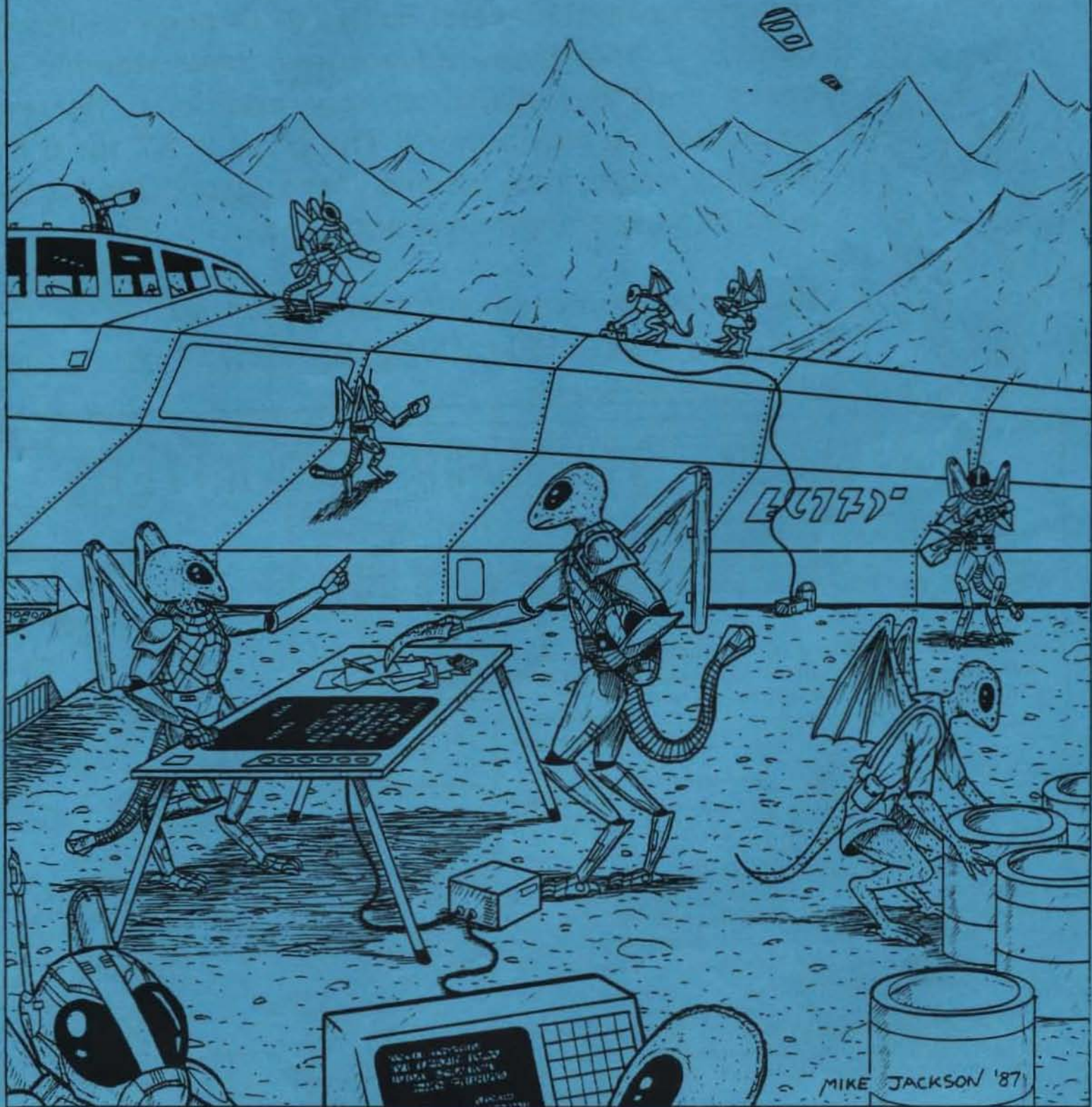


THIRD IMPERIUM

THE CANADIAN TRAVELLER MAGAZINE

No.5 Spring, 1987



MIKE JACKSON '87

TRAVELLER™ AIN'T WHAT IT USED TO BE, HONEY!

(BETWEEN WORLDS)

A Traveller fanzine!

A bi-monthly supplemental booklet publication for GDW's science fiction role playing game *TRAVELLER™* for referees and players! Each 20-24 page issue will contain 2 free-lance adventures, new starship or space craft deckplans, armory additions, fighting ships, and so much more! The price is \$7 for 6 bi-monthly issues, that is a one year subscription for the price of an evening movie and snack.

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TRAVELLER STARSHIP COUNTERS

Give your starship battles a realistic touch with new **TRAVELLER STARSHIP COUNTERS**. This bagged set contains 140 fully illustrated 2cm X 2cm starship counters for Traveller space combat. Printed on four sheets of card, you cut them out yourself.

Each counter shows an illustration of the ship by Mike Jackson and listings of its name and type, tonnage, amount of streamlining, and source book.



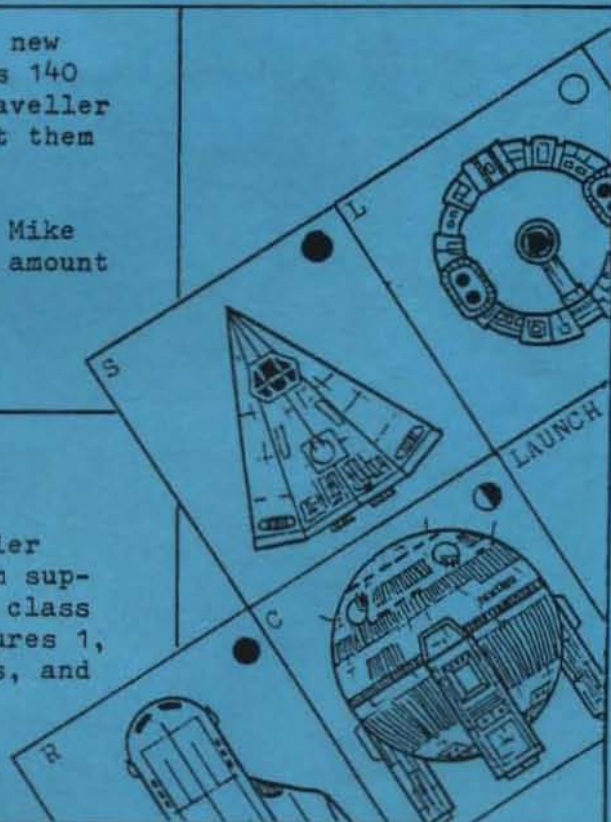
SCOUT/COURIER

100 tons

Basic Traveller
Supplement 7,9
Snapshot

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.

Send \$3.00 Canadian per set to Mike Jackson,
No.512, 4676 Yew st. Vancouver B.C. V6L 2J6.



NOTES FROM THE CAPITAL

This issue I'd like to start out with a big hello to our new readers throughout North America! Since we placed our ad in Challenge magazine, our circulation has more than doubled!

We have received many comments about T.I. in the past few months. Most of the feedback has been complimentary, especially towards Inside Equipment and our starship deckplans. However, we have received several complaints that we are a bit too expensive.

Printing a magazine is not cheap, and even at our current price, we just break even on printing costs, to say nothing of paper, graphics supplies, and effort. Certainly we could produce a cheaper magazine, but to do that we would have to seriously reduce its quality (and I know nobody wants that). I don't mean to sound whiny, but that is the situation.

So we cannot reduce the price of T.I. However, you can help us increase the size of the magazine to

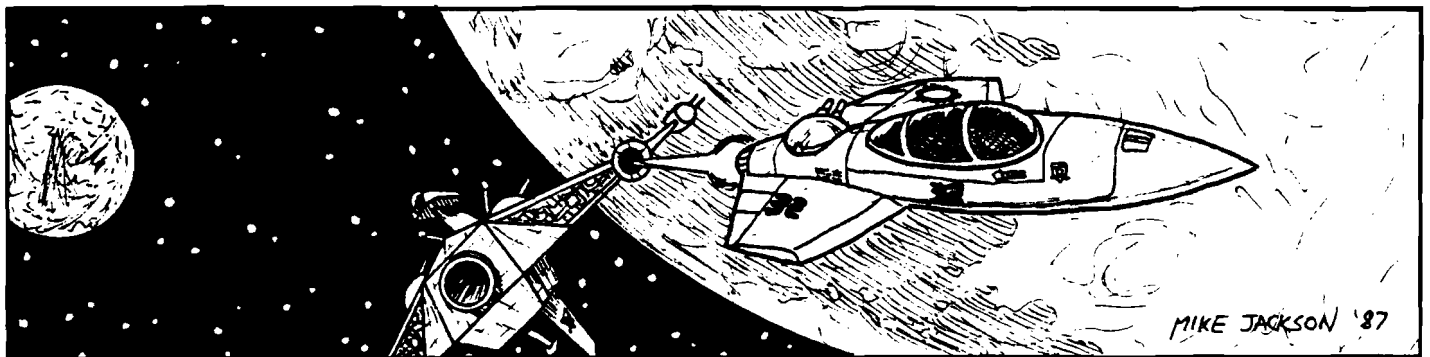
make up for it in a couple of ways. 1) Buy more. The more copies we print, the cheaper it gets, and the more pages we can add. 2) Place ads. These give us more money, and again let us add more pages. For every 1/2 page of ads we can add two pages. So follow the suggestions, and you can get more for your buck!

Another way for you to get more of what you want is to send us art and articles. It gets dull when we have to do everything!

A special note: Due to popular demand, we have now begun reprinting back issues of T.I. By the time you read this, a reprint of T.I. #1 should already be on sale, and T.I. #2 should soon follow.

This issue we have a special article by Mike R. Mikesh, who has also written for the Imperium Staple and Between Worlds. Hope you like it as much as we do!

-Mike Jackson,
Editor



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STAFF: Mike Jackson, David New, Paul Stoneman, Aaron van Berg. Dedicated to Cameron Carroll, 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 1987 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 1 year subscription.

CYBORGS

PART 2

Last issue we explained how cyborgs work and how to build them. This issue we will describe their use in Traveller.

As mentioned last issue, cyborgs first appear at TL 10. The low-tech cyborgs are quite obvious as such -- they move somewhat jerkily, mechanically, and sometimes with a humming noise. As tech level increases, the sound disappears and movement becomes smoother. By TL 15 a cyborg is indistinguishable from a normal human.

