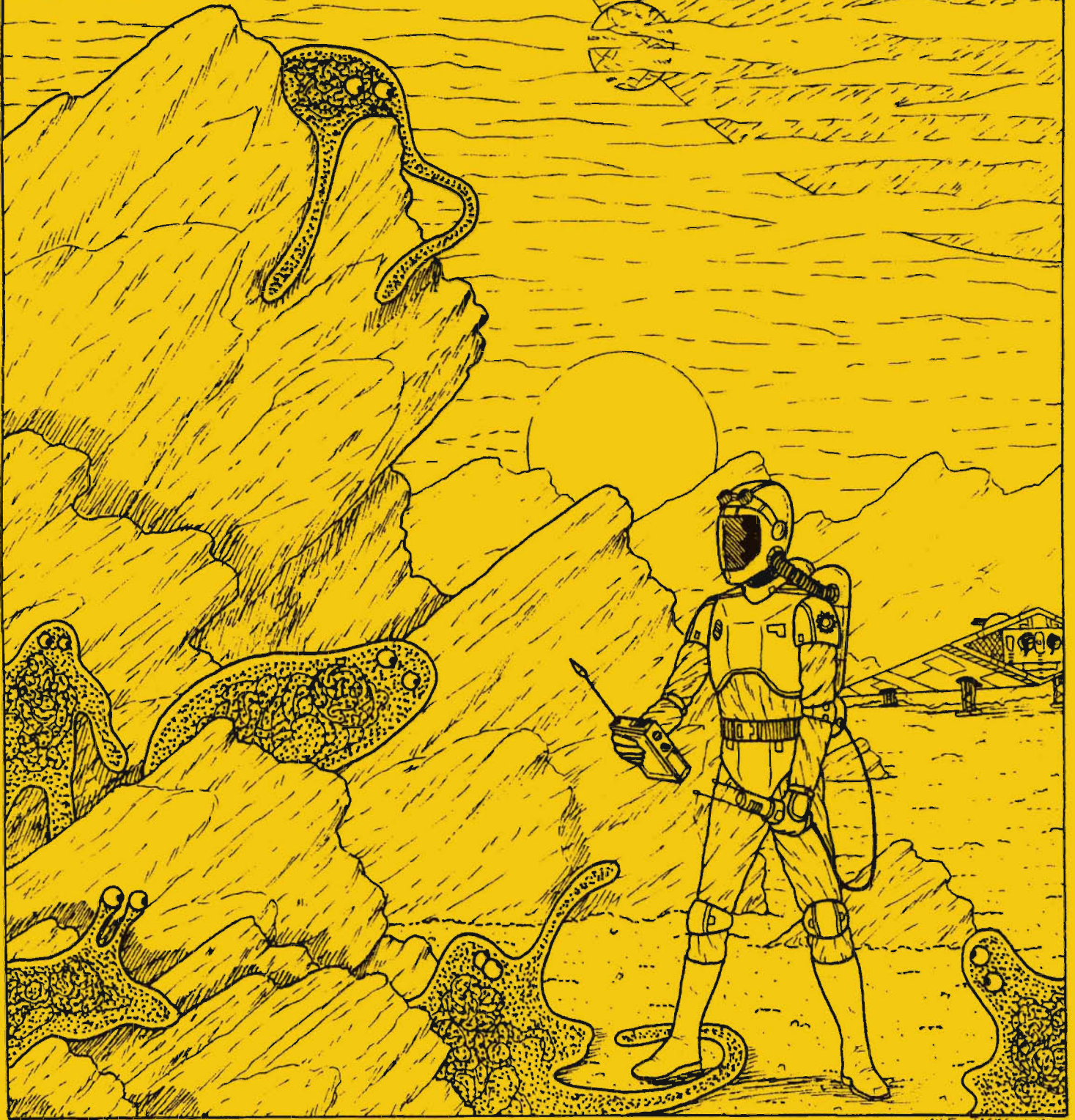


No. 6 Summer, 1987

THIRD IMPERIUM

THE CANADIAN TRAVELLER MAGAZINE



MIKE JACKSON '87

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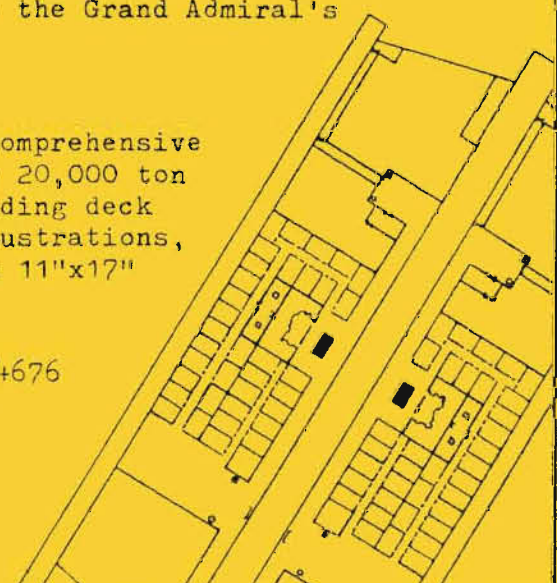
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Available August 1st



NOTES FROM THE CAPITAL

The Emperor is dead! Long live the Emperor!

