and the port side of the starboard pinnace. Thus, each will not mate if docked on the wrong side.

ONCE the on-board computer language is made functional, quite a few answers can be found as to how to operate and use the ANNIC NOVA. In general, the individual will enter a key word, and receive information on a computer screen. The referee may find continual guessing of key words by characters to be fatiguing, and instead impose a limited amount of information on them as time passes. Much of this information will not become available,

however, unless specifically required.

Maneuver, Acceleration, or Evasion.

One or both pinnaces may be swivelled about their shaft fittings under computer control, and thrust may be applied. Such manipulation will alter the orientation of the ship, allowing the guns to be brought to bear (or observation decks pointed as desired). Such instructions may simply be keyed in through the computer.

For travel to any great distance, a pinnacle must be physically moved (by one with pilot or ship's boat expertise) to the rear of the cargo bay (entrance point 6), and magnetically moored. Computer instruction for long distance maneuver may then be entered, and up to one-tenth G thrust applied. Each pinnacle is capable of 10 minutes thrust for each ton of fuel burned.

Fuel, Refuel, or Power. The canopy collects radiated stellar power and stores it in the accumulators on the drive deck. The only way to extend the canopy is with the controls on the drive deck (page 27, column 1), or the control panel in the observation dome (entry point 5). It cannot be controlled from the bridge.

Sufficient energy may be accumulated to power each of the jump drives once, as well as to maintain internal life support in ordinary circumstances. Note that a jump drive can be used for any jump distance up to its full rating, but that each jump takes approximately one week (*Traveller* Book 2, pages 1 and 2).

Duration of internal power: 60 days under ordinary load.

Required recharge time: 1 to 6 weeks (1D), depending on the distance from and spectral type of the star serving as radiation source.

Weapons: The two laser cannon turrets are used as laser +1, the guns being quite effective in fire control.

There are no openly available small

arms aboard. There is a small concealed panel behind the non-functioning full length retransmitter in room G, which may contain small arms (out of reach of children).

There is also a small compartment under the central couch on the bridge, which contains a large bore two shot pistol (fires as revolver, but does 3D hits). Its general technological level is quite low.

THE following is a description of the ANNIC NOVA in the same format as ship descriptions in *Traveller* Book 2, pages 18 - 20.

Free Trader (Non-Standard Classified Type NS18): Using an unorthodox 600 ton frame and hull, this artifact is allowed in imperial commerce under the salvage laws provided the ship is registered with imperial authorities (typical registration fee: Cr 100,000).

The ship has 8 staterooms (of non-standard sizes) for the crew (captain/navigator, chief engineer, two ordinary engineers, and medic) with provision for ordinary members (gunners, pinnacle pilots, or passengers). There are no low berths.

The ship has two jump drives (jump drive-F, and jump drive-J which operate separately (at jump-2 and jump-3 respectively), but may not sum their power. There are no maneuver drives (the pinnaces act as tugs to a minor extent); there is no power plant. A stellar collector absorbs and accumulates energy for internal power and jump drives.

Two single turrets each mount a single laser cannon. Cargo bays will hold up to 150 tons of cargo. The computer is a non-standard model equivalent to the Model/3, but nearly three times normal mass. The ship is not streamlined.

Two 40 ton pinnaces travel in trailing positions. Each holds 12 tons of fuel. One is equipped to carry four passengers

for relatively long periods of time, the other can shuttle up to 16 passengers or 12 tons of cargo.

Construction cost is impossible to calculate for this artifact, but current market value is placed at approximately Cr 200,000,000.

BEING a non-standard starship, the ANNIC NOVA is subject to a variety of unpredictable and incapacitating breakdowns; breakdowns which are then difficult to repair because of the innate unfamiliarity of the crew with this new-found starship. In order for the referee to customize this ship for his players and their campaign, refer to the breakdown chart for the 11 most important components on the ship. Roll two dice beginning at the first component and note the result (pencil it in).

Continue for each component, re-rolling if the result is a number already rolled. Once the ship is in service, roll two dice and note the result— this is the number of weeks that the ship will function normally. When that time comes up, throw 11+ for component failure; if failure occurs, roll on the breakdown chart to determine which component fails. Also throw two dice to determine how long until the next failure.

OPERATING expenses for a ship such as the ANNIC NOVA are different from those indicated in Traveller Book 2, pages 5-6.

Fuel costs are negligible for this ship, although 12 tons of fuel for each of the pinnaces must be procured in some way or another. Refined fuel is preferable,

but each can use unrefined (Cr100 per ton at a starport, or free at a gas giant). The chance of misjump does not exist for a pinnacle (since it doesn't jump).