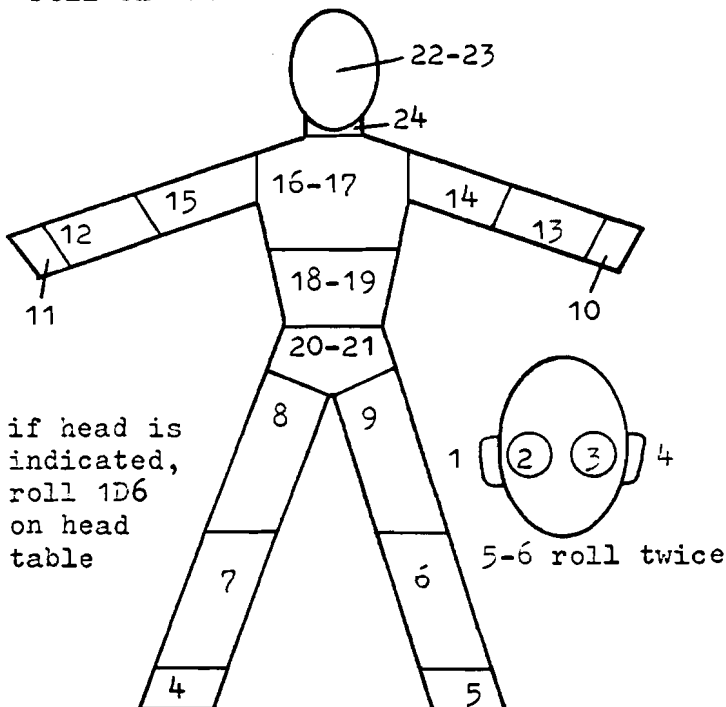
This applies only to detection by normal senses. All cyborgs can be detected through X-ray viewing. Metal detectors will pick up cyborgs between TL's 10 and 12, which also weigh considerably more than a normal human. By the upper tech levels, most cybernetic pieces are plastic, and so lighter and impossible to find with metal detectors.

BECOMING A CYBORG

In order to become a cyborg, a person must first lose a limb or organ. There are several ways of determining if this happens.

1. In the character generation system: When a player rolls the exact number required for his survival roll, he has lost a body part. Roll on the given table.

roll on 4D6



2. In combat: when 2 characteristics are reduced to zero, roll 8+ on 2D (DM +2 if wounded with a blade weapon; DM -2 if wounded with a non-explosive slug thrower) for the player to lose a body part. Roll on the given table.

When a player loses a body part, he has several choices for replacement: cybernetics, clone, or limb regeneration (not applicable to organs or senses). In the Navy and Merchants, cybernetics may not be chosen. In the Army and Marines, cybernetics must be chosen (except among commandos). This is based largely on social status and funding of the service.

REPAIR

If a cyborg player is wounded in Traveller, there is a chance that damage was taken by his cybernetic systems. For every 1d of damage the character takes, roll 13+ on 2D (DM+1 for every cybernetic part) for an artificial limb or organ to take damage. Determine which part randomly.

Damaged cybernetic parts cease to function. To repair them is a difficult task requiring Robotics Skill (Book 8, Robots) and electronic, mechanical, and medical tool kits.

Any part damaged twice without repair must be replaced.

CYBORGS IN TRAVELLER

About 1% of the Imperial population has at least 1 cybernetic part; these people are usually found on high-tech worlds along major tradelanes. Most cyborgs are current or ex-military servicemen. Occasional special agents are deliberately made cyborgs, especially spies and assassins.

The Imperium is the largest user of cyborgs. Vargr, Solomani, and Aslan are also major users. Zhodani, Hivers and K'kree focus on regeneration and cloning. Droyne use all three equally, even at times in the same individual.

Many corporations deal in cybernetics, most notably SuSAG, Ling-Standard Products, and Cybertech, the

latter making the highest quality parts.

IMPLANTS AND SPECIAL SYSTEMS

The following special items are available for cyborgs. If noted, they can also be used as implants in non-cyborgs.

ARTIFICIAL GILL: A miniaturized artificial gill may be implanted in the throat, allowing the character to breathe any oxygenated liquid. Available for non-cyborgs. TL 12, Cr8000.

BLADE: A spring-loaded dagger can be inserted in the wrist, to pop out whenever the character wishes. May only be inserted in a cybernetic lower arm and hand. Acts as dagger. TL 10, Cr1000.

CHAMELEON SURFACE: A special layer inside artificial skin covering that acts as chameleon combat armour, creating a special IR pattern. May only be installed on a complete cyborg, with skin covering on all parts. TL 13, Cr2000.

COMBINATION BREATHER: A miniaturized filter/compressor system which allows the character to breathe both very thin and tainted atmospheres. Available for non-cyborgs. TL 9, Cr1000.

GRAV SYSTEM: A grav module built into a cyborg's restructured torso allowing the character to fly. Adds a small lump to the cyborg's lower back. TL 13, Cr120 000.

HEART BOMB: Often used in special agents, this is a small, heavy explosive charge linked to the character's heart and brain. Either on command or upon death, the explosive detonates. Acts as hand grenade, but does 20D damage. Available for non-cyborgs. TL 8, Cr6000.

INTEGRAL LASER PISTOL: An integral laser pistol (Traveller's Digest #4 as laser carbine, 3 shots) built into a cyborg's lower arm and hand. TL 15, Cr16 000. For Cr25 000, a 10-shot version is available. The power pack must be installed in a restructured torso. Both versions require removal of skin covering for reloading. The 3-shot battery must be replaced for Cr3000; the 10-shot battery can be recharged.

MAGNETIC SENSOR: As in *Book 8, Robots and Grand Survey*, a sensor detecting magnetic fields and ferrous metals. TL 13, Cr1500.

MASS SENSOR: As in *Book 8, Robots and Grand Survey*, a sensor detecting mass and gravity. TL 12, Cr1500.

POCKET: A small hidden compartment beneath skin covering which can hold small objects such as tapes, holocrystals, jewels, etc. Often used for smuggling. TL 10, Cr500.

PSIONIC SHIELD: A miniaturized psionic shield system built into a restructured head. TL 10, Cr6000.

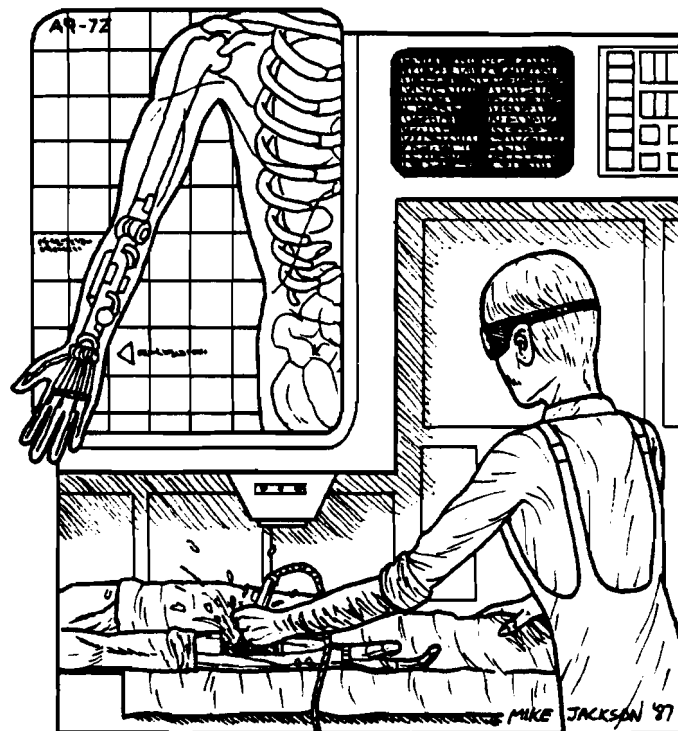
RADIATION SENSOR: A miniature radiation sensor. TL 10, Cr1800.

RADIO: A 20km range miniaturized radio. Available for non-cyborgs. TL 10, Cr1500. A 200km range version is available at TL 15 for Cr3000.

NOTES

Only one special system may be built into each body part. A cyborg's left arm can hold a blade or a laser. A character's throat may hold an artificial gill or a combination breather.

NEXT ISSUE: Clones, androids, and regeneration.



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 April 1987, \$2.50 Canadian equals \$1.92 American, and \$9.00 Canadian equals \$6.90 American.

DROYNE CRUISER

The Droyne Cruiser is a military ship typically placed in service for a Droyne Oytrip. Droyne have a preference for small ships, so this is one of their largest designs.

The Droyne Cruiser is initially armed with ten single laser turrets in 5 batteries, but is equipped with stations for up to 10 gunners in case of rearming.

Droyne Cruiser CD-A733332-000000-30000-0 MCr465.408 1000 tons
batteries bearing 5 Crew=16
batteries 5 TL=13
Passengers=24 Low=0 Cargo=278 Fuel=330 EP=30 Agility=3 Troops=6

Tonnage: 1000 tons. 14 000m³.
Crew: 16 Droyne.
Dimensions: 58.5L x 36W x 18H (80 w/Fins).

Acceleration: 3-G Constant.
Jump: 3.
Power Plant: 3. 30 EP. Agility -3.
Engineering: 2 Ajax fusion power plants driving 2 T.P.F. jump units and 2 Sarp Ioyrs manoeuvre drives.

Gravitics: Standard inertial compensators. .75 G floor field, variable.

Electronics: Ssyukrurs Model/3 computer.

Range: Unlimited manoeuvre. One jump (330 tons fuel). 200 days standard supply consumption.

Armament: 10 single beam laser turrets in 5 batteries.

Screens: None.
Configuration: Dispersed structure. Unstreamlined.

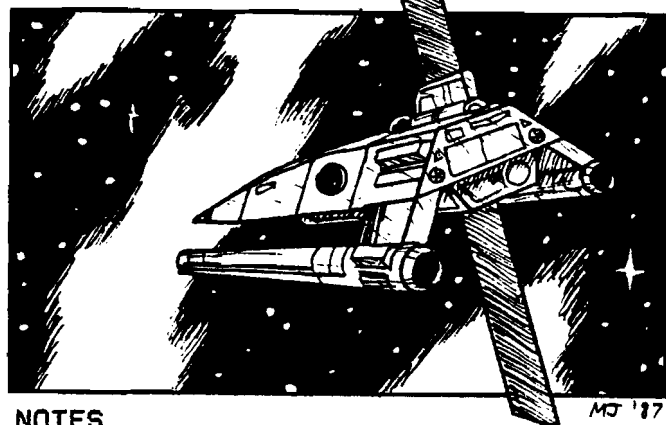
Capacity: 24 passengers. 278 tons cargo.