In late April we received a package from GDW detailing this tremendous change in the history of the Imperium. More details on this event, and its effects on the Trojan Reaches, will be revealed in future issues.

Starting this issue, we are setting an official U.S. price for Third Imperium. As postage rates rose in April, it is slightly higher than before: \$2.00 U.S. for one issue, and \$7.50 U.S. for a one-year subscription. (We do accept U.S. cheques.) The Canadian cost remains at its usual price.

Up till now, Third Imperium has published the first week of January, April, July, and October. This is about to change. Issue #7 will come out in September 1987, and subsequent issues will appear in December, March, and June of each year.

I would now like to address a problem that has plagued us since our first issue: official contradiction of T.I. articles. Since our inception, we have published several articles that have later (or even simultaneously) been contradicted by approved-for-use-with-Traveller products.

Two articles are outstanding in this respect. In T.I. #1 we printed

an article on Terraforming. Since then it has been contradicted by both Grand Survey and Grand Census. However, the article can be taken as concerning the process for TL 16 terraforming. Information on corporations can apply to small-scale terraforming. The adventure, unfortunately, doesn't work at all.

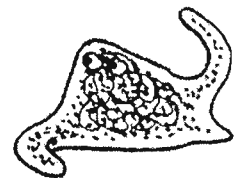
In T.I. #3, we presented the Grav Belt in Inside Equipment. The same week, Digest Group published their article on Grav Belts. On the whole, the 'official' article was considerably better than ours. However, their control system is ridiculously complex. I would suggest substituting it with ours (a microprocessor which responds to hip movements, flying the belt in the direction you point your body).

This issue is our special Blotch issue. Most of our articles deal with the Blotches, a new minor race that Dave and I have been working on since the fall. Hope you like them as much as we do! This issue also includes the Complete Imperial Timeline, a special pull-out supplement. All this material has taken up so much space that we have been forced to cut this issue's subsector. It will be back in September.

Enjoy!

-Mike Jackson,
Editor

Cyborgs, Part 3.....	4
Blotches.....	6
Traveller's Hardware.....	9
Acrid, Home of the Blotches.....	10
Adventure: "Fun with Blotches".....	12
Blotch Cruiser BXC-1.....	14
Traveller's Advice.....	16
Inside Equipment.....	17



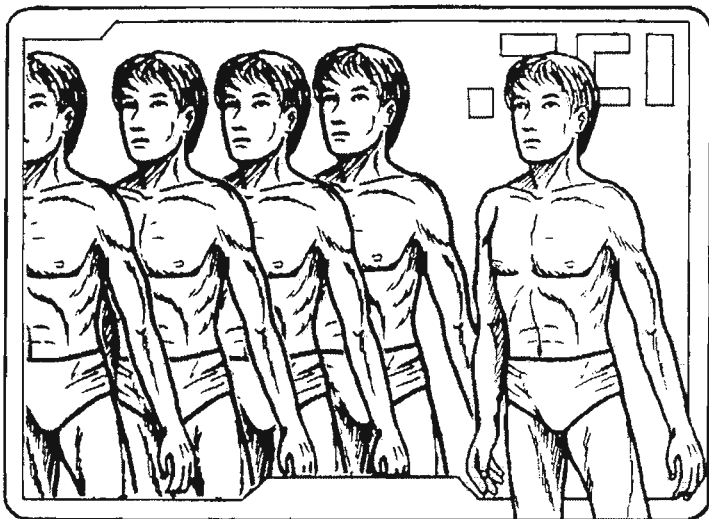
STAFF: Mike Jackson and David New; additional help from Paul Stoneman. Dedicated to Cameron Carrol, who wanted a more realistic and complex game.

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CYBORGS

PART 3



MIKE JACKSON '87

Androids, Clones, and Regeneration are very important aspects of geneering (genetic engineering) and are strongly linked both to cyborgs and to one another.

REGENERATION

Originally developed at TL 9, regeneration is a special process that allows a person to regrow lost body parts. Regeneration requires a hookup to special equipment, and through application of electric current and special drugs, can regenerate any organ or limb over a period of 7 to 12 weeks (1d+6). Unfortunately, this length of time restricts its use to limbs, eyes, tongues, and other less necessary body parts. A person without a heart will not live long enough for it to regenerate.

Regeneration requires the character to be bed-ridden in a hospital for the full period, at a cost of Cr100 000 per week. It is for this reason that many people turn to cybernetics or cloning -- regeneration often takes too long and costs too much.

