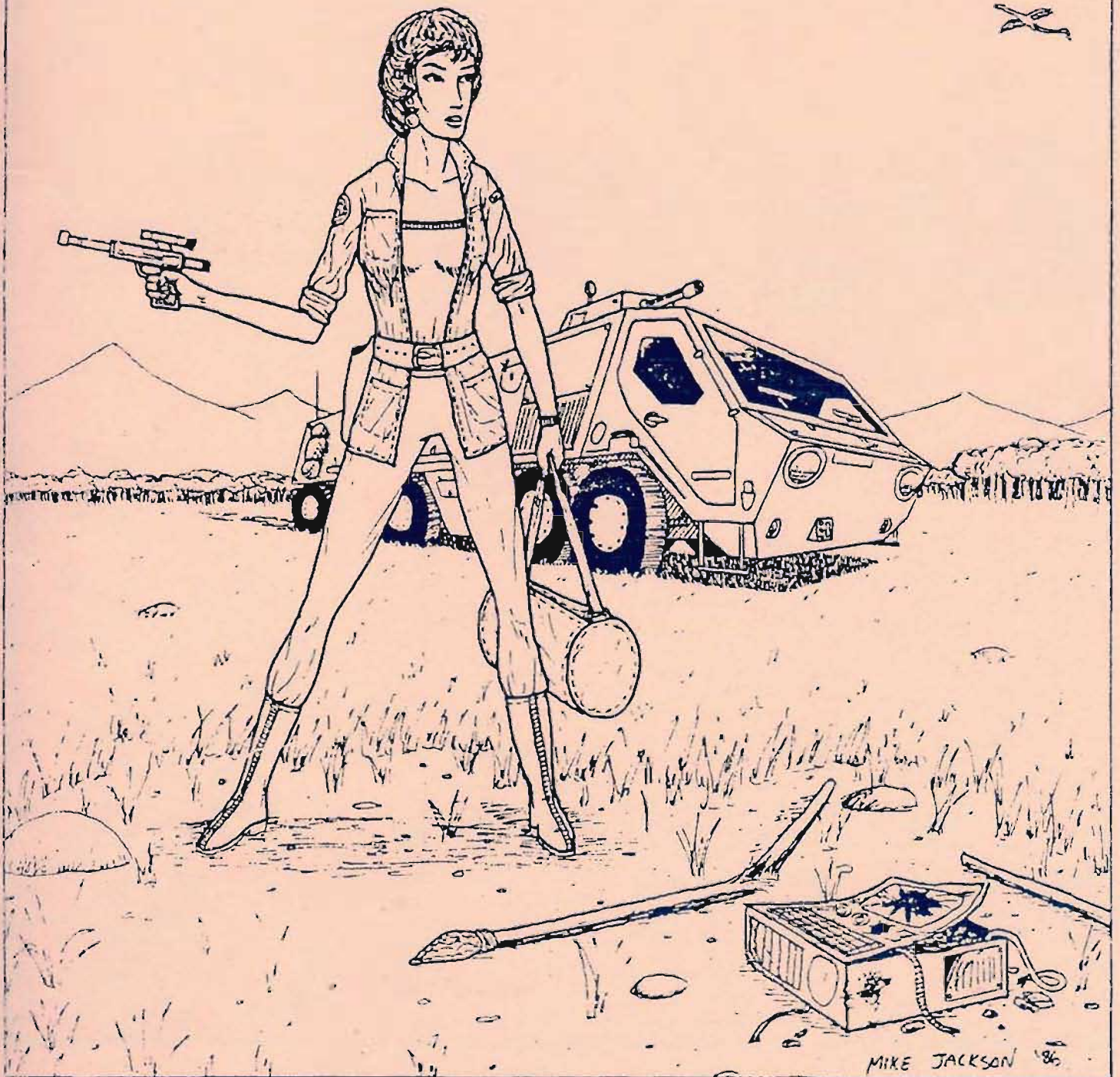
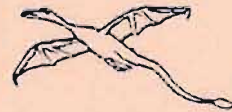


THIRD IMPERIUM

THE CANADIAN TRAVELLER MAGAZINE

No. 4 Winter, 1987

CYBORGS Part 1 PIRATE CORSAIR



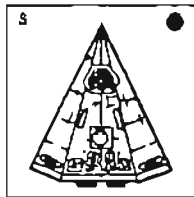
MIKE JACKSON '86

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Supplement 7,9
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This set contains all the ships from Basic Traveller and Alien Modules 1 to 7. It also contains ships from supplements 7 and 9, The Traveller Adventure, Adventure class ships volumes 1 and 2, Aslan Mercenary Ships, Adventures 1, 4, 6, and 12, Double Adventure 1, the IISS Ship Files, and Third Imperium magazine.

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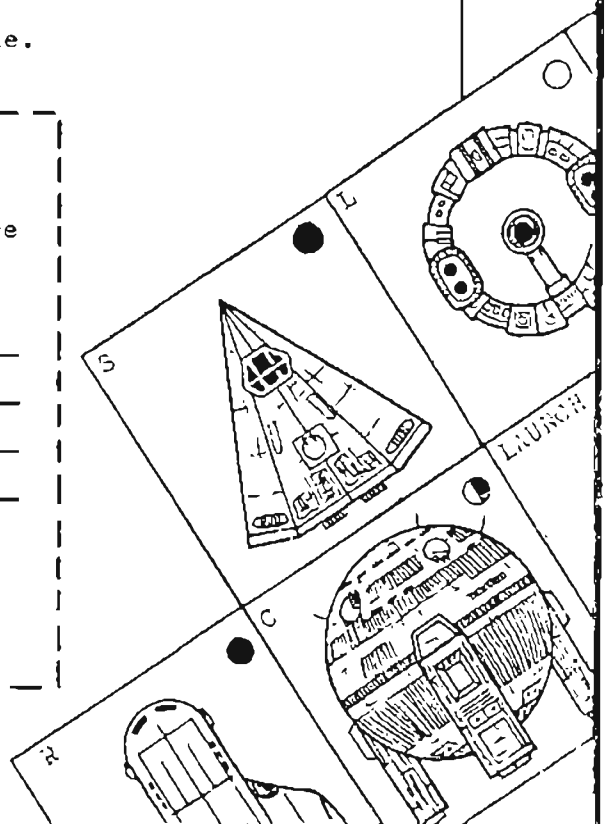
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NOTES FROM THE CAPITAL

Well, it was tough, but we've finally gotten our fourth issue out. We apologize for our lateness, but hopefully the wait was worth it.

With this issue we have switched to computer type, thus improving the reproduction and column quality. We also hope that in the future we'll be able to improve the binding of our magazine. Until that can be done, we suggest that you place a strip of transparent or invisible tape along the spine and over the staples. This will reduce damage to the edge of the magazine.

This issue we begin our series, Cyborgs, Clones, and Androids with part 1 of Cyborgs. We hope you will find it useful. We also have

deck plans for the Jolly Roger class Pirate Corsair, a review of Traveller: 2300, and blueprints for the Gauss rifle.

In our coming issues we hope to include two special pull-out supplements: a complete time-line, including historical events from all the Traveller books, and a special booklet of library data and essays on the history of the Trojan Reaches.

Until next issue: May you never find your shorts infested with Hiver larvae!

-Mike Jackson,
Editor



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STAFF: Mike Jackson, David New, Paul Stoneman, Aaron van Berg.
Dedicated to Cameron Carrol, who wanted a more realistic and complex game.

Portions of this magazine are taken from TRAVELLER materials published by Game Designers' Workshop and Digest Group Publications, and are copyright 1985 by the respective groups.

Third Imperium is published quarterly by Mike Jackson. Send submissions, letters, and ads to No. 512, 4676 Yew St., Vancouver, BC, V6L 2J6. Rates: \$2.50 single copy, \$9.00 per year subscription.

TRAVELLER'S HARDWARE

VOICE MODULATOR

The voice modulator is a small electronic implant, which, when placed next to a person's voice box, can imitate any voice or sound.

The voice modulator consists of two parts. The first, linked to the user's brain, is a computer microprocessor which can analyze any sound the user hears or thinks of. The second part is an electronic modulator which translates throat movements into the sound cued by the microprocessor.

This allows the user, after 30 seconds of analyzing the desired voice or sound, to imitate it. The quality of the imitation is determined by the user's knowledge of the sound; for instance, if he has grown up with this sound since childhood, he will likely give a perfect imitation, whereas if he has heard it once on a semi-faulty tri-D screen, the quality will suffer. It is up to the referee to determine the quality of the imitation, and how likely the hearers are to be fooled. As an example, perhaps John, equipped with a voice modulator, wishes to scare some primitives with the roar of the crested Jabberwock. He has only heard such a roar once, ten years ago: the quality will no doubt be awful, unless John has an incredible memory. However, the primitives will probably never have heard a crested Jabberwock before, and would be frightened by even the worst attempt. If, on the other hand, John is completely familiar with the roar, having once worked as a zookeeper, he will be able to give a faultless impression of the Jabberwock to even the natives of Kassan.

The operation to implant a voice modulator is quite simple, and requires only a few days in hospital. The implant and operation cost Cr500 000. Note: the voice modulator is illegal on all Imperial worlds with a law level



greater than 4. TL 12.

RIOT FOAM

Also called slip-slime, riot foam was initially developed by law enforcers for the quelling of riots, but is now also used extensively in defence systems, combat, and for practical jokes.

Available in 1kg canisters, riot foam is a chemical foam which renders everything it touches almost totally frictionless. Anyone treading on it will automatically fall. They will be unable to walk or fight, and must roll their dexterity or less on 3d in order to crawl.

Each canister can spray 20m² of surface from up to 10m away. The foam lasts until it dries, approximately 20 minutes later.

Riot foam neutralizer is available in 100g spray bottles which hold 10 'shots.' Usually sprayed on boot soles or hands, it is a chemical which lends the sprayed area sufficient friction to overcome the effects of the foam. Unfortunately, this means that when walking on surfaces not coated in riot foam, the user must lift his feet straight up in order to move -- no shuffling allowed.