Vehicles: 1 50-ton cutter.

1. Bridge. Transparent dome encircles room. Droyne-sized couches for Pilot, Navigator, and Observer.
2. Computer.
3. Gunnery Centre. Turrets are remotely controlled from here. 10 gunnery couches, usually only 5 manned. Holo display in centre.
4. Fire Control System.
5. Armoury. Guns and armour are stored here.
6. Records/Library. Books, computer

records, and files are stored here.

7. Sick bay. Facilities for up to 3 Droyne.
8. Galley.
9. Common Area. Observation windows on both sides can be shielded.
- 10-36. Open Staterooms. Every area is joined to every other, and contains stateroom facilities for 1 Droyne.
37. Avionics.
38. Cargo Bay. 9m ceiling.
39. Cargo Lift. Lowers to Cutter Dock for cargo transfer.
40. Cargo Bay Door.
41. Exercise Area. When not used for cargo, this area can be reduced to .5 G's for flying exercise.
42. Airlock.
43. Ship's Locker.
44. Storage.
45. Ritual Chamber. Coyns are stored here, and drawn for the various Droyne ceremonies.
- 46-57. Open Staterooms.
58. Cutter Dock.
59. Cargo Lift. Rises to Cargo Bay for cargo transfer.
60. Spare Cutter Fuel. Cutter is refuelled from this tank.
61. Cutter Launch Control.
62. Cutter. Module can be used for ship refuelling operations.
63. Manoeuvre Drive.
64. Power Plant.
65. Jump Drive.
66. Fuel.

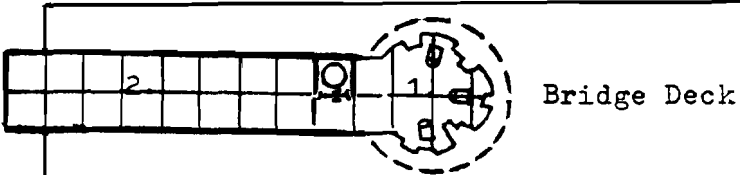


NOTES

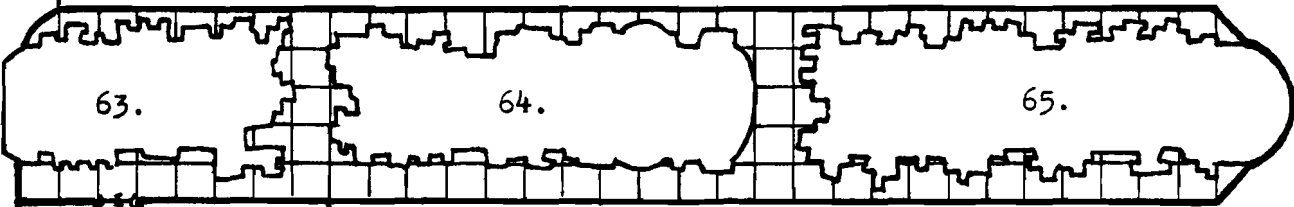
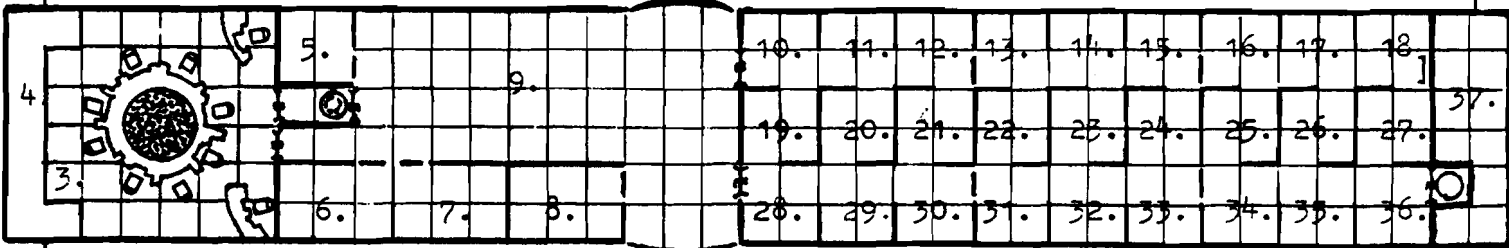
The majority of the Droyne cruiser's fuel is stored in its dorsal and ventral fins. As the ship is unstreamlined, the cutter is used for refueling operations.

Continued on page 14

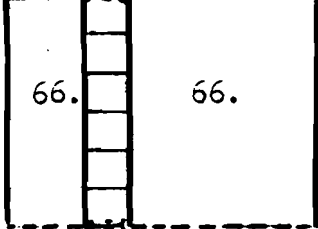
DROYNE CRUISER



Crew Deck

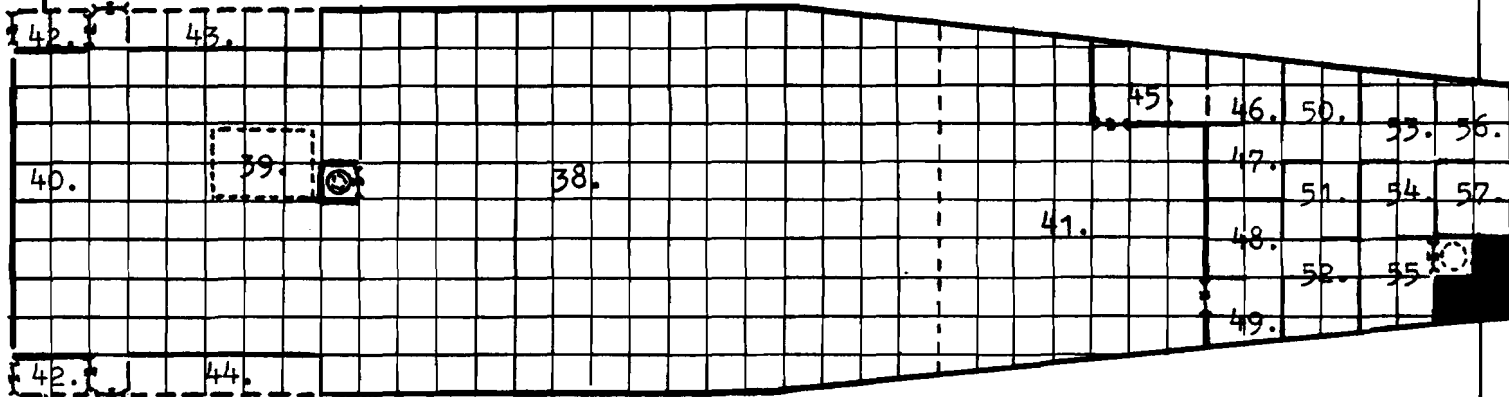


Port Engineering Pod



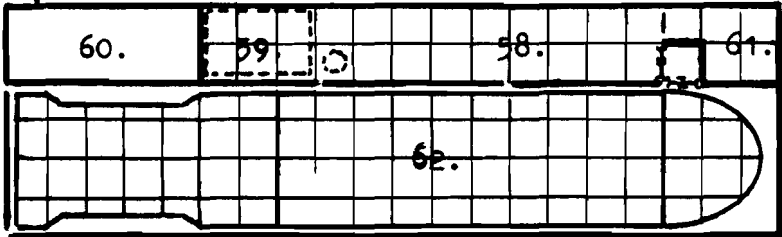
Pod connects here

Cargo Deck

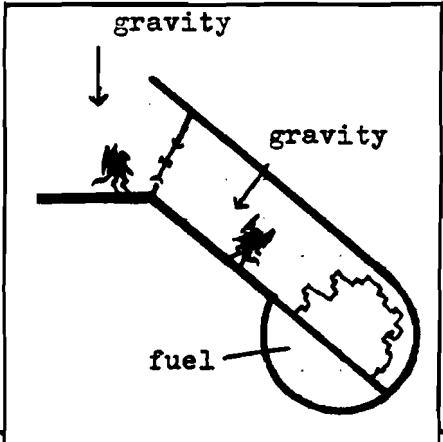


Starboard Pod connects here

Boat Deck



Cross-section gravity



1.5 meter squares
for use with Snapshot
or Azhanti High Lightning

TOBIA SUBSECTOR

The centre of Imperial power in the Trojan Reaches, the Tobia subsector is the economic, governmental, and military capital of the sector. With one of the only two X-boat links to the rest of the Imperium at Berg (the other is at Cyan in the Pax Rulin subsector), Tobia is also a communications and trade centre.

The Aslan/Imperial Tradelane runs into the Tobia subsector to Pandora, Wildeman, and across the border to Fist. Trade then diffuses from this point to the various Imperial worlds of the sector.

TOBIA (0805) is both subsector and sector capital, and is the home of both the 218th and Trojan fleets. It is also the main industrial centre of the subsector.

SCALADON (0206) has a dense, high atmosphere, and its entire population inhabits a few small plateaus. It is run by a religious dictatorship which regularly 'sacrifices' randomly drawn citizens by throwing them off the plateaus.

HRADUSE (0304) was originally colonized by an outcast Aslan group, and now has a 20% human population. It is a full member of the Imperium.

KEDUS (0803) is populated by groups wishing to live at a low tech level in order to get 'back to nature.'

PANDORA (0410) contains a SuSAG, LIC drug manufacturing factory.

SAURUS (0403) is well-renowned for its native creatures, which bear amazing similarities to the dragons of Terran mythology.