CLONING

There are two basic types of clones, simple ones and true ones. Simple clones are created at TL 8. They are made from the original's cells, and are placed in a human womb -- they then grow at the same rate as normal humans.

Simple clones are physically identical to the original -- the first 4 digits of the UPP are the same. But that is the end of the similarity; personality and abilities are usually quite different, as the clone will have been brought up in a different environment from that of the original.

At TL 13, geneering vats are invented -- a clone can be developed from creation to any age within them, without ever having to be removed. This, coupled with the use of Growth Quickening Techniques, allows a clone to be developed to age 30 in three months. Such a clone will be completely mindless, since it has had no exposure to the outside world.

Finally, at TL 16, true clones begin to be developed: these clones have their originals' mind patterns (personality, memories, etc.) imprinted on their brain, making them exact duplicates of the originals. UPP and all statistics will be identical.

Simple clones are largely a scientific curiosity. Costing Cr10 000, they are only occasionally used to allow sterile or mateless people to have children. Simple vat clones, costing Cr50 000, are used by the rich as an alternative to regeneration -- organs are removed from the clone for the original. Most rich people at these tech levels will have at least two or three back-up clones in low berths.

True clones are highly expensive, Cr550 000, and extremely rare. They can be used by politicians and other mega-rich figures as a back-up in case of death -- if Duke Attorn is killed, Duke Attorn 2 is dragged out of storage. If he is killed, Duke Attorn 3 is hauled out. These techniques are just beginning to be discovered in the Imperium, but could enter use as soon as the 1130's.

Treatment of clones varies considerably throughout the Imperium. On some worlds they have all the rights of humans, and on others they have none at all. This is based largely on the richness of the world -- if people can afford clones, they will be legal. Often, even if it is not legal

to kill them for their organs, it will be legal to use them for slave labour.

Humans and Hivers are the only races to widely use clones -- Aslan feel it is dishonourable, K'Kree find any trading in flesh distasteful, and Vargr just don't bother.

ANDROIDS

Androids are a combination of cloning and genetic engineering -- literally, they are artificially created organic beings. At TL 15, DNA chains are specifically tailored to create the desired characteristics, and the being is then grown in a modified cloning vat.

At TL 15, most androids have a natural lifespan of 10-15 years. As technology advances, they gradually become less and less susceptible to breakdown and aging. By TL 21, they are, for all intents and purposes, immortal.

Androids can take any form, from monster to midget to normal human, limited only by the natural constraints of biology. However, they are almost always incapable of reproduction -- this is limited not by technology but by Imperial law. Often, they are identified by tattoos or serial numbers.

Examples of androids in science fiction include Friday from the book by Robert A. Heinlein, Ash and Bishop from the Alien films, and most of the characters in the film Blade Runner.

Prices vary considerably for androids, but are rarely less than a megacredit. No specific design rules can be given but three examples of Imperial androids may be of help:

A.G.E. (Android Genetic Engineering) Project type 2: "Super-Human." This type of android is almost exactly like a normal human, with the only exception being that its first four statistics (strength, dexterity, endurance, and intelligence) are all level F. Available in both male and female configurations, about 100 have been made, 70 of which have been sold, leased, or set free. Cr1500 000.

A.G.E. Project type 3: "Kobold." This android is a one-metre tall dwarf with stats of A7F5-- and IR

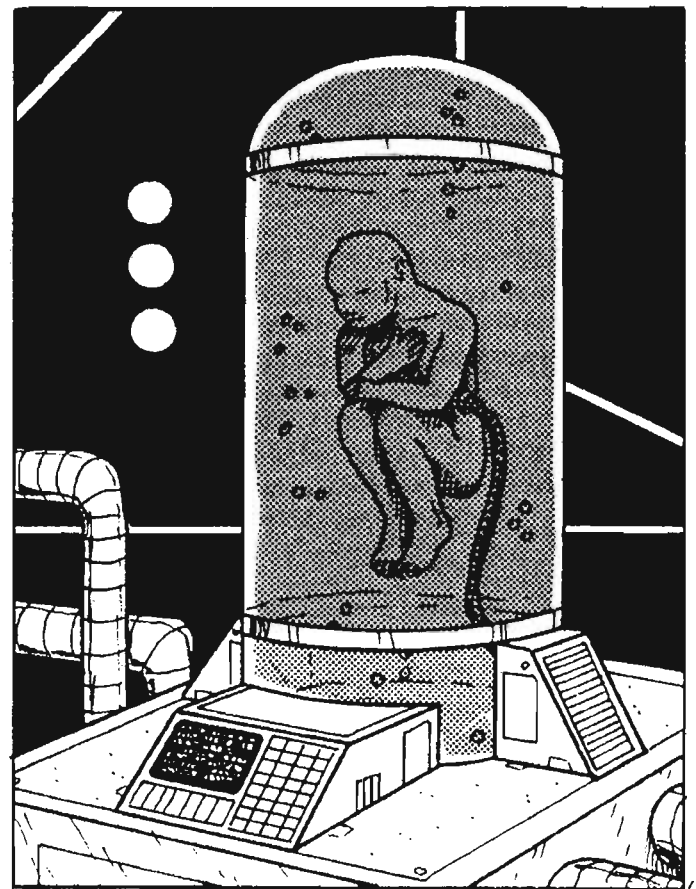
vision. Created specifically for cheap mining labour, 1200 have been made, 900 of which have been bought mining companies. Cr800 000.