Riot foam is TL 7 and costs Cr30. Foam neutralizer is also TL 7 and costs Cr25. Riot foam is based on a similar material in the short story "Silent Leges," by Jerry Pournelle.

TRAVELLER: 2300 REVIEW

Last month GDW came out with a new game. Having only been advertised in the *Dragon* magazine, it came largely as a surprise. But what is this new RPG?

Despite the game title, *Traveller: 2300* is neither *Traveller* nor *Twilight: 2000*, though it bears more resemblance to the latter. Set in a universe where Earth has struggled back from nuclear devastation to conquer the stars, the game has a highly realistic historical background, which seems to fit in with *Twilight: 2000*. The combat system is also similar to that of *Twilight: 2000*. However, the game's only real relation to *Traveller* is the fact that it is an SF RPG.

Traveller: 2300 contains 2 rulebooks, 2 mini-booklets, and a star map. The rulebooks contain lots of information on history, the current state of the universe, etc. They contain a character generation system (similar to *Traveller*, but you *choose* your skills), personal and starship combat systems, and info on how to ref the game.

The rulebooks also contain dozens of starship designs (but no generation system), and even more rifle and laser designs (but no rules for such simple items as knives and swords). On the other hand, they contain much more realistic and comprehensive starship rules, including solar and fission power plants, skyhooks, and electromagnetic catapults.

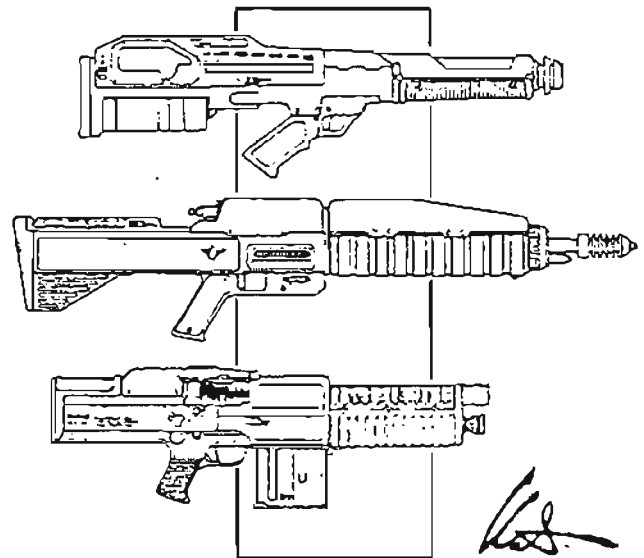
The game also includes a short (but not particularly fantastic) adventure booklet and a star catalogue. The catalogue lists all the stars (not worlds) and their locations, and is for use with the game's star map. This map is probably the best part of *Traveller: 2300*. Unlike previous SF game universes, it is not only in three dimensions, but also realistic -- every star on the map is a real one. Alpha Centauri, Wolf 918, and Sirius are all there, and in the proper places!

On the whole, *Traveller: 2300* has great potential, but that may be all it has. As in other recent games by GDW and (specifically) Loren K. Wiseman, the rules are confusing and difficult to understand on the first read. However, the game's greatest fault is in planning and organization.

Traveller: 2300 is poorly balanced and very incomplete. Over 1/4 of the game is taken up by background, while so much is left out; the priorities are screwed up and on a list of less than 30 pieces of equipment, space is wasted on 4 types of satellite and organic contact lenses! Another example of incompleteness is the fact that several alien races are mentioned several times over -- but that's it! They are never described!

Despite these faults, *Traveller: 2300* has the potential to be the most realistic SF RPG to date. Whether it fulfills this potential (and gains playability) depends on what supplements are released.

Personally, I would stick to *Traveller*, as it is a much more complete and playable RPG. But if you like detailed background and don't mind filling in major gaps in rules, *Traveller: 2300* is the game for you. Regardless, whatever type of supplements GDW comes out with for it will either make or break the game.



PIRATE CORSAIR

The Jolly Roger class Pirate Corsair is one of many designs for pirate ships. Its three turrets, large cargo bay, and extra staterooms for troops are common to most types. What makes this design special is its random identification feature -- various retractable and mobile pods, fins, and antennae, and an adjustable transponder allowing the ship to pose as any of a number of ship types.

The Jolly Roger class Corsair most often poses as a type R subsidized merchant by extending the type A wings and the bridge, and keeping all other features retracted.

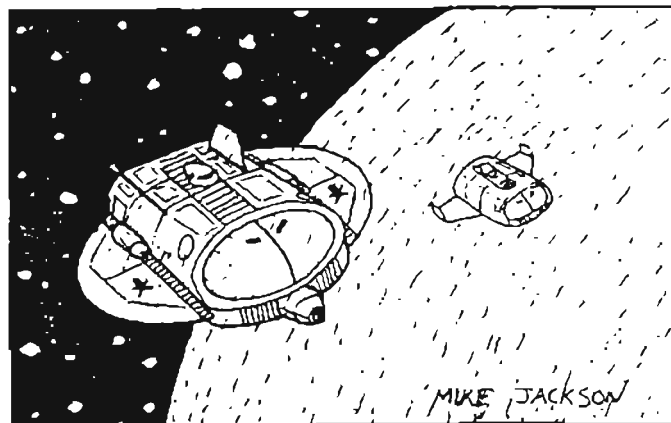
SPECIFICATIONS

Tonnage: 400 tons standard. 5600m³.
Crew: 5. Up to 10 if gunners and troops are carried.
Dimensions: (with features extended) 63m long x 45m wide x 15m high. (Deck A is 9m high.)
Acceleration: 3-G constant.
Jump: 2.
Power Plant: 3. 12 EP. Agility 1.
Engineering: Specification unconfirmed. Two fusion power-plants driving 1 jumpdrive and a dual impulse manoeuvre drive.
Gravitics: Standard inertial compensators. 1 G floor field.
Electronics: Model/2 computer. Specification unconfirmed.
Range: Unlimited manoeuvre. One jump (120 tons fuel). 200 days standard supply consumption.
Armament: 3 triple turrets holding one beam laser each. 2 are in mobile pods. 3rd is a pop-turret.
Screens: None.

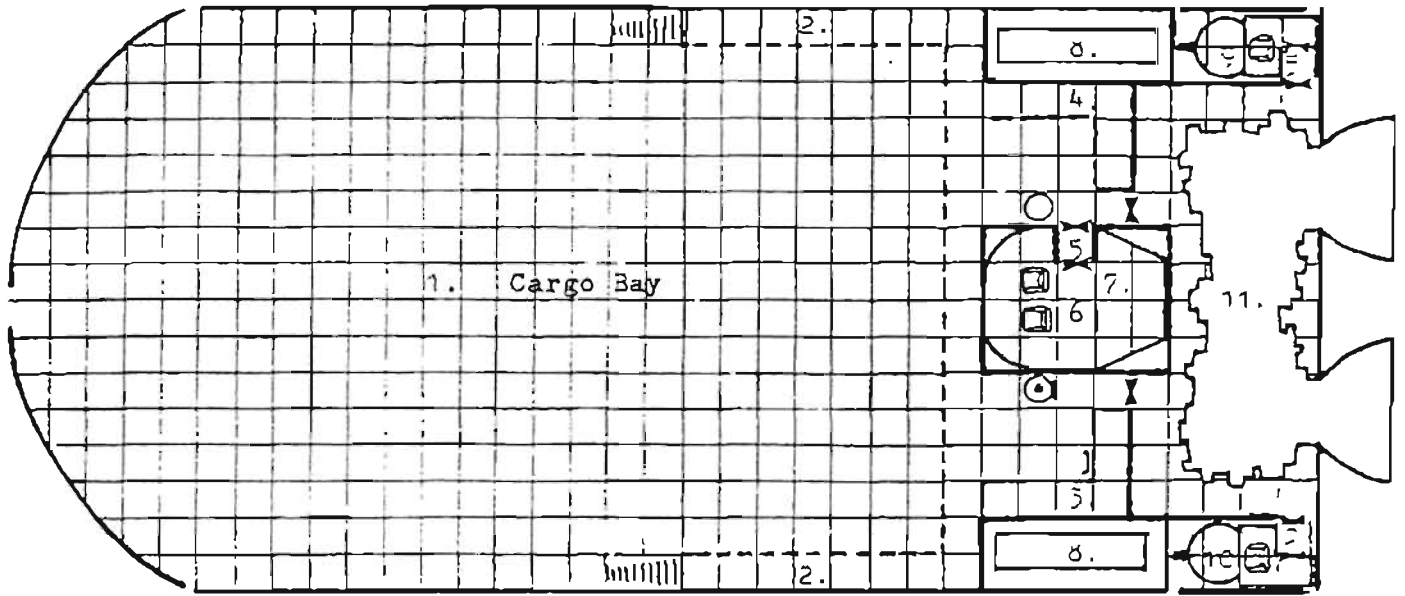
Configuration: Close. Partially streamlined.
Capacity: 160 tons cargo. 10 staterooms. 20 low berths.
Vehicles: None.

DECK PLAN LOCATIONS

1. Cargo bay. 9m ceiling. Clamshell doors reveal entire bay.
2. Overhead walkway. Stairs allow access to this walkway running 3m above the bay floor.
3. Avionics.
4. Low berths. Used for prisoner storage. 20 low berths are stacked in columns 3 high. 9m ceiling.
5. Airlock.
6. Mobile bridge. Rises out of compartment and can move to any position along the dorsal face. Positions for pilot and navigator. Note: The bridge can only be entered while it is in its compartment.
7. Computer.
8. Retractable fins. These fins can rise 3m out of the dorsal surface.
9. Mobile turret pod A. This concealed turret moves out of its compartment and can take any position along tracks on the outside of the hull. It can only be entered while it is in its compartment. Position for 1 gunner.
10. Mobile turret pod B. As turret pod A.
11. Manoeuvre drive. 9m ceiling.