Pryme	0103	B48668B-9	Agricultural. Non-industrial. Rich.	G
Nekrino	0105	A788400-C	N Non-industrial.	G
Boulder	0107	D100758-9	Vacuum world. Non-agricultural.	
Exocet	0110	A574126-8	Non-industrial.	G
Intelia	0202	C474653-6	Agricultural. Non-industrial.	G
Gor	0204	C868677-3	Agricultural. Non-industrial. Rich.	G
Scaladon	0206	AAD98DK-A		A
Empire	0301	B679334-C	N Non-industrial.	G
Hraduse	0304	B54699B-7	S Industrial.	G
Hexx	0305	B78A577-D	N Non-industrial. Water world.	
Iilgan	0309	C467787-S	Agricultural. Rich.	G
Saurus	0403	A350543-B	Desert world. Non-industrial. Poor.	G
971-852	0404	E78A000-0	Water world. Barren.	G A
Ardasii	0405	B650684-9	N Non-industrial. Desert world. Poor.	G
Wildeman	0409	B201674-C	Ice-capped. Non-agricultural. Non-industrial.	G
Pandora	0410	B878313-B	Non-industrial.	G
Darchona	0502	B49A742-A	Water world.	G
Sabruse	0505	EAC8343-8	Fluid hydrographics. Research station.	
Imisaa	0506	B520867-6	N Non-agricultural. Poor.	G
Fist	0508	B789430-C	Non-industrial.	G
Dimorus	0601	D300755-4	Non-agricultural. Vacuum world.	
Our Planet	0602	B687100-A	Non-industrial.	G
Ayldem	0603	A7407X4-D	N Droyne world. Poor. Desert.	G A
Pichot	0605	E546330-3	Non-industrial.	G
New	0606	D66668A-5	S Rich. Non-industrial. Agricultural.	G
Kalikhi	0701	D11156B-9	Ice-capped. Non-industrial. Prison world.	G
Simok	0703	DAA0BCC-5	Desert world.	G
Attee	0706	C752AAE-4	Poor.	G
Eshadi	0707	B431358-E	Non-industrial. Poor.	G
New Moscow	0709	B76779A-7	Agricultural. Rich.	G
Berg	0802	A675542-B	N Agricultural. Non-industrial.	G
Kedus	0803	D867400-3	Non-industrial.	G
Tobia	0805	A444A55-F	N Industrial. Sector capital.	G
Batav	0809	B5A8764-A	Fluid hydrographics.	

The Tobia subsector contains 34 worlds with a population of 88.816 billion. The highest population is A, at Attee and Tobia; the highest tech level is F, at Tobia.

MAP LEGEND



WORLD CHARACTERISTICS

- Water present
- No water present
- ☄ Asteroid belt

BASES

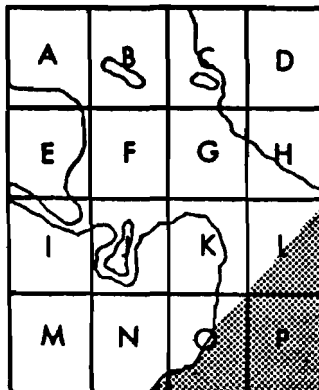
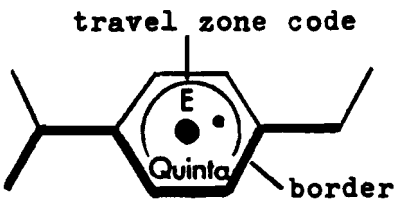
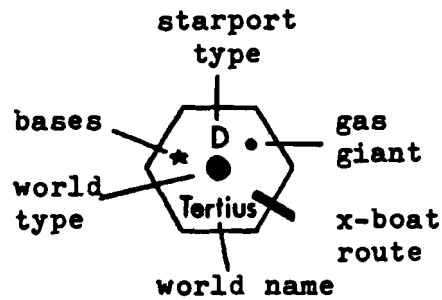
- ★ Imperial naval base
- ▲ Imperial scout base
- ▼ Scout way station
- △ Research station
- ☆ Foreign naval base
- ** Foreign military base

TRAVEL ZONES

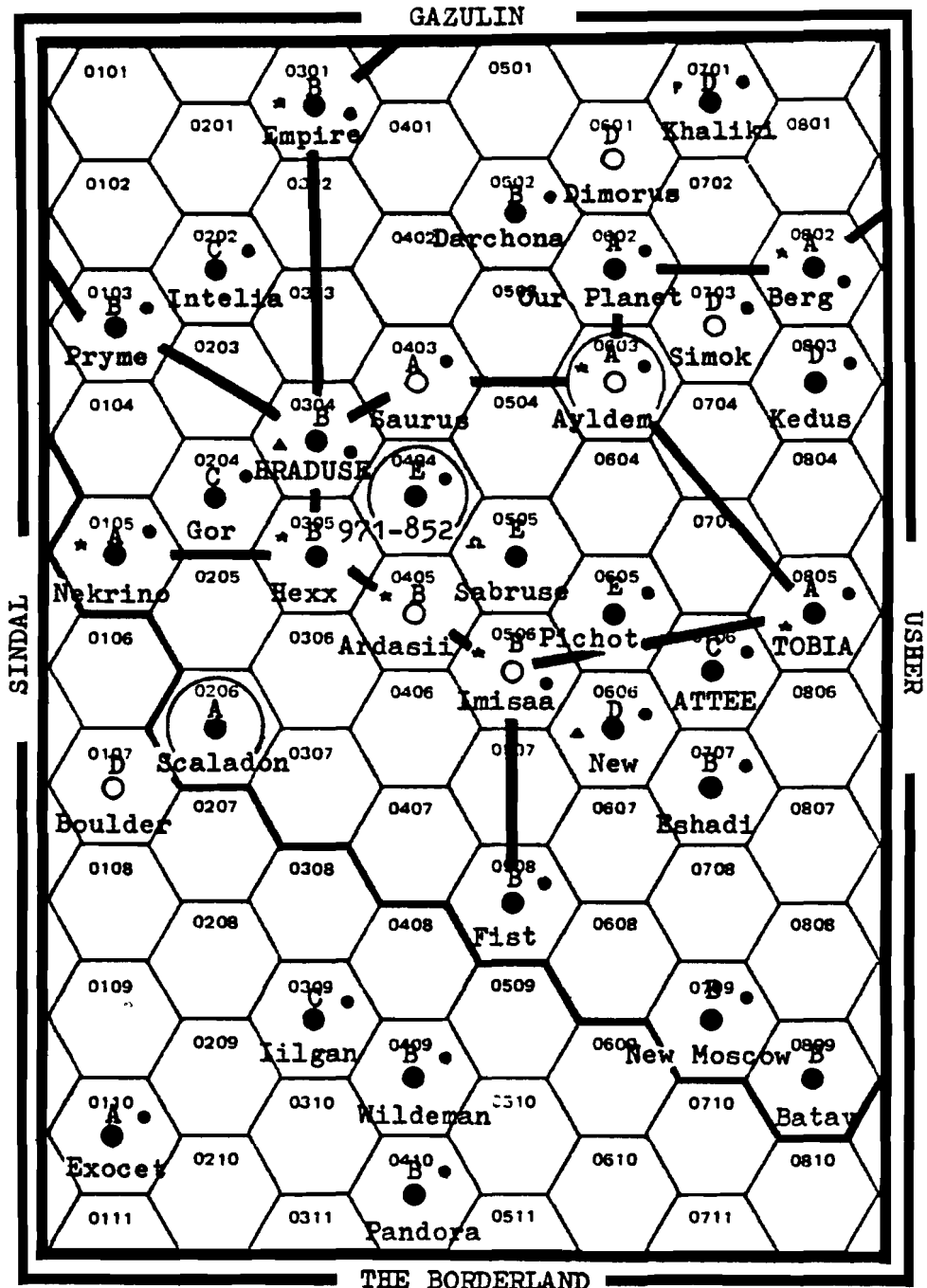
-  Amber zone
-  Red zone

POPULATION

Secundus under one billion
 PRIMUS over one billion

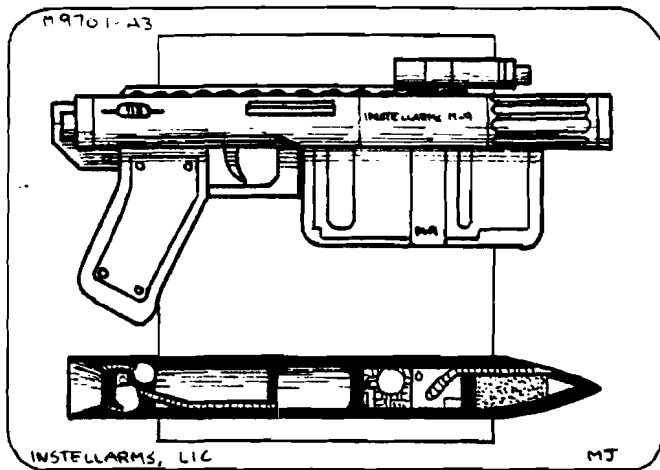


TROJAN REACHES SECTOR



- 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

TRAVELLER'S HARDWARE



ROCKET PISTOL

Designed by Instellarms, LIC, the Rocket Pistol is a rare, expensive, and extremely accurate firearm. The pistol itself is simply a launching tube for the projectile, having little bearing on its performance.

The projectile consists of 3 sections -- propellant, guidance system, and warhead. The propellant is a liquid fuel rocket propelling the bullet at 50 metres per second. It has 3 combat turns (30 seconds) worth of fuel and can perform unlimited manoeuvres during this time. The guidance system is an IR sensing/tracking package with an initial radio link to the pistol. The warhead is a shaped, high-explosive charge.

The pistol itself consists of the launching barrel, target-painting laser, and a magazine holding three rounds. When the trigger is pulled, the laser denotes the target. The information is then conveyed to the projectile's guidance system. The projectile fires, and tracks its target until it hits.

If the projectile misses its target the first time, it circles back and tries again. It will continue to do this until its fuel is exhausted.

Weight, unloaded: 850g (loaded magazine: 250g) base price: Cr1200 (loaded magazine: 3000) Length: 230mm TL 14

SOUND DAMPER

The Sound Damper is a device that generates a faint electromagnetic field which slows the vibrations of air molecules within it. The field can be of many sizes, and can be either a solid sphere or a spherical shell. By damping the air vibrations, it slows or stops the transmission of sounds through the field, and also, as a side effect, makes the interior of the field quite cold.

Sound Dampers have a number of uses: for instance, they are used to make conversations private, to silence loud machinery, and to allow spies and assassins to move quietly. They also make up an integral part of a ship's stealth systems.

Sound Dampers come in many sizes, from 500g to several tonnes. They cost approximately Cr2000 per kg, and have a maximum field diameter of 2 metres per kg. Each metre eliminates about 15 decibels of sound. TL 15.