A.G.E. Project type 5: "Monster." Only one of this type of android was ever made, and its whereabouts -- or even continued existence -- are completely unknown. Three metres tall, looking like a cross between a man and a machine, A.G.E. 5 has a UPP of KKKFAK, with the final statistic representing Psionic strength. Cr10 000 000.

Androids are rare in the Imperium, and are generally regarded as property. However, they can be officially released, and then gain the rights of normal humans. Imperial androids have all been built by an Imperium-owned corporation, *Imperial Geneering, LIC.*

The Hivers have experimented with a few androids, and the Ancients used them often. No other race either has the technology or has the desire to create them.

This concludes our series on Cyborgs, Clones, and Androids. We hope you will find it useful in your campaigns.



MIKE JACKSON

BLOTCHES

by Mike Jackson and David W. New

EDITOR'S NOTE: Last September, Dave and I set out to create a truly "alien" alien race for Traveller. We wanted to make them as different as possible, both physically and mentally, from any previous Traveller alien. After countless hours spent arguing about the race, we came up with the Blotches, and with them we think we have succeeded.

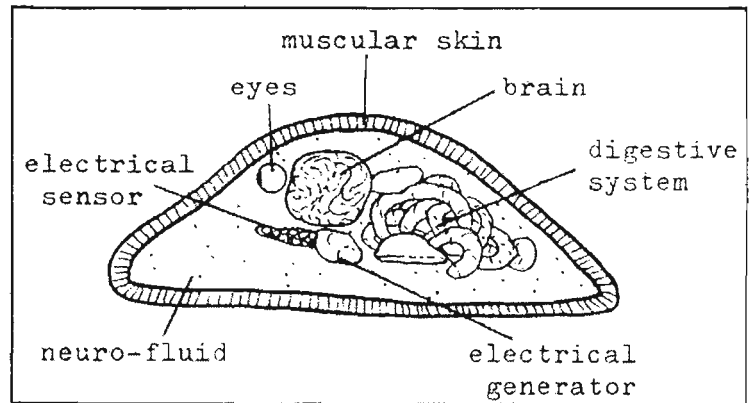
The Blotches are a unique minor alien race native to Acrid (The Borderland 0302), a large world in the Trojan Reaches. Though humans have shared their world for over 75 years, they were only discovered to be intelligent in 1073. Since then there have been several attempts at communication, all of which have been only marginally successful.

Blotches are chlorohydrocarbon-based lifeforms, and thus one of only six sentient races ever contacted *not* based on simply carbon. They are also unique in that they have no fixed shape. They consist of a highly flexible, muscular "skin" filled with a gelatinous neuro-fluid in which floats all of their organs. Their mass is about 35kg.

This physical construction allows Blotches to change shape at will, by stretching and contracting their skin to the desired form. They can take almost any outline, with a minimum contraction of a 1m diameter sphere, and a maximum extension of an 8m long, 10cm diameter cylinder. When dealing with humans, Blotches often take a vaguely human form.

Blotches move by a version of this process, stretching pseudopods forward and then flowing into them. The Blotch "ooze" is very energy-efficient but rather slow; thus, they move at half speed.

Blotches "breathe" chlorine, by steadily absorbing it through their skin. They digest living matter in the same fashion, wrapping around and steadily absorbing it. This process taken approximately 10 minutes per kg of food. (An average meal is about 5kg.) Blotches feed mostly on Rollers



and Tangles, which they raise in their communities.

The neuro-fluid of a Blotch gains its name from its primary function. Though it also serves to digest food and carry nutrients to all parts of the body, its main operation is to carry signals to and from the brain (much like the human nervous system).

While Blotch neuro-fluid is much less susceptible to damage than human nerves, it has the one disadvantage of working quite slowly. Also, the farther a signal must travel within a Blotch, the weaker it becomes, until at 8m length they cannot feel their other end.

Blotches have four senses, some quite strange. They have a sense of touch and a sense of sight both similar to those of humans (although they see mostly in the IR wavelengths). They have a sense of "hearing" which works on the same principle of their sense of touch -- they feel the air vibrations that create sound. The fourth is an electrical sense, detecting the existence, location, and strength of electrical and magnetic fields within medium range (50m). No one has yet determined how this works.