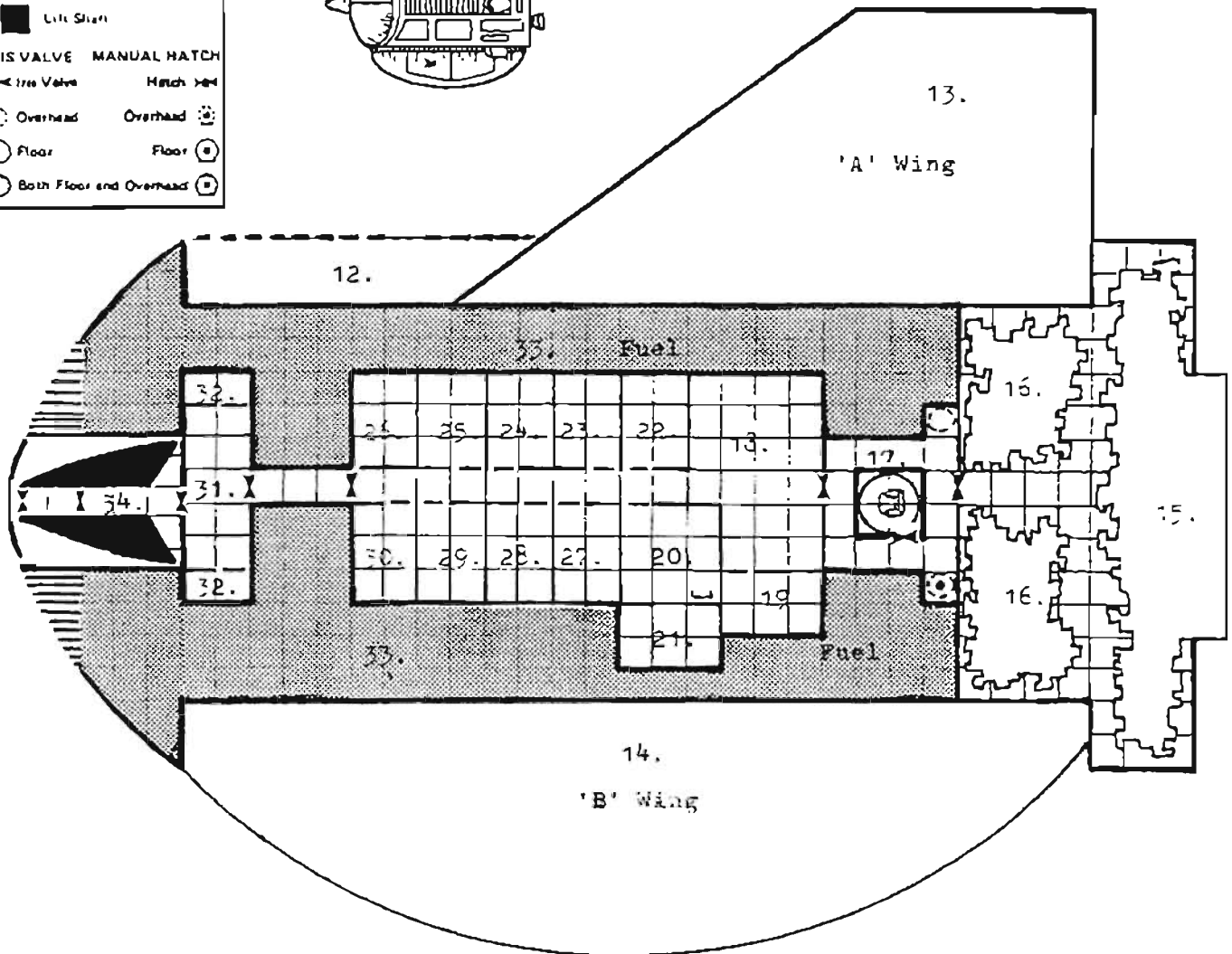
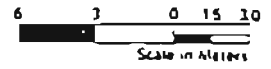
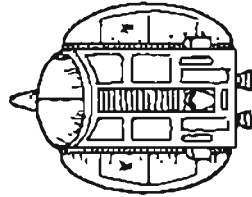


Continued on page 18



Deck Plan Symbols

	Interior Wall
	Sliding Door
	Bulkhead
	Maintenance Hatch
	Lift Slant
IRIS VALVE	
	IRIS VALVE
MANUAL HATCH	
	MANUAL HATCH
	Overhead
	Floor
	Both Floor and Overhead



The BORDERLAND SUBSECTOR

Most worlds in the Borderland were settled quite late in Imperial history -- the late 700's and early 800's. Towne was settled in 354 when a heavy scout mis-jumped. Ergo and Inurin were colonized during the Sindalian Empire, and later collapsed when their support was cut off.

The Aslan/Imperial Tradelane travels through the Borderland from Tlaiowaha to Tobia. It stops at Tech-World and Acrid, both Imperial allies. Both worlds contain both Tyeyo Fteahrao Yoir and United Free Traders Association offices.

TECH-WORLD is populated by 30 scientist/technicians and several thousand robots. Its main industry is the production and export of high-tech goods such as fusion guns, computers, and black globe generators.

ACRID is enveloped in a thick chlorine atmosphere. The smell permeates everything on the world. Acrid is also the home of the blotches, a chlorohydrocarbon-based sentient life form which will be extensively dealt with in issue #6.

FALKENBERG is a horribly crowded world due to its high population (950 million) and small amount of usable land. In 1106 it took over SPERLE in order to procure food.

EXE is populated only by a few miners and starport personell. It is the main jump-link to Towne and Village.

TOWNE colonized VILLAGE with sub-light drives due to the lack of lanthanum on both worlds.

THE BORDERLAND

Byrni	0107	B955699-6	Agricultural.	G
Arunisiir	0201	B776530-6	Agricultural. Non-industrial.	G
Tech-World	0204	A455154-F	Non-industrial.	G
Ergo	0205	X767500-0	Agricultural. Non-industrial.	G R
Tanith	0301	A589342-B	Non-industrial	G
Acrid	0302	AAC1388-D	Non-industrial	G
Inurin	0304	E668776-5	Agricultural. Rich.	G
Falkenberg	0305	A158448-D	Non-industrial.	G
Cordan	0401	A895347-9	Non-industrial.	G
Exe	0403	B300101-A	Non-industrial. Vacuum world.	G
Sperle	0404	BA8A76A-7	Rich.	G
Umemii	0501	C521877-6	Non-agricultural. Poor.	G
Argona	0503	B612586-9	Non-industrial.	G
Village	0609	B100634-8	Non-agricultural.	G
Towne	0610	B750A96-9	Industrial desert world.	G

The Borderland subsector contains 15 worlds with a population of 38.069 billion. The highest population is A, at Towne; the highest tech level is F, at Tech-World.

A NOTE TO U.S. SUBSCRIBERS:

We will accept U.S. cheques -- drafts in Canadian funds are not necessary. Simply write the cheque as normal, but for the equivalent amount of U.S. funds: as of January 1987, \$2.50 Canadian equals \$1.75 American, and \$9.00 Canadian equals \$6.30 American.

MAP LEGEND



WORLD CHARACTERISTICS

- Water present
- No water present
- ☼ Asteroid belt

BASES

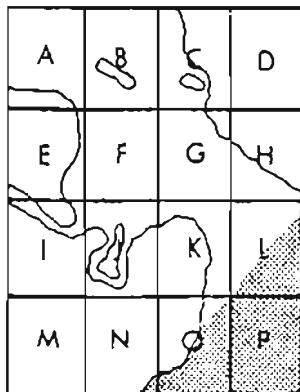
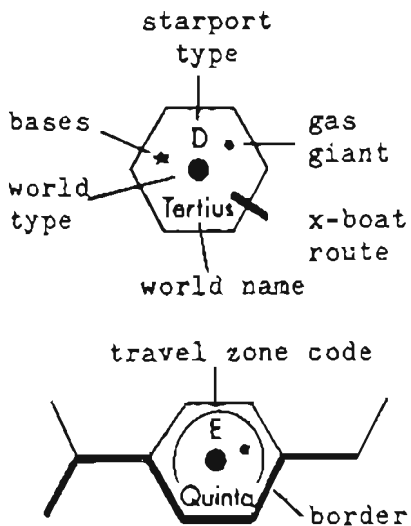
- ★ Imperial naval base
- ▲ Imperial scout base
- ▼ Scout way station
- A Research station
- ☆ Foreign naval base
- ** Foreign military base