To hear a sound which has passed through a Damper:

Volume	Thickness of field (metres)											
	1	2	3	4	5	6	7	8	9	10	11	12+
Quiet	Q	Q	U	U	U	U	U	U	U	U	U	U
Moder.	M	M	Q	Q	U	U	U	U	U	U	U	U
Loud	L	L	M	M	Q	Q	U	U	U	U	U	U
Deafn.	D	D	L	L	M	M	Q	Q	Q	U	U	U
Punct.	P	P	D	D	L	L	M	M	Q	Q	Q	U

U - Unheard (0-dB) Q - Quietly heard (up to a city night, 1-40dB) M - Moderately heard (up to a vacuum cleaner, 41-80dB) L - Loud (up to a stereo on 10, 81-120dB) D - Deafening (loud enough to cause pain, up to a wind tunnel from inside, 121-159dB) P - Puncturing (loud enough to instantly puncture the eardrum, 160+dB)



	none				jack				mesh				cloth				reflec				ablat				combat										
	C	S	N	I	V	C	S	N	I	V	C	S	N	I	V	C	S	N	I	V	C	S	N	I	V	C	S	N	I	V	C	S	N	I	V
Rocket Pistol 5D	3	0	-3	0	3	4	1	-2	1	4	5	2	-1	2	5	6	3	0	3	6	4	1	-2	1	4	5	2	-1	2	5	8	5	2	5	8

DM -8 if the target is wearing chameleon surfaced armour.

FEATURE ADVENTURE: SS-12b

by Mike Jackson and David W. New

Throughout the Imperium (and known space) are dozens of worlds with native Droyne populations. Through inadequate bureaucracy, incomplete survey analysis, and simple human error, each world has been treated differently. The Imperium has made some Droyne full citizens, held others in reservations, and killed or blockaded still others.

AYLDEM (Tobia 0603 A7507X4-D) was discovered in 227 by the IISS, and its primitive (TL 8) Droyne population largely ignored. When settlers began to arrive, they gradually pushed the Droyne back into unwanted territories. Today the Droyne must stay in various reserves across the planet. They are alternately repressed and ignored, depending upon the current governor.

Ayldem is 11 300km in diameter, with a thin, breathable atmosphere, and 4% hydrographics, tied up in a few scattered lakes. It has a population of 87 million, 63 million of which are Droyne. The remaining humans are miners, merchants, settlers, etc. The government of Ayldem is actually type 3, run by a governor

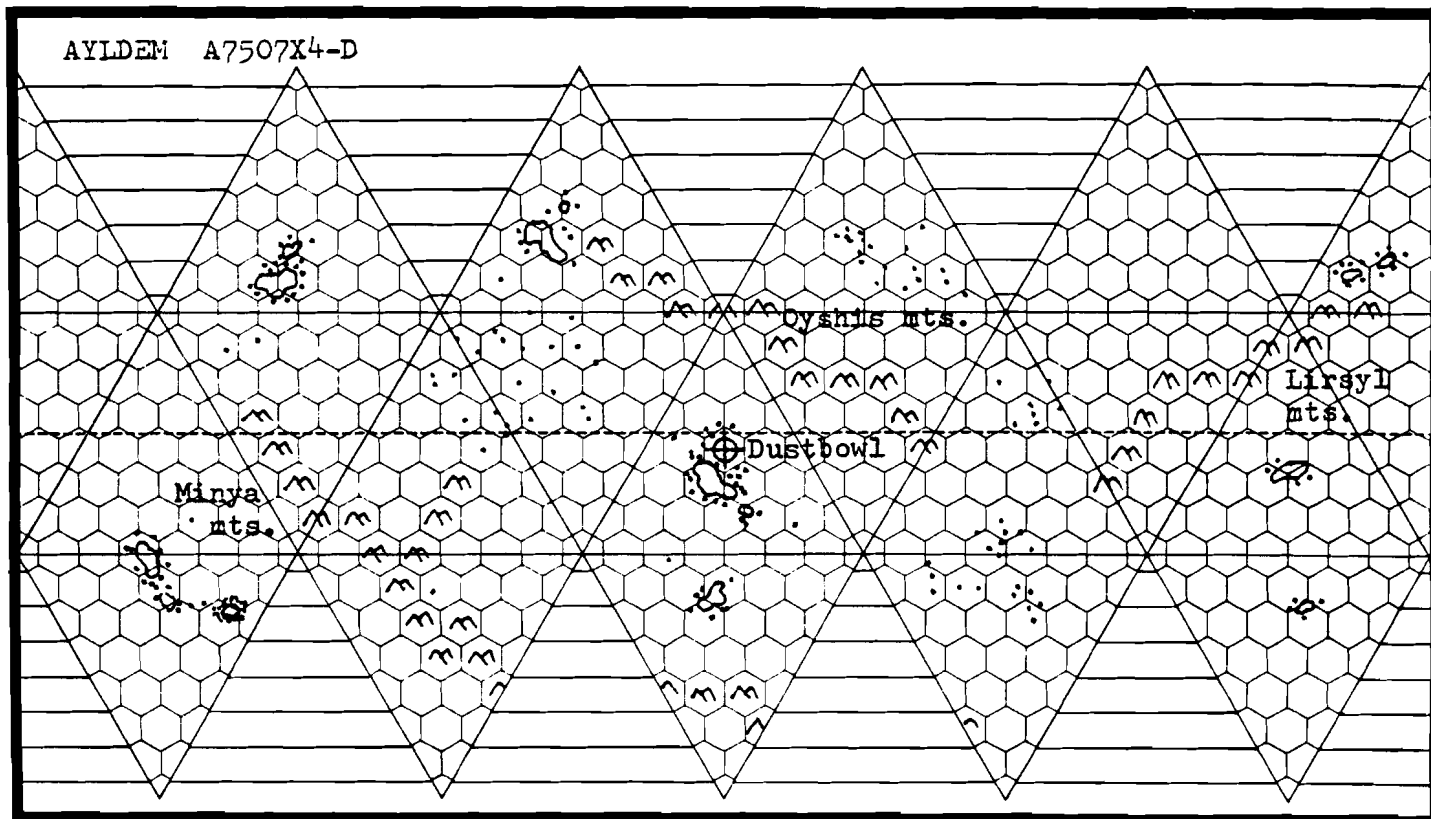
and his staff; but as the Droyne comprise the majority of the population, their government is usually listed.

An Imperial naval base is located in Dustbowl, the planet's major city and type A starport. Human settlements are located around all lakes, and the Droyne have been pushed back to the dry highlands.

SOMETHING STRANGE...

The players are approached by Captain Bill Alamishiir of the Imperial Navy. Recently one of his Naval architects, Aran Sperling, disappeared, and since then various electronic and mechanical starship parts have disappeared. A kidnapping strikes him as being probable, and he suspects that the Droyne may be the culprits, noting that their usually frequent (and frequently ignored) protest actions have been silent since Sperling's disappearance.

Alamishiir will pay the players Cr150 000 to find out what is going on and stop it (especially if it is a threat to the Imperium). He cannot send in Imperial agents without causing an incident between the Droyne and the government, and such a stir



could spend years in the Imperial courts. Thus he has hired the players. He insists on receiving regular reports on their progress, and will pay upon the successful completion of their task.

WATCHING YOU

Questions at Naval security will reveal that the starship parts disappeared without a trace, usually in broad daylight. The guards never saw anything, although they were not drugged or distracted in any way.

Checking the storehouse will reveal a video camera in the corner, connected to the surveillance board in the room next door. If the players check the video tapes, they will find some rather strange scenes -- Droyne technicians walking right past the guards unnoticed, picking up parts, and leaving.

If the characters are familiar with the Droyne, they will realize that the tapes display the Droyne power of invisibility in action. The technicians clouded the minds of all personnel in the area so that the guards did not see them either in person or on the screens; but the thefts were stored on videotape.

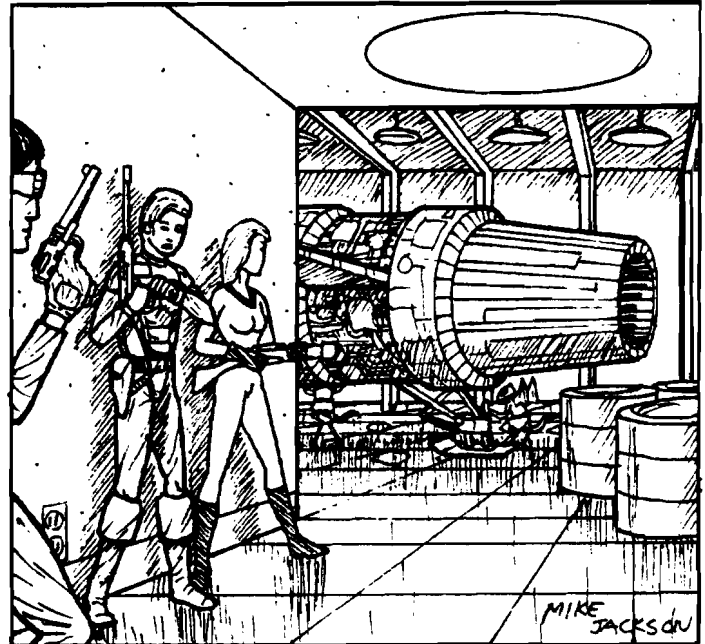
WAITING FOR THE STORM

Word of the thefts has been kept quiet, in order not to alert the thieves. The players may choose to use psionic shield helmets and capture or follow the Droyne when they next strike.

Within 3 days, 2 to 7 (1D+1) Droyne technicians will make another foray for equipment. If attacked, they will put up very little fight, but 1 to 6 of them will teleport away (without their parts). The remaining ones, if any, do not have teleportation ability, and may be captured and interrogated.

If the players choose to interrogate the Droyne, they will find out that the pieces are for the "SS-12b," a special project to "return freedom to the Droyne people." It is being developed in the Oyshis mountains to the north. Soon after the interrogation, if they are left alone, the Droyne technicians will disappear, having been rescued by their comrades.

If the players follow the Droyne, rather than attacking them, they will be discovered on an 8+ on 2D, and a similar situation as above will take place. If the Droyne do not spot them, they will lead the party out of the city to a small house, where Droyne workers load the parts onto a G-Carrier. If they follow the G-Carrier, it will travel to the Oyshis mountains, where it will lose them around a mountain.



PROJECT CITIZEN

Three years ago, several Droyne leaders hatched a plot to free the Droyne population from the reserves and the governor's control. They decided to build a powerful new starship to slip past the Naval forces of AylDEM and travel to Tobia. There its crew would offer a trade: the starship and its new technology for freedom and Imperial citizenship for all the Droyne of AylDEM.

They enlisted the help of the Naval Architect Aran Sperling to design the ship itself. One year ago, they began constructing the final version, the "SS-12b." They stole the necessary parts from the Naval base and its ship construction facilities, and built the ship at a mountain stronghold. Three months ago, Sperling secretly came to the stronghold to supervise the final construction phase. Now the ship is almost ready for launch.

THE SS-12b

The Stealth ship uses new technology (largely developed by the Droyne and Sperling) to render it invisible to ship's sensors and human senses. (See "Stealth Systems" in this issue.)