Linked to the Blotches' electrical sense is their main defense mechanism. Like Terran electric eels, they can generate short bursts of electricity. Two hours are required to recharge. (Information on damage and roll to hit is included in Traveller's Hardware, this issue.)

Blotches can also bleed small amounts of electricity in coded pulses; this serves as their main form of communication.

The strangest Blotch phenomenon is probably the "group-melt." During emergencies or group discussions, all the individuals in a community will fuse together and form a single organism. They become one mind, sharing all knowledge and skills, and making important decisions. The entire process lasts anywhere from two to 12 hours.

Another version of the group-melt allows Blotches to reproduce. Each Blotch gives up one or two kilograms of its neuro-fluid, and over the course of a week, the group-mind shapes the material into new Blotches.

SOCIETY

Blotches are intelligent, curious, and by Imperial standards quite naive. They rarely leave their world and care little for external affairs. They are quite calm, unhurried, and practical. They constantly investigate the universe through theory, but build only what they need. Therefore, although they have knowledge of scientific processes up to TL 15 (and occasionally beyond), most of their products do not rise above TL 7.

Blotches live in communities of 50 to 100 individuals. These consist of underground caverns and low surface domes, always open to the surface and atmosphere. Communities are totally self-sufficient, including farming, mining, and manufacturing facilities.

Ambassadors are constantly travelling among various villages, group-melting with them, gaining the community's knowledge, and spreading it to other villages. This process ensures that knowledge grows at a constant rate throughout Acrid, and as a side effect, all Blotches share *all* Blotch knowledge. There is no specialization in Blotch society; each individual can do everything.

When a matter of planet-wide scale is to be considered, as was the case when the Blotches decided to build the BXC-1, first the individual communities all group-melt to decide on the matter, and then each community sends out one Blotch to meet and group-melt with representatives of all other communities. In this fashion, every Blotch on Acrid gets a say in the decision.

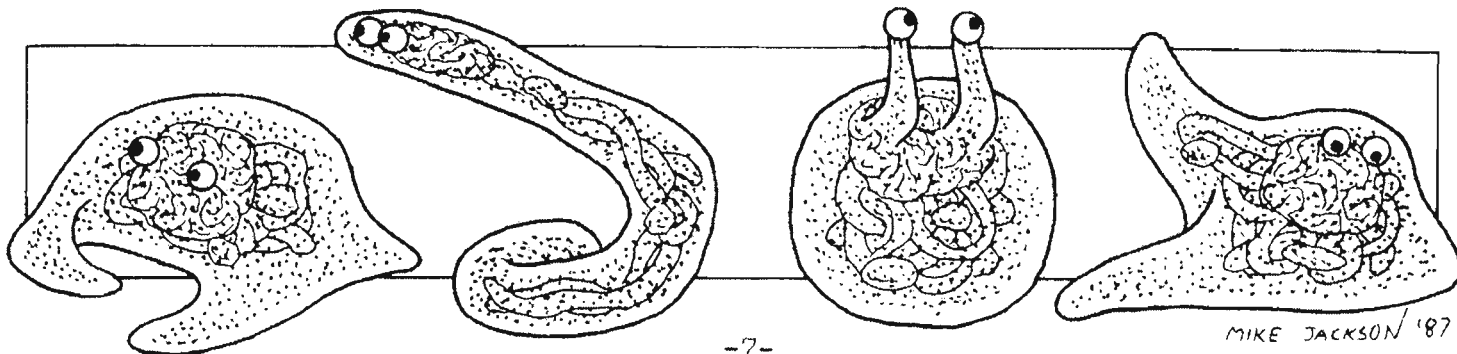
Blotches are great philosophers and researchers and value knowledge very highly: they will sacrifice dozens of individuals in order to gain new knowledge for the community. Blotches place little worth on the individual, concentrating on the group as a whole. A perfect example of this is the fact that individual Blotches do not have names, but communities do.

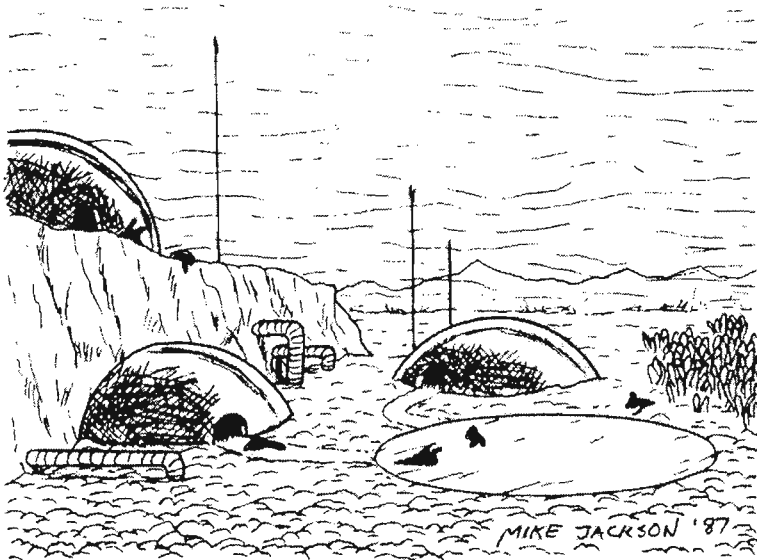
This point is worth dwelling on and is integral to Blotch psychology. They will under no circumstances harm a being of any kind which is alone, in case it has knowledge unshared by anyone else. But when confronted by a group, they feel no qualms about killing *all but one* of the assemblage if they need to. The mentality of the group-melt dictates that all groups share the same knowledge, and if one individual is spared, the knowledge will remain. This instinct affects *all* creatures, whether they actually possess intelligence or not.