Ordinarily, staterooms require about Cr2000 per trip each. As a private ship, the cost may be reduced for non-passengers. Figure on Cr1000 per person per week to cover the costs for food, supplies, etc. Whenever fitting out for voyages, the crew should lay in a certain number of person-weeks of supplies whenever in port. One person-week lasts one person one week, costs Cr1000, and requires 200kg cargo space.

Performing routine maintenance is a problem because the ship is non-standard. An overhaul must be performed on a custom basis after competent personnel have been found. Figure the overhaul will last at least 2 weeks (and probably more: add 1D-1). Four individuals are necessary: two with electronic-3+ and jack-of-all-trades-2+, and two with mechanical-3+ and jack-of-all-trades-1+. Each draws a salary of Cr6000 per week, and a simple materials cost will run about Cr20,000. The overhaul must be performed in orbit, with the nearby world having a tech level of at least 10. Crew salaries and berthing costs (levied against any pinnaces landing) are the same as indicated in Book 2.

OPERATING revenues for the ship are possible from cargos and passengers, but not from mail contracts.

REFEREEES may also want to use the ANNIC NOVA for other activities, either permanent or tempor-

BREAKDOWNS

Port J-Drive
Stbd J-Drive
Pinnacle-1
Pinnacle-2
Computer
Hub
Life Support
Canopy
Accumulators
Hydroponics
Turrets

ary, within a campaign. The following are a few suggestions:

Privateer Encounter: Assuming a travelling party in a lightly armed ship (perhaps a new free trader or a yacht), they may be pounced upon by pirates (pursuant to an encounter from Book 2, page 36, result:12). A smart pirate would hit initially with the two pinnaces, attempting to drive the prey in a specific direction, where lies the larger ANNIC NOVA type ship in ambush, with its larger cannon.

Relic: Rumors may lead travellers to an ANNIC NOVA type ship wrecked on a world surface (almost certainly in a remote region far from any starport). The task is then one of recovery and repair of the ship.

Clandestine Menace: A ship like the ANNIC NOVA could be crewed by individuals with psionic abilities (conceivably, psionic talents could be useful in deploying, untangling, and retrieving the collector canopy). The fact that

the crew can probably tell what the travellers intend (and then do a variety of actions to forestall any shady or dangerous acts) can really mess up the best laid plans. This situation is ideal for adventurers bent on hijacking a ship.

Working Passage: Characters without a ship of their own might sign on a free trader of the ANNIC NOVA type just for the room, board and travel.

Escape: A few mercenaries on a world where their ticket has almost been cancelled could find that the only way off-world is aboard this type ship, provided the captain can be convinced that he should take them.

Victoria: Finally, the map box in room G, on V deck has a chip installed for a world named Victoria. Check imperial maps will show its location in an adjacent subsector. Full coverage of Victoria will be contained in issue number 2 of the Journal of the Travellers' Aid Society.

Next Issue:

VICTORIA — Coverage of this metal poor world at the edge of the imperium. Characterized by high mesas separated by deep chasms filled with mildly exotic atmosphere, this world maintains communication and trade via a system of dirigibles, while each of the balkanized settlements struggles for ascendancy. Animal tables, patron encounters, trade references, plus general world descriptions.

BOWS & ARROWS — combat module adding primitive missile weapons such as the longbow, shortbow, crossbow and sling to the basic Traveller combat system.

AMBER ZONE — *The Ship In The Lake*.

PLUS — game review, ref's notes on robots, and more. All in the next issue of the Journal of the Travellers' Aid Society.

DOUBLE STAR— In a binary star system, the pressures of growth and expansion lead to war between two colonies of Earth. Double Star is a game of this war, fought as planets whirl in their orbits and fleets fight between worlds. Long-range planning allows small moons to be pulled from orbit and hurled at enemy worlds; special training rules allow the use of formations by fleets, with great effect on firepower and defense. Limited industrial output, orbital fighters, planetary defense systems, and populations. Boxed, \$9.98.

SNAPSHOT— As the small free trader *Beowulf* jumps between the stars, one of the passengers secretly assembles a concealed pistol, and slowly works his way to the bridge. Just as the hijacking begins, the computer kicks in: doors slam shut and seal off the ship's vital areas. This time, the hijacking is foiled. *Next time?* Snapshot is a game of close combat — be it hijacking, mutiny, or boarding parties — aboard the starships of the far future. All manner of weapons and all types of individuals are included, as well as detailed starship plans. Boxed, \$7.98.

All above science-fiction games are boxed, and each contains a game map showing the location in contention, die-cut counters to represent ships, people, forces and equipment, and rules governing play. **Traveller** contains three 48 page rules booklets only. For more information on these and other GDW science-fiction games, write for our free SF flyer. All of these games are available through hobby and game shops, or direct (and postpaid in the US and Canada) from

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