Stealth Ship SS-21469A1-000000-00203-0 MCr150.07 200 tons
 batteries bearing 11 Crew=4
 batteries 11 TL=15

Passengers=0 Low=0 Cargo=2 Fuel=98 EP=18 Agility=6 Troops=0

THE STRONGHOLD

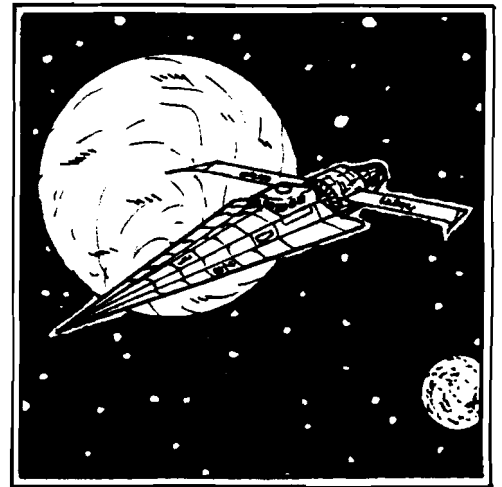
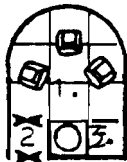
Located in the Oyshis mountains, the stronghold is a small construction facility tunneled out of a mountain-side.

1. Launch pad: Built just recently, this launchway was constructed of steel foam, and will be destroyed once the SS-12b leaves.
2. Hangar: This is where the Stealth ship was built, and is now being readied for flight.
3. Workshop: Various tools are used and stored here.

DECK PLAN LOCATIONS

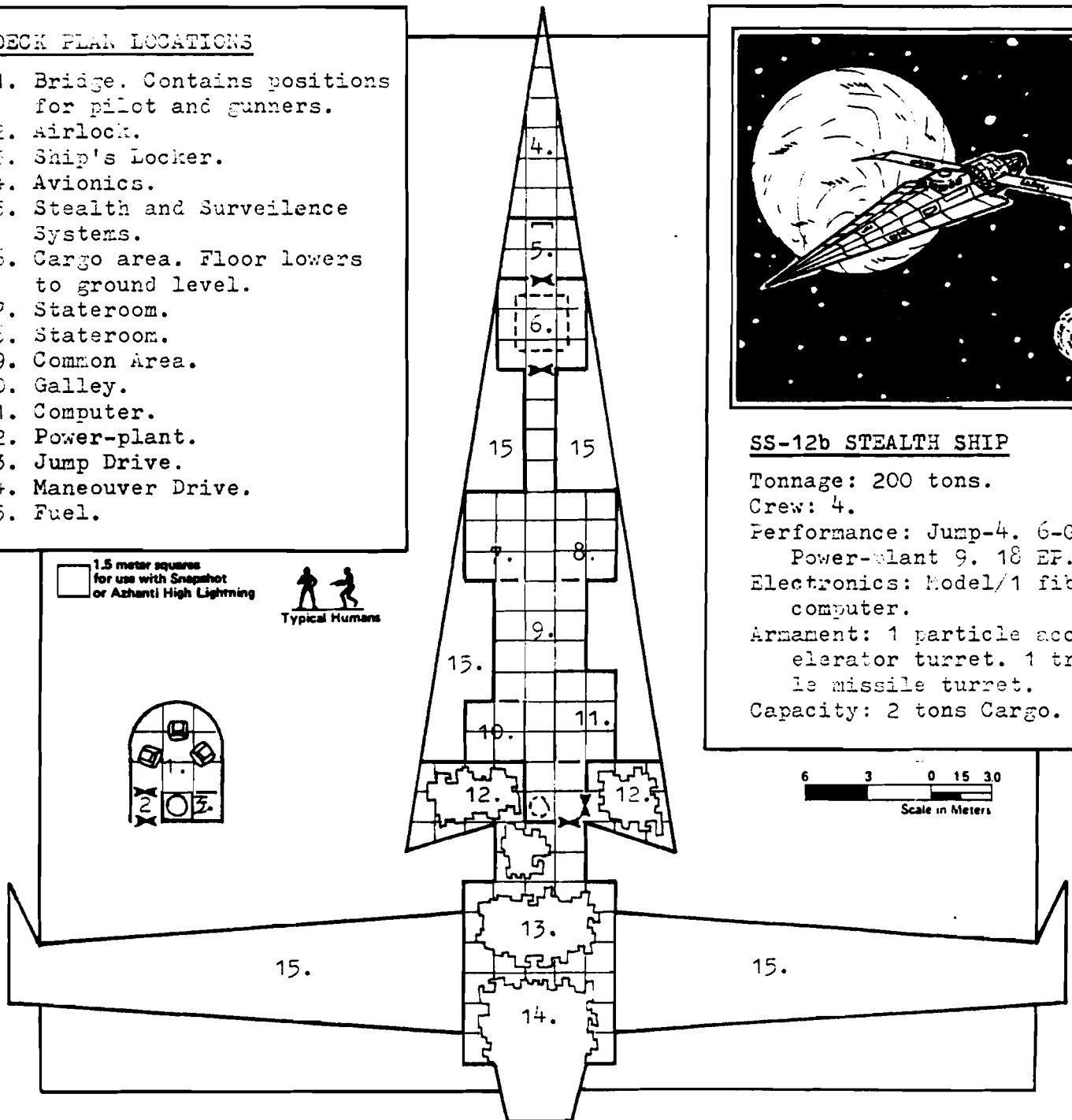
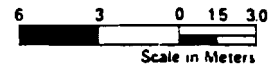
1. Bridge. Contains positions for pilot and gunners.
2. Airlock.
3. Ship's Locker.
4. Avionics.
5. Stealth and Surveillance Systems.
6. Cargo area. Floor lowers to ground level.
7. Stateroom.
8. Stateroom.
9. Common Area.
10. Galley.
11. Computer.
12. Power-plant.
13. Jump Drive.
14. Maneouver Drive.
15. Fuel.

1.5 meter squares for use with Snapshot or Azhanti High Lightning



SS-12b STEALTH SHIP

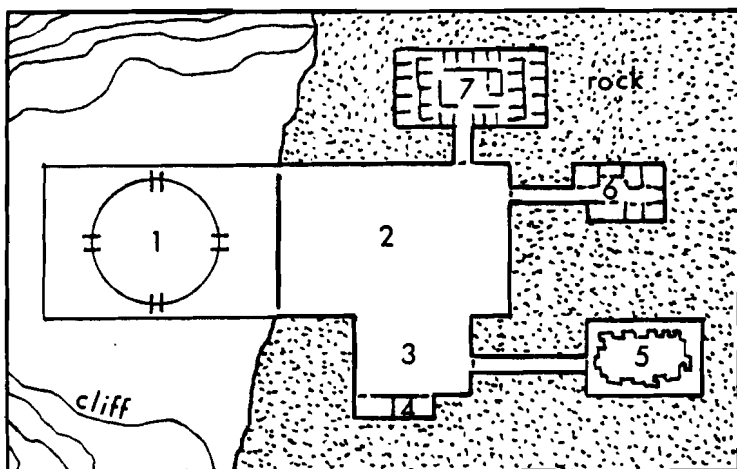
Tonnage: 200 tons.
 Crew: 4.
 Performance: Jump-4. 6-G.
 Power-plant 9. 18 EP.
 Electronics: Model/1 fib computer.
 Armament: 1 particle accelerator turret. 1 triple missile turret.
 Capacity: 2 tons Cargo.



4. Parts Storage.
5. Power Plant: The base's fusion power plant. It is set to destroy the stronghold after the SS-12b takes off.
6. Offices: This area contains a model/1 computer with ship design programs; drafting rooms with blueprints; and various other offices.
7. Living Area: This area comprises private rooms, a kitchen, and a recreation area for the Droyne.

The stronghold is currently populated by 40 Droyne technicians, 30 workers and drones, 1 leader, and 20 warriors. The leader and the warriors wear combat armour and are equipped with ACR's.

STRONGHOLD



CITIZEN UNDER SIEGE

It may take a while, but eventually the players will find the stronghold (roll 8+ every hour, DM +1 for reconnaissance or survey skill). The players may decide either to sneak or blast their way in. If they make themselves known and are an obvious threat (eg, if they shoot anyone), Sperling, the Droyne leader, and two technicians will try to take off the SS-12b. If the players try to talk to any of the Droyne, roll on the reaction table with a +2 DM, with friendly results having the Droyne reveal their plan, and violent results having them launch their Stealth ship.

Launching requires 10 minutes of preparation (removing fuel lines, rolling the ship out of the hangar, etc.), during which time the players may attempt to destroy it. Once it takes off, the stealth systems will

kick in, and it will 'disappear.' On the other hand, the players may attempt to help the Droyne in their plight.

THE THICKENING OF PLOTS

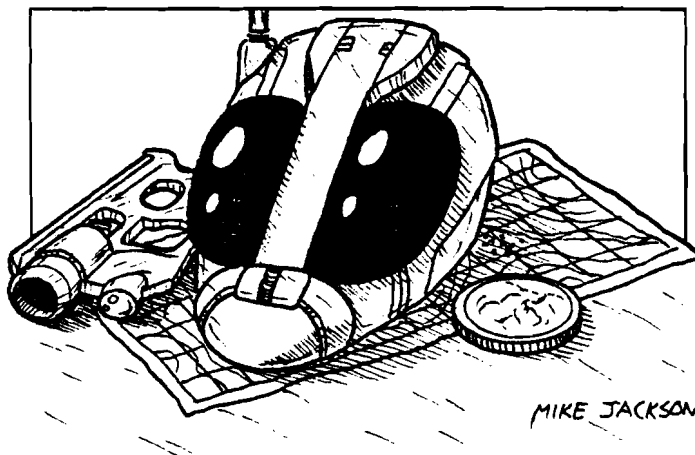
Alamishiir's story was not entirely true. To be sure, a confrontation between the Navy and the Droyne would result in lengthy legal battles, but a small disturbance would hardly worry the entire Navy. Nor would the Navy completely trust a small band of independent mercenaries, merchants, or adventurers, and it is very unlikely that he would ever have heard of the players.

The Navy intends to send in a total of three individual parties for the same purpose, and thus not risk losing any of its own men. Since only one group, at most, will be successful, not too much money is at risk, either, and if the successful party is too greedy, well, not all of it has to survive. Eventually, the Navy will come in itself, basing its strategy on the reports of the three parties.