Blotches will occasionally have "wars" over specific mineral resources, but these are on a very small scale. The victorious village will wipe out all but one Blotch from the defeated village, and then integrate that Blotch into its own community, sharing the knowledge of the group.

BLOTCHES AND OTHER RACES

Blotches and humans largely ignore each other, apart from the occasional





scientific party. Neither race interferes with the actions of the other, thus keeping the peace.

Blotches find humans tremendously funny, and will make constant (indecipherable) jokes about them. Interracial communication is rather difficult as humans cannot detect the Blotches' electrical signals. Recently, Blotch-human translators have been developed (as detailed in Traveller's Hardware, this issue) but many concepts of one race do not make sense to the other, and phrases such as, "The Trappers twelve to phosgene purple," can sometimes occur.

The strange physical attributes of the Blotches earned them their common name, along with several nicknames, including "Slimies," "Snots," "Bags," and "Jello's."

During the Rebellion (1116-1125), Aslan forces invade and capture Acrid. Finding the world very unpleasant, they leave only a minimal governing task-force. They are convinced that the Blotches are unintelligent, and after destroying the Blotches' only ship (the BXC-1), leave them largely alone.

PLAYING BLOTCHES

Don't.

REFEREEING BLOTCHES

That's better. Seriously, Blotches cannot be properly played by anyone but the referee. When using Blotch NPC's, keep in mind their strange mentality and communication difficulties.

Blotches outside their community act very similar to children, investigating everything with almost total disregard for danger, and generally getting in the way. They can be a great source of comic relief, especially in extremely serious adventures. But whatever you do, don't *overplay* them as bumbling children! Blotches may be funny, but they're not stupid.

Blotches can be best treated as Animal encounters with 30 damage points. They cannot be knocked unconscious. Blotches are immune to blunt weapons (cudgels) and take only 1/4 damage from slashing weapons (swords) due to their soft, flexible nature. Puncture weapons (daggers, spears) do 1/2 damage, as do most slug throwers. Energy weapons and explosives (including HE and HEAP ammo) do full damage, as they literally scramble a Blotch's insides, or even blow them apart. As has already been mentioned, they will never attack a lone individual, but they will freely go after a group.

All Blotches can be treated as having the following skills:

Agriculture	- 2
Herding	- 2
Biology	- 2
Chemistry	- 2
Communications	- 1
Computer	- 2
Electronics	- 4
Engineering	- 1
Gambling	- 1
Gravitics	- 3
Jack-of-all-Trades	- 4
Lab Tech	- 2
Liaison	- 1
Lightning Rod	- 2
Linguistics	- 1
Mechanical	- 4
Medical (Blotch)	- 3
Physics	- 2
Prospecting	- 2
Reconnaissance	- 1
Research	- 4
Survival	- 4
Vacc Suit	- 1
Vehicles, Grav	- 2
Vehicles, tracked	- 2

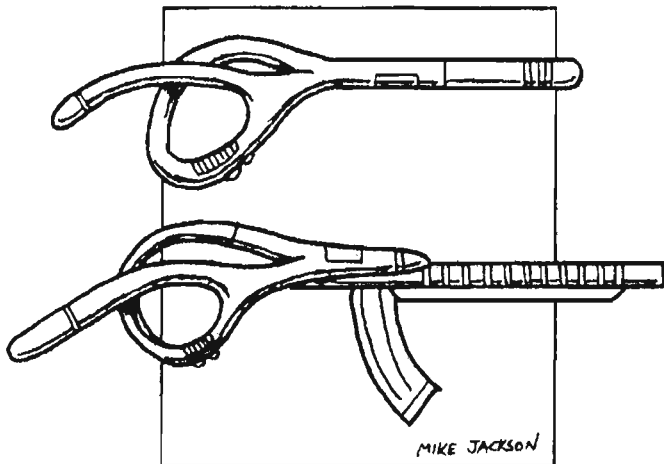
They have no robots, wheeled vehicles, or heavy weapons, so have no corresponding skills.