TRAVEL ZONES

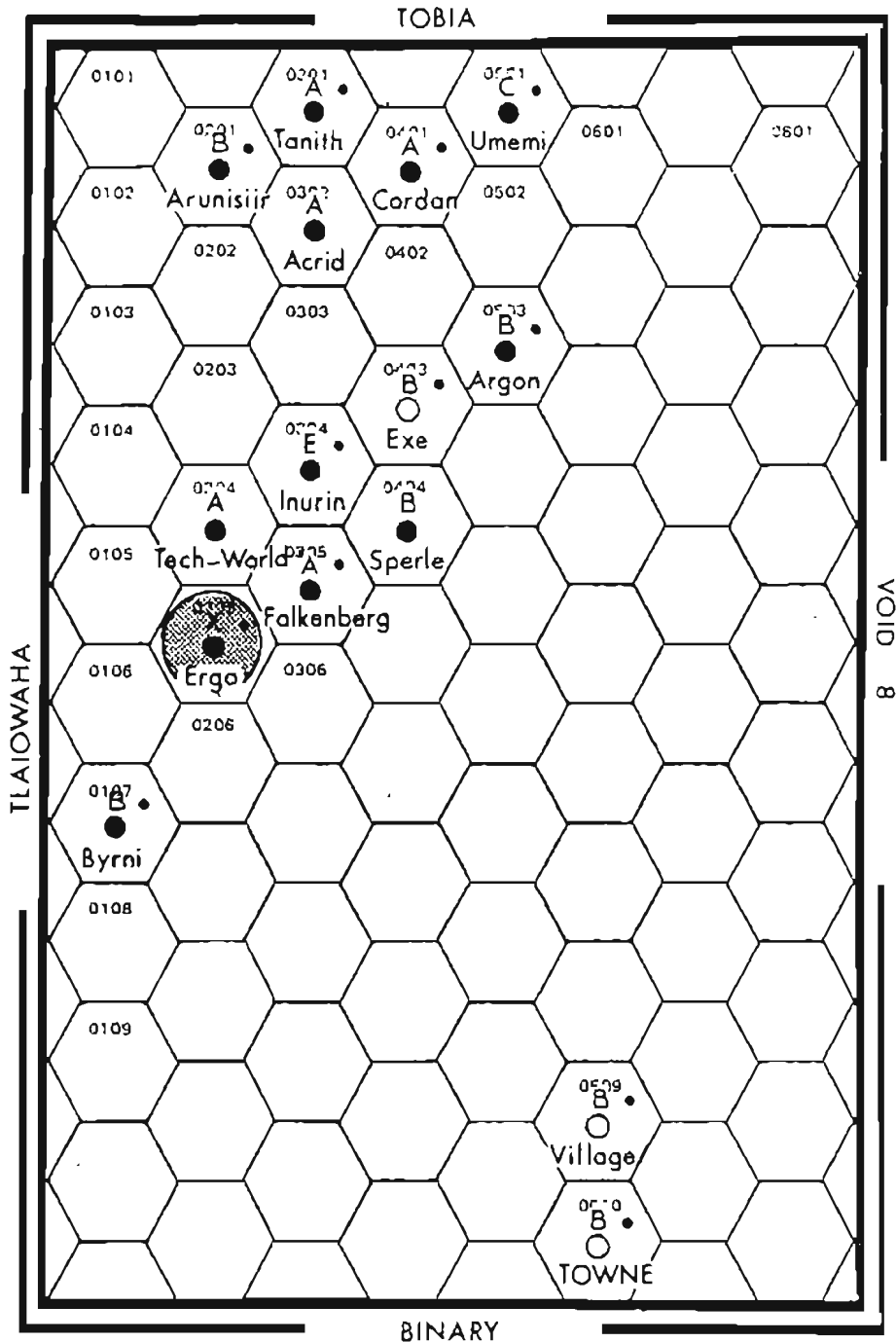
-  Amber zone
-  Red zone

POPULATION

Secundus under one billion
 PRIMUS over one billion



TROJAN REACHES SECTOR



- A: Menorial
- B: Egyrn
- C: Pax Rulin
- D: Gazulin
- E: Yggdrasil
- F: Dpres
- G: Sindal
- H: Tobia
- I: Nora'a
- J: Goertel
- K: Tlaiowaha
- L: The Borderland
- M: Ranib
- N: Silraaihe
- O: Ekea'as
- P: Binary

FEATURE ADVENTURE: DELUSIONS of GODHOOD

While visiting Tech-World (The Borderland, 0204), the players are approached by a small, nervous man who insists he must talk to them. He identifies himself as Corg, the external affairs administrator for the world. He has a possible job for the players, and will pay well on its completion.

He explains that the nearby world of Ergo (0205) is populated by naive primitives, and under protection by the Imperial Scout Service (thus the Red Zone posting). A few months ago, a heavily damaged free trader arrived at Tech-World, after having battled a Pirate Corsair in the Ergo system. The Corsair crashed on the planet and the Trader limped out-system.

Corg fears that any surviving pirates may corrupt and take advantage of the natives. However, due to the Imperial protection of Ergo, he cannot go himself without causing an interplanetary incident. His only hope for the Ergo-

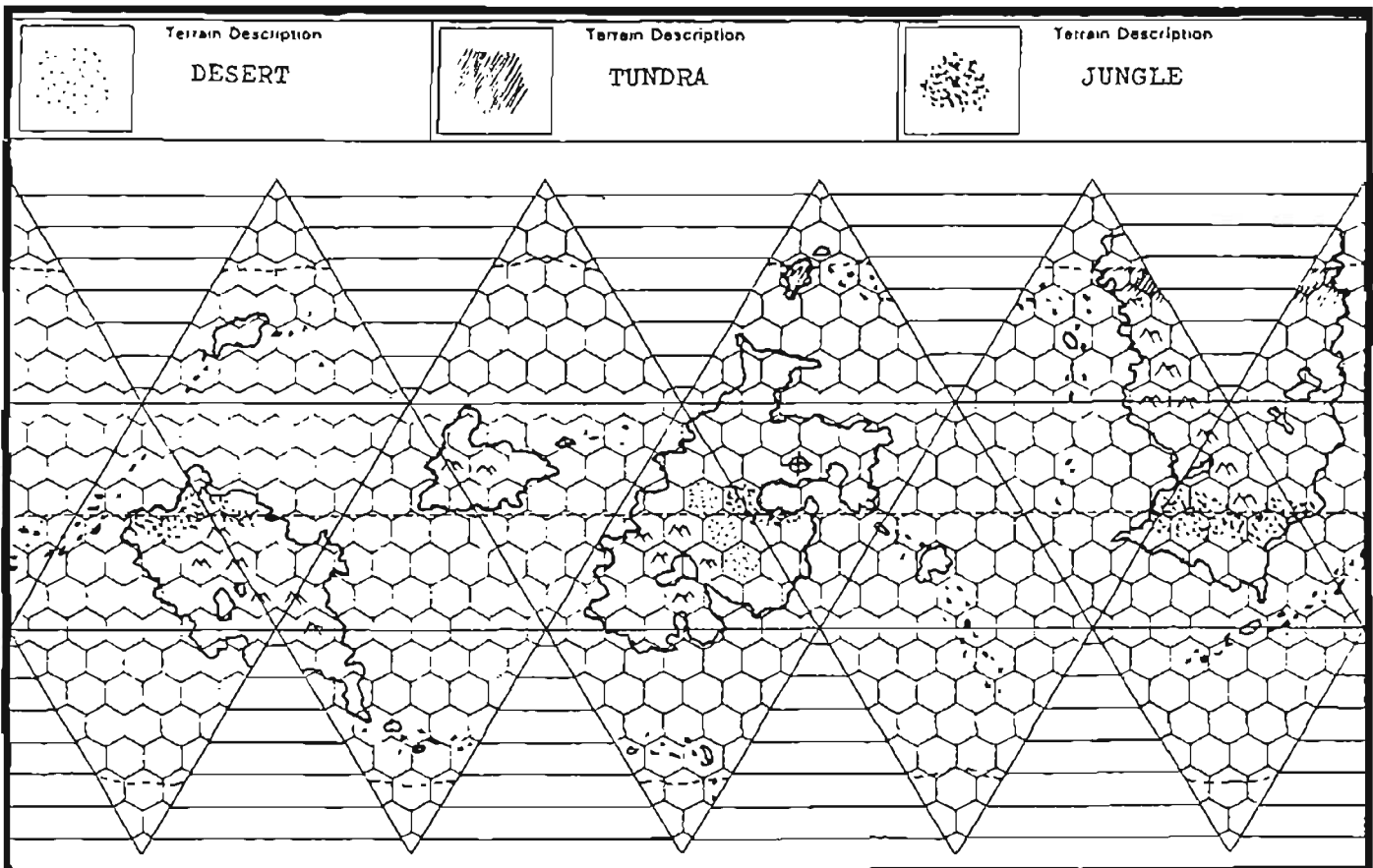
ans is aid from an unaffiliated group of adventurers.

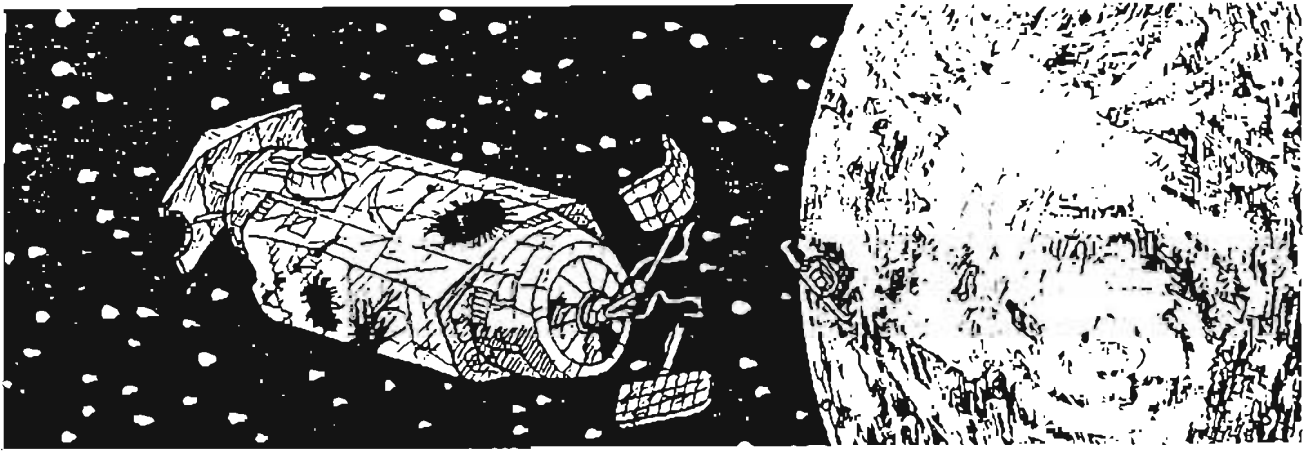
Corg will pay the players Cr300 000 and supply them with any special equipment they may need. The players must travel to Ergo, find and eradicate the pirates, and undo any cultural damage they may have caused (this includes removing all high-tech items).

ERGO

Ergo (X-767500-0) is a molten-core world with a diameter of 11 520km. It has a density of 1.10, a mass of .739, and a gravity of 1.2563. It has a rotation period of 18 hours, 53 minutes, and an axial tilt of 7 32'2.5". It has a standard, breathable atmosphere, with an atmospheric pressure of .90, and is 71% covered with water.

Ergo has native plant and animal life, most of which are edible to humans. Gold, silver, and lanthanum are quite common. It is





populated by 485 000 humans, spread across the world's major continent, with most settlements in the northeast. They have regressed to TL 0, and have a tribal society, with no real laws or government.

The Imperium maintains two automated interdiction satellites in orbit around Ergo, with teams checking them every 5 years. They were installed in 1051 in order to protect the natives from their higher-tech neighbours.