The characters are the second party to journey to the Oyshis mountains. The first party, which has been there for three days when the players arrive, is actively helping the Droyne; and the third party, when it arrives (by air raft, about twenty hours after the characters' arrival), will campaign vigorously against them.

However, at almost exactly the same time, an Imperial Naval vessel will approach the Oyshis mountains, dropping 20 crack commandos to shoot on sight.

How all of this comes together depends on the players and referee.



STEALTH SYSTEMS

There are times when a starship should not be seen. There are times when a ship's detection can even be fatal. These are times when stealth systems are required.

Stealth systems are various pieces of equipment which render a starship undetectable to others. They are rare and quite expensive, but are sometimes used for special spy and reconnaissance ships.

CAMOUFLAGE HULL: This item fulfills two functions. First, it acts like camouflage cover (T.I. #2) -- pigment cells on the surface adopt a similar pattern to that of the surroundings (black in space, green in a field, etc.). This pattern is not only in visible light, but also in IR and UV. Secondly, the Camouflage Hull is covered in a special transparent paint which absorbs radio waves, rendering the ship invisible to radar. The Camouflage Hull costs Cr5000 per ton of ship (over and above normal hull costs). TL 12.

NEUTRINO SCREEN: This is a special energy field and array of heavy shielding which blocks neutrino emissions from a ship's power plant, rendering it undetectable to neutrino sensors. It weighs 1% of the power plant's tonnage (minimum 1 ton) and requires 1 EP per ton of power plant. Costs MCr1 per ton. TL 14.

NAS (Neural Activity Sensor) SCREEN: This is a series of wires in the hull which creates an electric field acting both as a psionic shield and a screen for NAS's. This renders all life on board ship invisible to both psionics and NAS sensors. Requires Cr4000 per ton of ship. TL 10.

SOUND DAMPER: Used when the ship is in an atmosphere, the Sound Damper

makes the ship completely silent (see Traveller's Hardware, this issue). Weighs 1 ton per 100 tons of ship. MCr1 and 1 EP per ton of damper. TL 15.

DETECTING STEALTH SHIPS

Ships outfitted with stealth systems are extremely difficult to detect by all sensors except mass detectors.

When attempting to detect a stealth ship, roll as explained in Grand Survey, but treat each difficulty level as 2 higher (eg, Routine becomes Difficult; and Formidable becomes Impossible). If the ship is detected then roll 10+ on 2d for a correct reading -- in all other situations the reading is abnormal.

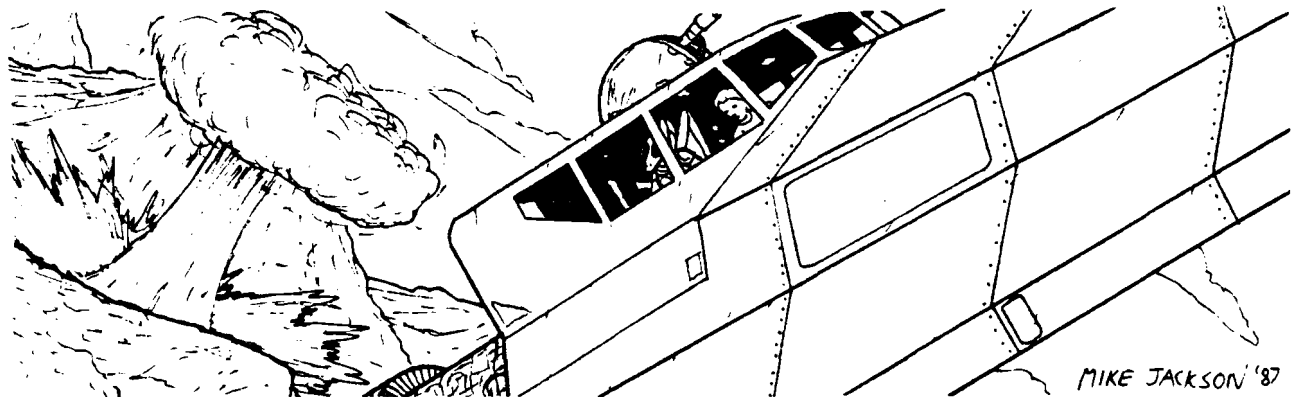
The above applies to all sensors (and human senses) except mass detectors, in whose band the stealth ship can be detected as normal. However, as nothing shows up on any other sensors, it is usually assumed to be a glitch.

Stealth systems are a rather new development and have not yet been used extensively -- but there is no doubt but that they will soon begin appearing in spy ships and special couriers throughout the Imperium.

Continued from page 6

The diagram shows only the left engineering pod. The right engineering pod is identical, and both are connected (at the dotted lines on the cargo deck) at a 45° angle to the rest of the ship. Artificial gravity in these areas is also at the same 45° angle (see diagram).

Staterooms 10 to 15, 19 to 24, and 28 to 32 are usually used by the crew. Other staterooms are usually used by passengers.

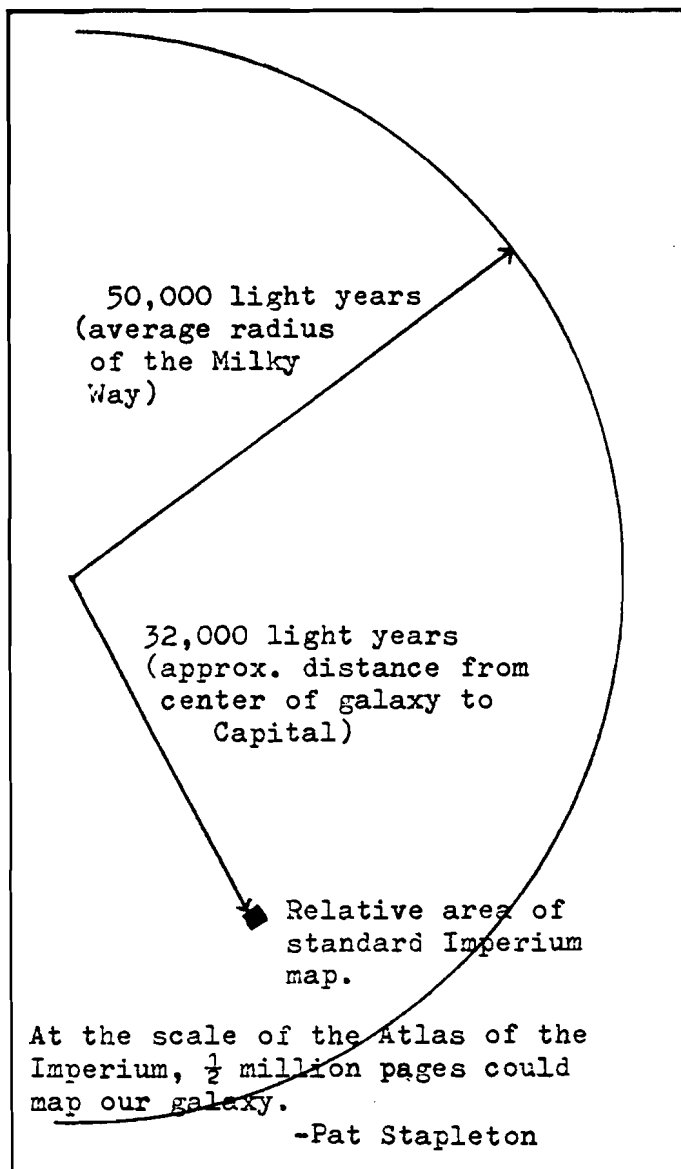


UNEXPLORED SPACE

by Michael R. Mikesh

The Traveller Book world generation system and those systems from the *Alien Modules* deal only with regions of space occupied by certain interstellar civilizations. These civilizations have spread far and wide, including places as remote as Group One's Theta Borealis sector. Thus, with Traveller, it is very easy to generate sectors of stars for any place lying within GDW's map of Charted Space.

Despite its immense size, however, the bounds of Charted Space are hardly the limits of the Imperial universe. As Pat Stapleton illustrated in *Working Passage #2* (reprinted here with the kind permission of Ed Edwards), Charted Space is barely a



mark on the disk of the Milky Way galaxy. The rest of that vastness is unexplored except for what Zhodani expeditions passed through in trying to reach the galactic core.

To my knowledge, there are no world generation systems for unexplored space, but such would be handy for campaigns involving scout explorers and the like. To that end, I'll present one in a step-by-step fashion.

STEP 1. Generate the physical characteristics of the world (ie. size, atmosphere, hydrographics) through the standard world generation system.

STEP 2. Determine if there is an indigenous sophant population. Assume there is none for worlds with atmospheres 1-. For atmospheres 2+, roll 2D-9 and save this roll. A result of 0+ means there is a population. For negative results, the world is barren, so assign zero to population, government, law and tech level in the UPP.

STEP 3. Generate world tech level.

- A. The roll saved from step 2 (2D-9) is also the initial roll for tech level giving a result ranging from 0-3. This could go up as follows.
- B. If the above roll is 3, reroll on 1D (1-6) and take the better of the two results as the tech level.
- C. If the result from B is 6, reroll on 2D-1 (1-11) and take the better result. Although the civilization might have a very substantial tech level, it will not have jump drive technology.
- D. If the result from C is 11, reroll on 3D-2. If the 3D-2 is 8-, treat the tech level as 11. If it is 9+, use that as the tech level instead and give that civilization a chance to have jump drive (step 4.C).
- E. If the result from D is 16, leave the rest of the generation process to referee discretion. This is an exceptional world.

STEP 4. Generate starport.

- A. For a tech-5 world, roll on the starport table with a DM+8. If a class E starport is indicated, the world is not yet spacefaring. Instead, there are rare space traveling visitors for which they maintain a port.
- B. For a tech-6 world, roll on the starport table with a DM+6. While a C and D quality starport would be intended for rare space visitors (probably doubling as an airport), an E quality starport would indicate an active local space program.
- C. For worlds of higher tech level, roll on the starport table using a positive DM of 12 minus the tech level. If the civilization does not have jump drive, treat all results of A as B. If the civilization can potentially have jump drive (see step 3.D) and an A results, treat it as A and assume the civilization does indeed have jump capability. A naval base will be present at an A class starport on 8+.

STEP 5. Generate Population. Roll population on 1D+2. Apply DM +1 for tech levels 6-10, or DM +2 for tech level 11+.

STEP 6. Generate Government and Law Level. Once the population is determined, roll these as described in the standard generation system.