Continued on page 16

TRAVELLER'S HARDWARE

BLOTCH EQUIPMENT

The following are items which may be of use in an adventuring situation. Prices are not listed as Blotches have no currency. All unspecified information can be assumed to be the same as in similar Imperial equipment.



LIGHTNING ROD:

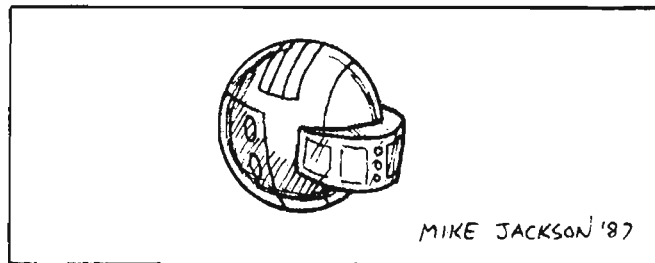
This pole is one metre long and weighs 1200g. Built of superconducting material, the lightning rod conducts a Blotch's electrical shock. The electricity is amplified and hurled from the end of the rod like a bolt of lightning. The lightning rod has very limited range, reaching no farther than five metres. TL 6.

	Noae	Jack	Mesh	Cloth	Ablat	Reflec	Battle
	C S	C S	C S	C S	C S	C S	C S
Lightning Rod (3D)	7 4	7 4	9 6	10 7	7 4	9 6	16 13
Blotch Shock (2B)	6 6	6 6	8 8	9 9	6 6	8 8	15 15

ELECTRO-CARBINE:

Similar to the human Gauss rifle, the electro-carbine uses a Blotch's electrical charge to power electromagnets, hurling an explosive round. It holds a magazine of 40 rounds, and can fire one, four, or ten shots per round.

Weight: 3500g (loaded magazine: 400g.) Length: 800mm. TL 13. 4D damage, hits as Gauss rifle -2.



BLOTCH COMMUNICATOR:

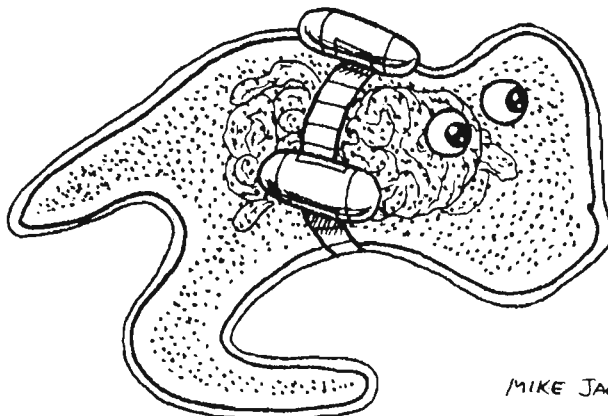
This small electronic device translates a Blotch's communication pulses into radio waves and beams them to another communicator, which then translates them back. It is usually carried inside a Blotch's body and has a range of 50km. 100g, TL 6.

BLOTCH TRANSLATOR:

This machine translates the signals from a Blotch communicator into standard Galanglic, and vice versa. Translations are still imperfect, due to the comparative newness of the invention and the great disparity between basic concepts of the languages. Proper use of the Blotch communicator is a DIFFICULT task. Cr1000, 1.5kg, TL 12.

BLOTCH VACC SUIT:

Made of an extremely elastic, transparent material, this suit acts just like a TL 14+ human vacc suit. It can stretch and flow with a Blotch's body, and can supply chlorine for 8 hours of breathing. The Blotch vacc suit includes a communicator and self-seal modification. TL 14.



ACRID: HOME OF THE BLOTCHES

Acrid 0302 AAC1388-D Non-industrial.

Primary: Briten, spectral type M7 III. Mass 8.13 standard. Stellar diameter 297 standard. Luminosity 2410 standard.

Planetary System: 5 major bodies. One inhabited world (Acrid, moon of III, large gas giant). 3 gas giants, no planetoid belts, 3 empty orbits (8,9) in system.

III Thick: Mean orbital radius 11.548 billion km (77.2 AU). Period 1845.193 years. Seven satellites.

Acrid: Period (around Thick): 124 days. Diameter: 16 320 km. Density: 1.04. Mass: 2.03 standard. Mean surface gravity: 3.17 G. Rotation period: 34 hours, 42 minutes, 27.8 seconds. Axial inclination: 29°54'27". Albedo: 0.93. Surface atmospheric pressure: 2.2 atm.

Atmospheric composition: Chlorine-nitrogen mix; small amounts of hydrogen and carbon dioxide. Protective equipment necessary.

Hydrographics: 87 % (during wet season only). Hydrographic composition: hydrochloric acid. Mean surface temperature: 80.45°C.

The home of the Blotches, a chlorohydrocarbon-based alien race, Acrid is a strange and dangerous world.