ACROSS THE STYX

As the players approach Ergo, they will (strangely) not receive any warning signals. As they enter visual range, they will find that both interdiction satellites have been blown to pieces, probably by nuclear missiles.

A Neural Activity Scan (NAS) of the planet will indicate that the only intelligent life forms are all clustered around the northeast end of the world's major continent. There is also a weak neutrino source in the same general area (the ⊕ on the world map).

How the adventure progresses from this point depends largely on the players and referee. The following 'nuggets' of information describe the world's current situation.

VILLAGES

Most villages are clusters of huts near a small field where various native edible plants are grown. The farther they are from the Cor-

sair, the less the villagers will know of the pirates. However, everyone will have heard rumours of the 'Gods' who now live at 'Karsaer.'

If they are approached by the players, and see any strange technological 'magic,' they will immediately assume that the players are supernatural beings. Roll on the reaction table with +1 for Liason skill or Contact school experience (Book 6, Scouts). On 10, 11, or 12, the villagers will take the players to be Gods and serve them. On results of 6, 7, 8, or 9, they will be taken to be angels, given an offering, and subsequently ignored or treated as wanted guests. On low rolls, the villagers believe the players are demons and will try to repel them.

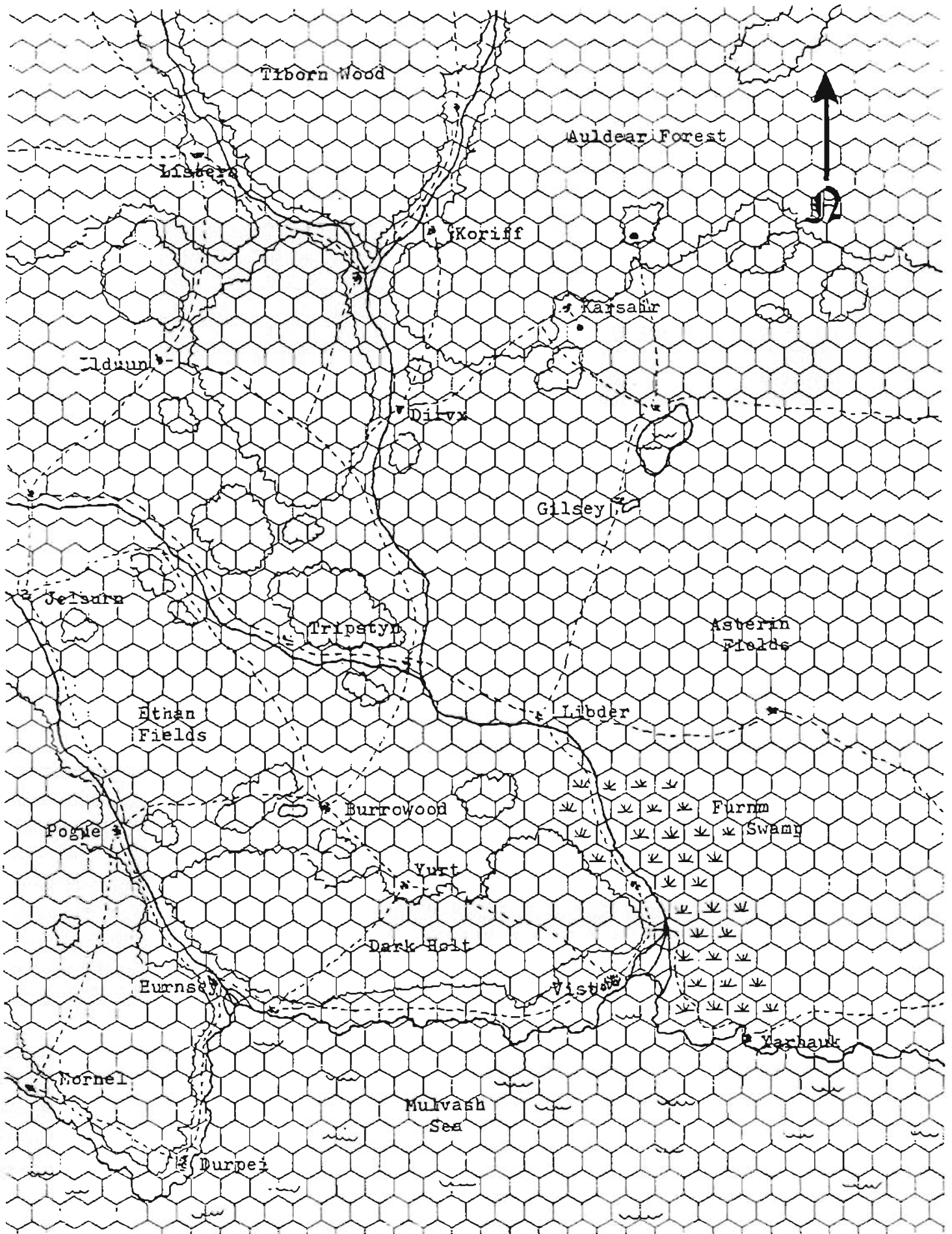
In villages closer to Karsaer, bias the rolls towards 'Godhood.' Farther away, bias them towards 'Angelhood.' Gods will be worshipped, given offerings of food and women (or men), and served hand and foot. In return, they will be expected to perform god-like duties -- curing wounds or diseases, building weapons, pro-

V-CON 15

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tecting against enemy tribes, and stopping draughts. If the players are unable to do these, they may be treated as demons and driven out.

THE PIRATES

The pirates crash-landed after their battle with the Free Trader and the interdiction satellites. It was a miracle that they survived, as the Corsair is an unstreamlined ship. They will never again be able to lift it from the planet's surface.

The Plague was equipped with a stolen slow pinnace which was also damaged in the crash. The Corsair was armed with two triple laser turrets and one triple missile turret, the latter being the only

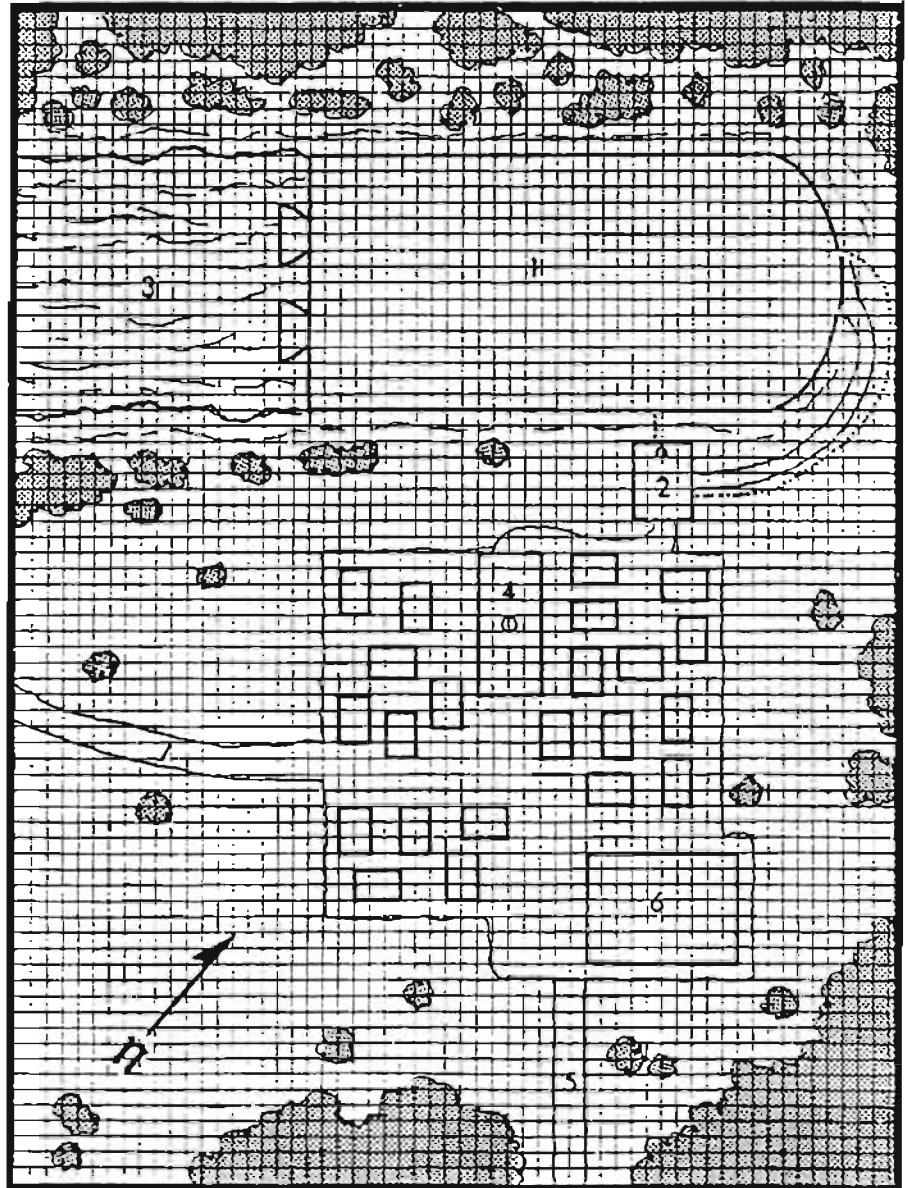
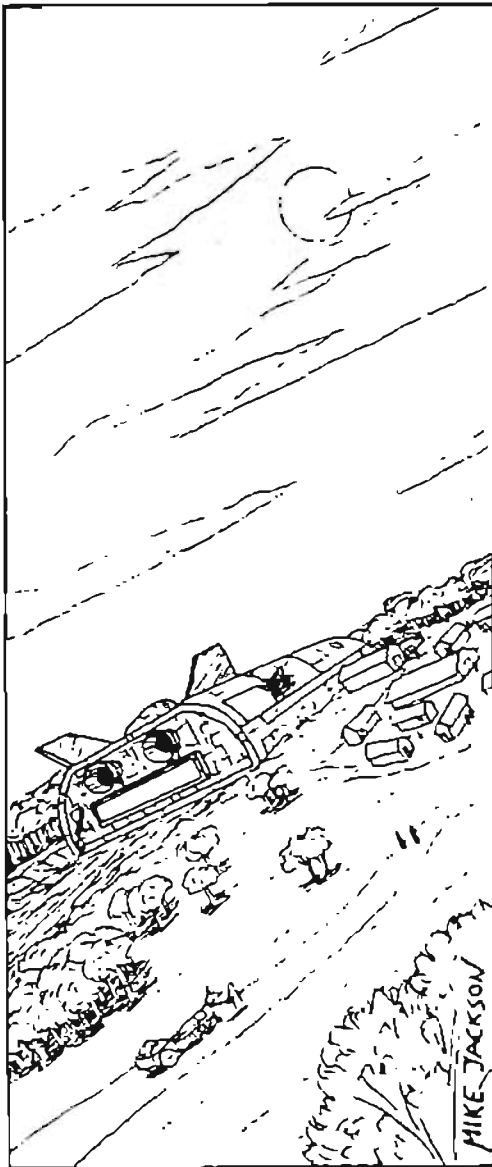
one still functional!