With this generation system, alien societies that have jump drive are extremely rare, as is appropriate for the Imperial universe. There are only six species (the major races) which have developed jump drive on their own. Only these six are depicted in the mystical Droyme coyns. The circumstances suggest the Ancients knew these were all there were going to be, so to find a seventh, explorers will have to go a substantial distance from Charted Space.

If the generation system indicates a population with jump drive within 12 sectors of Charted Space, I have two suggestions that can account for this. First is that they learned jump technology from another race. The race could be contemporary, or the world may have picked up the know-

ledge by studying Ancient artifacts as did the Geonee (see *Library Data (A-M)*, "Major Race"). Second is that the population is of a species already established as a major race. The best candidates are Droyme (especially if tech-16+), Human, or (least likely) Vargr. Any of these could have arrived during Ancient times.

Cultures with B class starports might have used sub-light ships to cross to neighboring stars. Those with A class starport certainly have. In these instances, it may be best to use the standard world generation system for a few of the neighbours, making the assumption that they were colonized.

This generation system makes alien cultures plentiful, primarily for the sake of interest. Generating numerous new species can be a strain on the referee, but the article, "Anything But Human" in *Dragon #52* could be of assistance. Also keep in mind that it is possible for explorers to fail to detect low-tech cultures, as was the case of the Shriekers of *Adventure 10 - Safari Ship*.



BACK ISSUES

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1st YEAR ARTICLE INDEX

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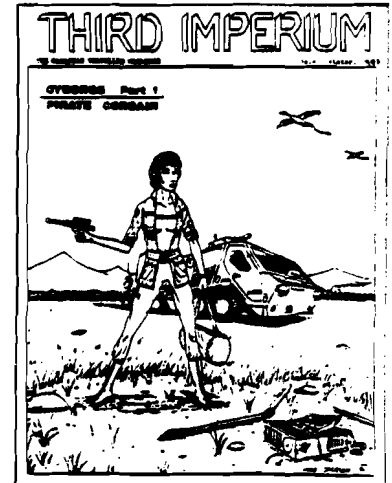
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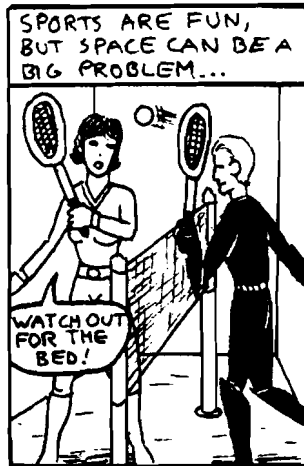
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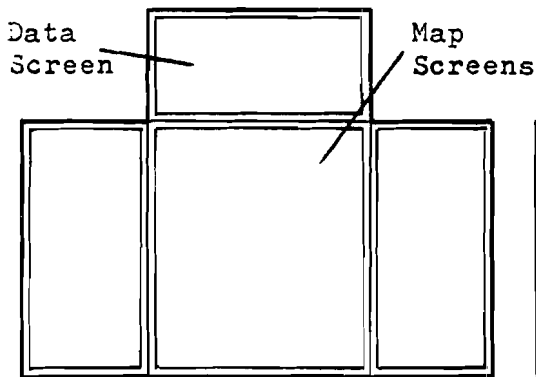


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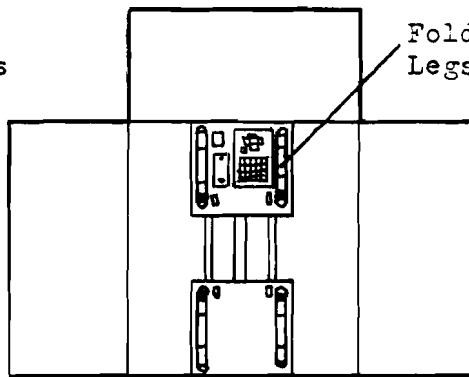
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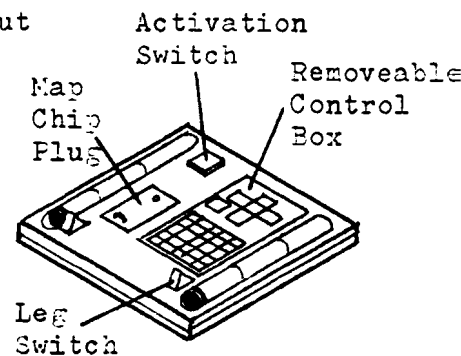
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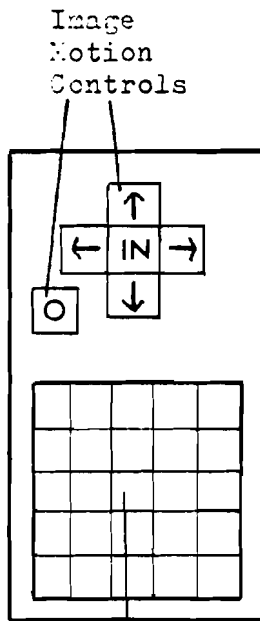
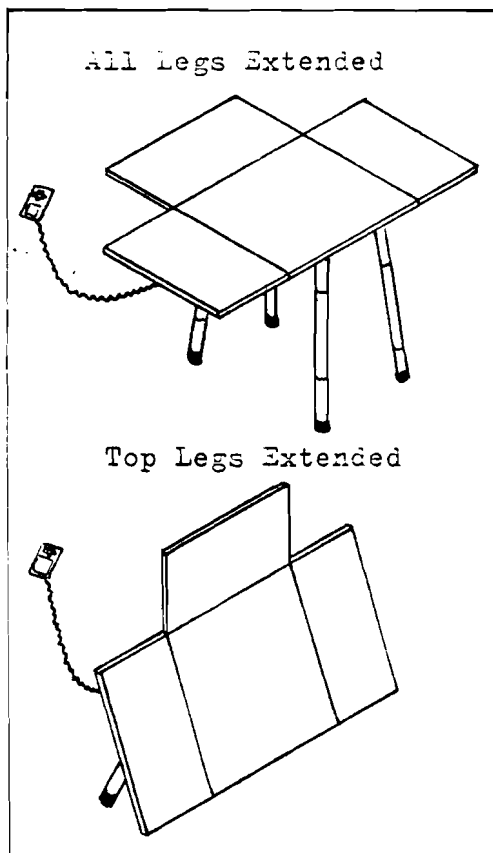
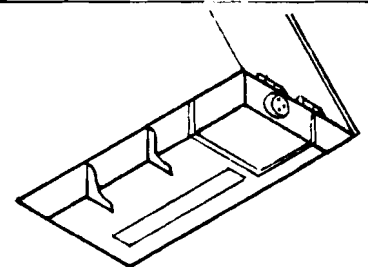


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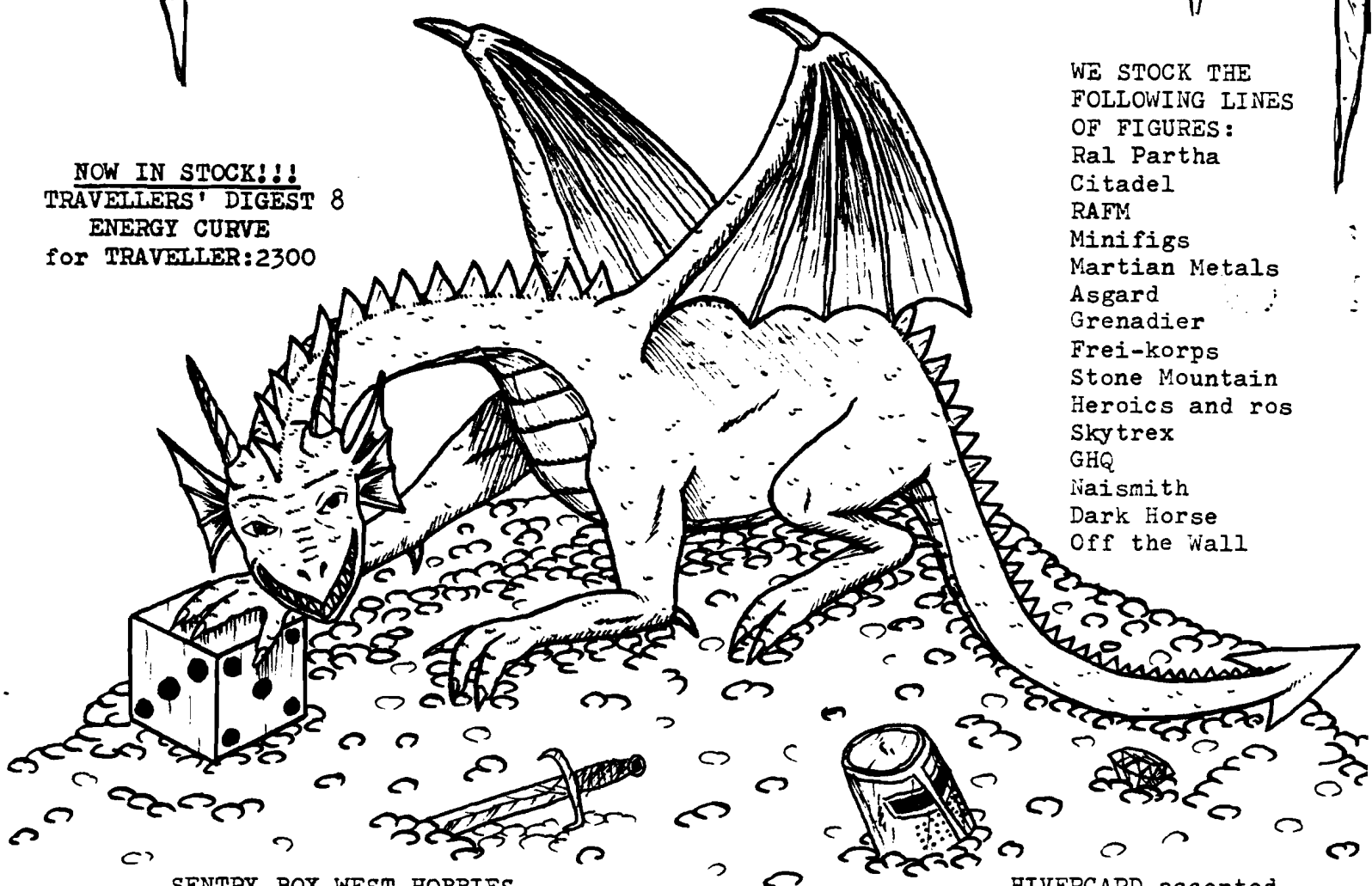
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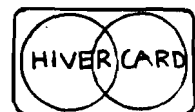
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