The pirate crew now consists of 5 humans (the pilot, two engineers, one gunner, and a thug) and 1 Aslan (also a thug). Upon contact with the natives the pirates were taken as angels. They then formulated a plan.

Adapting the Aslan's combat armour with a grav-belt and plastic 'wings,' they set him up as a huge God. Soon, a village (Karsaer) and a mine were set up with the intentions of amassing gold and jewels, and of building a jump-message torpedo to send out an S.O.S. to fellow pirates.

KARSAER

The village of Karsaer was built in a forested area around the



crash site by the natives.

1. Corsair. The pirates live here and are currently constructing the message torpedo in the cargo bay. It is almost finished.
2. Throneroom. This hut is filled with idols and has a large gold throne at the back. 'God' sits and is worshipped here every day for two hours.
3. Furrow. The wake of the Corsair's crash, this area of ground-up earth and trees stretches for half a km.
4. Lodge. This is the tribe's meeting area. A fire pit in the centre is surrounded by benches (logs) along the side. The villagers meet here to eat, tell stories, and discuss plans.
5. Road to Mines. The mineshaft is 3km southeast along the road. A dozen villagers and the human thug work here every day mining riches and searching for lanthanum.
6. Storehouse: Looking more modern than the rest, this large building contains the pirates' stolen wealth.
7. Road to Fields.

BEWARE THE BEAST

The adventure can take a number of tacks from this point. If the players become known to the pirates, they will declare the adventurers to be demons and have the villagers drive them away. The players may attempt to sneak in at night and kill the pirates, drug and kidnap 'God,' or attack them with a tribe that worships the adventurers.

At some point, the pirates should launch their message torpedo. Two weeks later, another Corsair and an old scout-courier will arrive. To further complicate the situation, an Imperial survey scout may arrive to repair the satellites. If the players are caught, they will be arrested and imprisoned. If they fail to stop the pirates, they will not be paid by Corg. If the players eliminate the pirates, they may be forced by the natives to replace the Gods (at which point the Imperials might arrive).

The possibilities are limited only by the referee's imagination.

THE PIRATES

Pilot (Leader) 485808 Age 46 7 terms
Brawling-3, Laser-2, Blade-1, Pilot-3.
Cloth armour, laser rifle, blade.

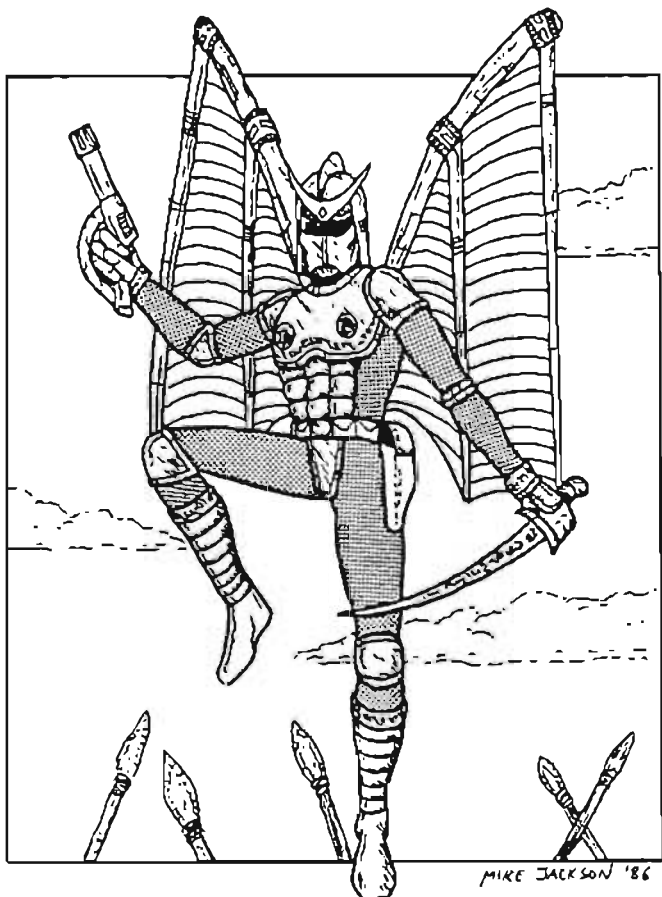
Engineer 798447 Age 30 3 terms
Brawling-1, Engineering-2, Mechanical-1, Electronics-1.
Mesh armour, sub pistol, dagger.

Engineer 9796A5 Age 22 1 term
Brawling-1, Engineering-1.
Mesh armour, auto-rifle.

Gunner 577437 Age 26 2 terms
Brawling-1, Computer-1, Gunnery-1.
Mesh armour, SMG, auto-pistol, 3 daggers.

Human Thug 798A33 Age 22 1 term
Brawling-3.
Cloth armour, advanced combat rifle, broadsword.

Aslan Thug C7B774 Age 26 2 terms
Independence-1, Demclaw-1, Tolerance-1, Jack-of-all-Trades-1.
Combat armour, Gauss pistol, cutlass, spear-hook, grav bell.



MISSILE DESIGNS

The following missiles were designed using Special Supplement 3, from the Journal of the Travellers' Aid Society No. 21. They will fit in any ship's missile launcher, and most are commonly available. NOTE: Lucifer and other nuclear missiles are illegal on most Imperial worlds, but may be carried on Imperial warships.

TABLE EXPLANATIONS

Propulsion - Type of rocket; Acceleration - As starship; Burn - No. of turns of operation; Sensors - Type of sensors; Detonator - Type of detonator; Warhead - Size and type of explosive.

SH-10 Propulsion:Continuous Acceleration:6G Burn:4 Sensors:Radio
 Detonator:Proximity Warhead:10kg HE TL:9 Cost:Cr9200 Weight:33kg
SH-10a 10kg Force focussing warhead. Cr9700.

Mini 12 Propulsion:Continuous Acceleration:4G Burn:4 Sensors:Radio
 Detonator:Contact Warhead:10kg HE TL:9 Cost:Cr2300 Weight:21kg
Mini 13 10kg Force focussing warhead. Cr2800.

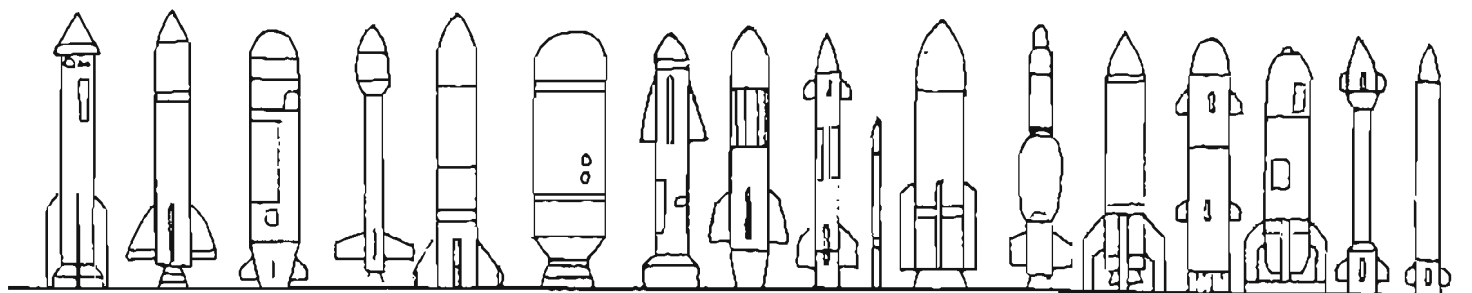
Brandt 2500 Propulsion:Limited Acceleration:3G Burn:6 Sensors:
 Radio Detonator:Contact Warhead:10kg HE TL:9 Cost:Cr7800
 Weight:38kg
Brandt Special 10kg Force focussing warhead. Cr8300.

SL-5 Propulsion:Limited Acceleration:4G Burn:5 Sensors:Radio,
 Mass, Neutrino Detonator:Intelligent Warhead:10kg HE TL:11 Cost:
 Cr14 000 Weight:49kg
SL-6 10kg Force focussing warhead. Cr14 500.

Vaarsen 128 Propulsion:Limited Acceleration:2G Burn:8 Sensors:
 Radio, IR Detonator:Intelligent Warhead:20kg Force focussing TL:9
 Cost:Cr9100 Weight:49kg
Vaarsen 128X 0.1kt Fusion warhead. Cr1 009 100.
Vaarsen 128Xb 0.1kt Enhanced Radiation warhead. Cr1 009 100.
Vaarsen 129 20kg HE warhead. Cr9100.

1080-Omega Propulsion:Discretionary Acceleration:3G Burn:9
 Sensors:Radio, IR Detonator:Intelligent Warhead:20kg Force Focus-
 sing TL:11 Cost:Cr11 250 Weight:50kg
1080-Alpha 0.1kt Fusion warhead. Cr1 011 520.

Lucifer Propulsion:Discretionary Acceleration:5G Burn:5 Sensors:
 Radio Detonator:Contact Warhead:0.3kt Fusion TL:11 Cost:
 Cr3 009 500 Weight:50kg

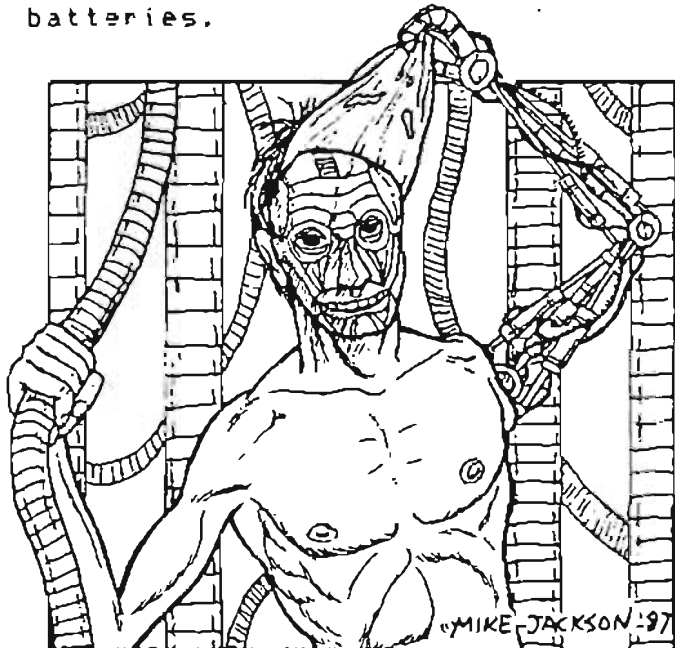


CYBORGS PART 1

Cybernetics are an essential part of science fiction. They have appeared everywhere, from the cyborg limbs of Steve Austin, the Six Million Dollar Man, to the artificial arm of Larry Niven's Gil Hamilton, to the robotic systems of Darth Vader. They are much too useful and interesting to be left out of Traveller.

There are many ways to replace body parts. At low tech levels, limbs can be replaced with peg legs or plastic arms with hooks. By TL 9, limbs (but not organs) can be regenerated, or replaced with those of clones, the first of which is very time-consuming, and the second of which is very costly. True clones, ones in which the memories and thought patterns of the individual are imprinted onto his clone's brain, come at TL 13 and can act as a foolproof guarantee of continued life. The options of cloning and regeneration will be dealt with in part 3. Cybernetics is the cheapest, fastest, and most common method of large-scale human repair.

The cybernetics table shows the TL and cost of various bionic parts. Unless otherwise specified, assume that the parts weigh as much as the organic original. All cybernetic parts work off 30-day batteries.



Part	Cost	TL	Notes
Upper Arm.....	1000	10	strength 7
Lower Arm.....	1000	10	strength 7
+ skin covering.....	200	12	
+ touch sense.....	150	12	
+1 strength.....	500	11	cost per point, to max. 15
+ armour.....	1000	13	as combat armour
Upper Leg.....	1200	10	normal speed
Lower Leg.....	1200	10	normal speed
+ skin covering.....	250	12	
+ touch sense.....	1300	12	
+ double speed.....	1200	11	
+ double jumping.....	1000	11	
+ armour.....	1000	13	as combat armour
Foot.....	500	10	
+ skin covering.....	50	12	
+ touch sense.....	1000	12	
Hand.....	3000	10	dexterity 3
+ skin covering.....	50	12	
+ touch sense.....	1050	12	
+1 dexterity.....	750	12	cost per point, to max. 15
Eye.....	300	12	
+ telescopic.....	6900	12	
+ light intensifying.....	6900	12	
+ infrared.....	9300	13	
(Note: maximum 2 extra features below TL 15)			
Ear.....	250	11	
+ extra sensitivity.....	900	12	
Voice Box.....	1000	10	only 1 voice
+ extra voice.....	250	10	cost per voice
+ voice modulator.....	as voice modulator alone		
Internal Organs.....	varies	10-13	depends on extent
Head Reconstruction.....	5000	12	
+ skin covering.....	500	12	
+ touch sense.....	1050	12	
+ armour.....	1500	13	as combat armour
(Note: armour not available for hands, feet, or individual organs)			

DESCRIPTIONS

All cybernetic parts, when given skin covering and touch sense, are indistinguishable from normal human parts. They are permanently attached, and are controlled directly by mind-link -- as far as anyone (even the owner) is concerned, they are perfectly normal limbs or parts. Batteries take 3 hours to recharge at any public facility. They can also be recharged with special cyber-rechargers -- a briefcase-sized, portable spare battery good for 3 month's recharge (Cr600), and a home fusion power plant for re-

charging the briefcase recharger or the cyborg himself (1000kg, Cr30 000).

ARMS: Fully contoured mechanical arms; at their base cost, they have a strength of 7. At TL 11, this can be increased at Cr500 per point to a maximum of 15.

LEGS: Fully contoured mechanical legs; capable of walking, running, jumping, etc. At base cost, they have normal speed walking and running. At TL 11, they can be tuned to double movement -- that is, easy long-term movement double speed, short (running) movement at quadruple speed. At TL 11, they can also be spring-loaded to allow jumping up to 3m at 1 G.

FEET: Normal, fully contoured robotic feet.

HANDS: One of the most complex body parts. At TL 10, the hand starts with only dexterity 5. By TL 12, it can be increased at Cr750 per point to a maximum of 15.

EYES: Cybernetic eyes are actually available at TL 10 for Cr200, but they do not in any way resemble the real thing: they look like just what they are, little video cameras in the eye socket. But until TL 15, due to the small space in which they must fit, they can only have a maximum of two extra features. At TL 12, they look like real eyes, and by TL 15, all 3 extras can be added.

EARS: Electronic ears completely inside the head.

NOSES: Olfactory sensors replacing the nose's cartilage.

VOICE BOXES: Electronic voice synthesizers. Though they are available at TL 6, the TL 10 version is the first to sound exactly like a real voice, and require no external speakers. It has only one voice, but additional ones can be programmed in at Cr250 each. A voice modulator, for the normal charge, gives the new voice box all capabilities as such.

INTERNAL ORGANS: Much more complex than limbs. Costs for these vary from Cr400 for an artificial heart to Cr20 000 for a complete

replacement of all internal organs.

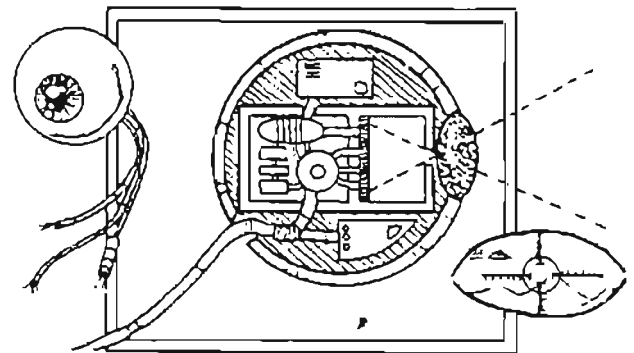
HEAD RECONSTRUCTION: As each eye or ear is slightly larger than the organic original, the skull can become overcrowded. If a person has 3 or more cyborg replacements (i.e., 2 eyes and 1 ear, or 2 ears and 1 eye), the entire skull must be rebuilt -- that is, replaced with a bionic skull with more space. The final version looks, acts, and feels just like the original.

TORSO RECONSTRUCTION: As with the head, the torso needs reconstruction if too many organs are replaced.

SKIN COVERING: Available for many of the bionic parts, artificial skin covering looks, acts, and feels like real skin. Also like real skin, it has several layers, and it even bleeds when cut (for a short while).

TOUCH SENSE: Sensors beneath the skin or on the surface of the bionic part, sensitive to touch, heat, cold, etc.

ARMOUR: Heavy plasteel between touch sensors and the bionic surface, giving the equivalent of combat armour protection to all internal components (though not to the surface skin and touch sensors).



MIKE JACKSON '87

ATTACHMENT

Operations to attach limbs or organs cost 1/3 the price of the part; eg., attaching an upper and lower arm costs Cr667. Cost for operations to reconstruct heads or torsos are already included in the listed price. Operations usually require 1-6 weeks in hospital, plus 2-12 weeks learning to use the cybernetics.

STATISTICS

Various limbs show adjustments to character stats. If both limbs (i.e., both arms, or both hands) are cybernetic, the statistic is as shown. If only one is present (i.e., one normal, one bionic limb), the statistic is the average between the two limbs.

An example: Bob has one cyborg arm, hand, and leg. His old UPP was 999999. If his bionic parts are unenhanced, his new UPP will be 879999 (the averages between 7 and 9, and 5 and 9, are 8 and 7 respectively).

NOTES

- Extra running or jumping require that the owner have both legs (all 6 parts) bionic.
- Except for the eyes, every cybernetic part can have any or all of the possible additions.
- A reconstructed torso, for an extra Cr5000, can be built to completely negate needs for food and water, and can have a high-pressure oxygen tank installed to deliver oxygen to the brain. This tank needs replenishing every week.
- For an extra Cr2000, any cyborg with a fully reconstructed, armoured body (i.e., all limbs, organs, and parts bionic) and a life system (above) can be made to withstand vacuum.
- Endurance is increased to 15 if the whole body is reconstructed.

Next issue: Part 2 of Cyborgs, including implants, special systems, combat, and rules for the use of cyborgs in Traveller.

Continued from page 6

12. Wing bays. Both wing designs fold up and are stored in these bays. There are 2 wings in each bay, 1 of each design. Both wing types are too flimsy to support atmospheric flight.
13. Wing Design A. A light, collapsible triangular wing.
14. Wing Design B. A light, collapsible circular wing.
15. Jump Drive.
16. Power Plant.

17. Pop Turret. This turret lowers out of concealment to the ventral hull surface. Position for 1 gunner.
18. Common area. Contains mess and recreation facilities.
19. Galley. Contains food storage and preparation facilities.
20. Captain's Stateroom. A plush, exotically comfortable stateroom. Access through hidden panel to safe.
21. Safe.
- 22-30. Staterooms.
31. Mustering Area. Troops meet here to prepare for boarding actions.
32. Ship's Locker.
33. Fuel and Scoops.
34. Ram. This heavily armoured cone can emerge from concealment and be used as a ram and boarding tube.

NOTES

Various transformations require different amounts of time. The wings can be changed in 8 minutes; the bridge and mobile turret pods can be moved anywhere in 10 minutes; and everything else can be moved in 5 minutes.

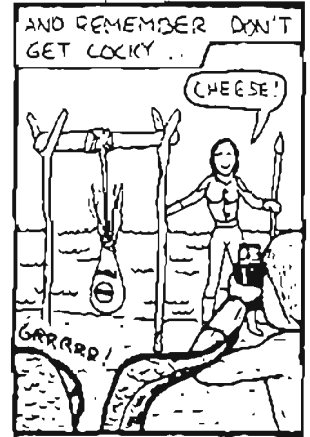
The transponder requires several hours to change. It takes 2d hours minus 1 hour for every level of computer or communications skill the programmer has. It takes a minimum of 2 hours.

Ramming follows this procedure: First, the two ships must collide (the counters or figures must touch). To achieve a hit, roll 5+ (DM - opposing ship's agility, DM + pilot skill). To determine damage, roll 1d + the opponent's armour -- on 1-2, the hull is penetrated, and troops may disgorge; on 3-4, the opponent's hull is damaged (integrity lost), but not penetrated; on 5-6, there is no effect; on 7-10, the ram is damaged -- hull integrity of the Corsair is lost and the boarding tube is unusable; on 11+, the ram is destroyed -- it is literally torn off the ship.

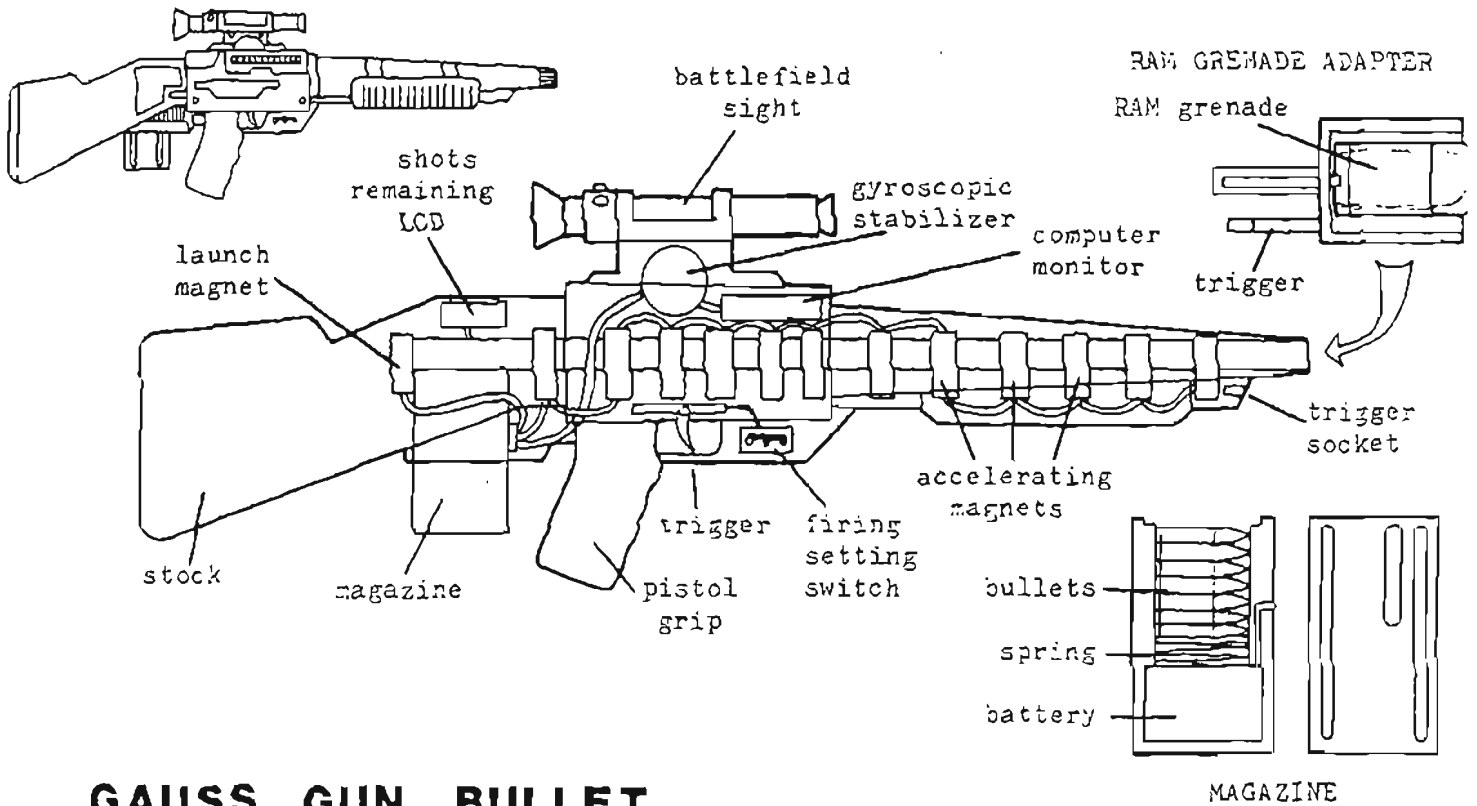
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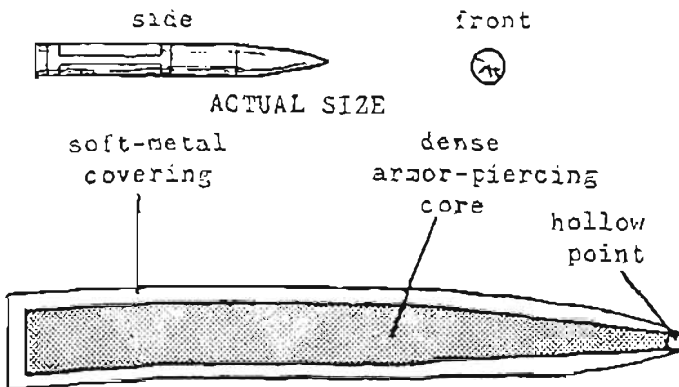
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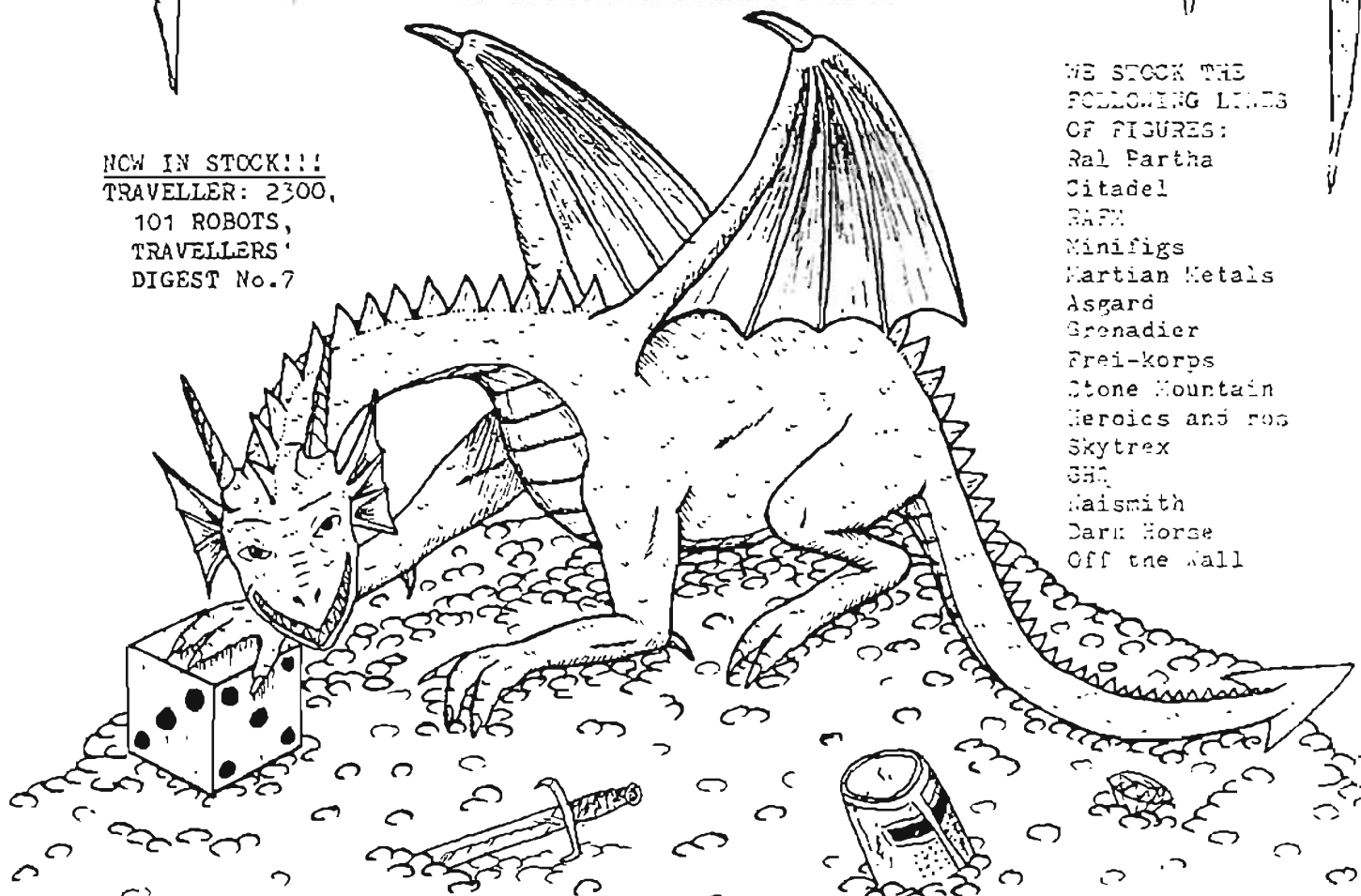
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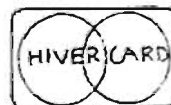
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