PHYSICAL

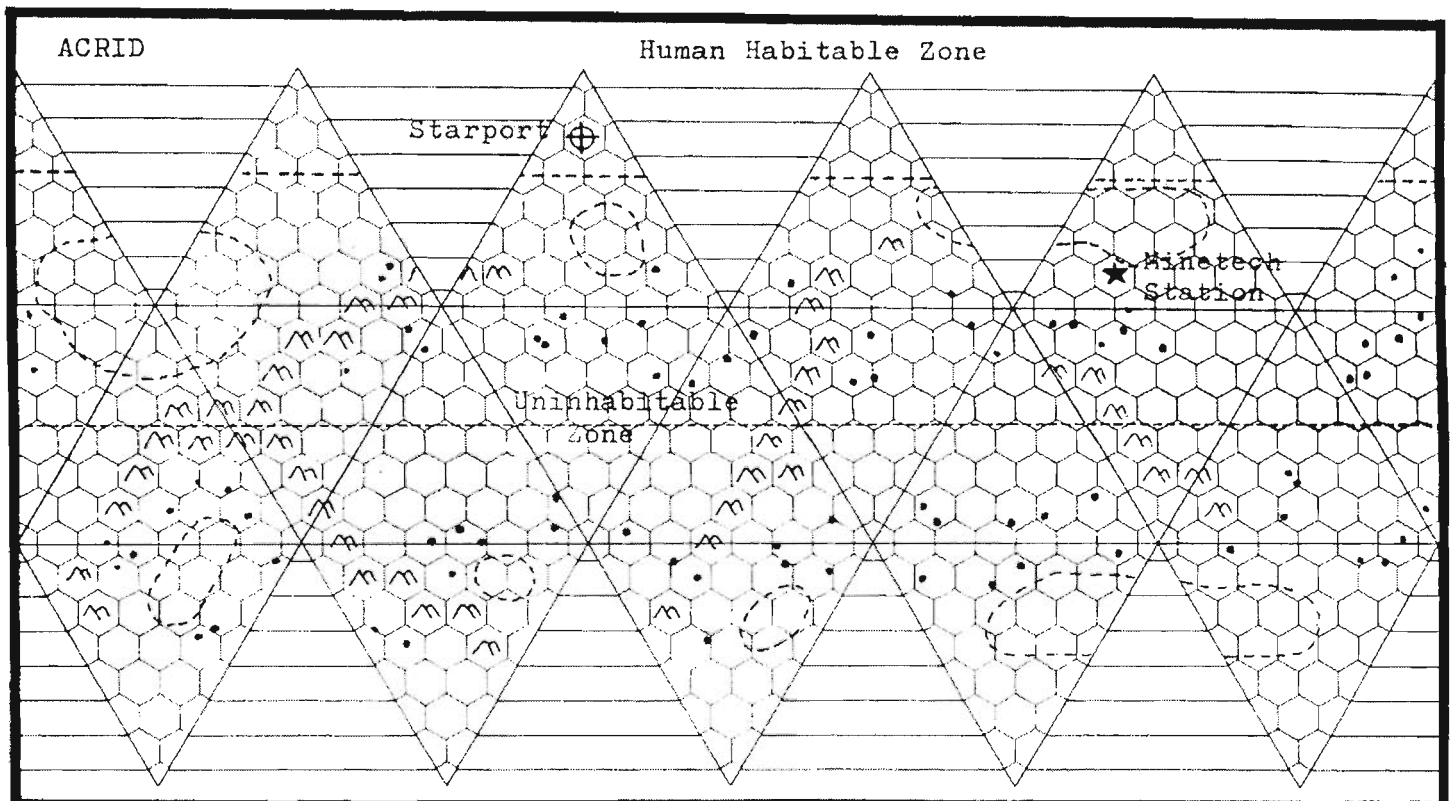
Acrid is a large world with an insidious atmosphere. It has a molten core and is moderately active geologically, with 8 major tectonic plates and 4 major mountain ranges. It orbits Briten, a large gas giant, which in turn orbits a red giant star.

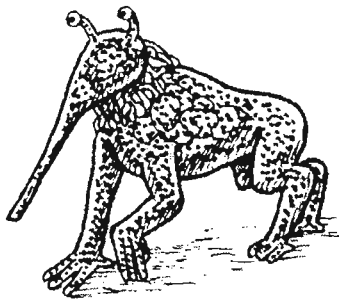
Acrid's atmosphere is composed largely of chlorine, nitrogen, and carbon dioxide, with trace amounts of hydrogen and other gases. At most times the atmosphere is merely slightly corrosive, but under certain conditions (most notably the winter season) it becomes insidious, eating

through most organic materials and even some metals and plastics.

Acrid is an extremely hot world, with an average temperature of 80°C. Because of this immense heat, human habitation is extremely limited. Only within its northern Arctic Circle, which currently faces away from the system's sun, are temperatures close to a comfortable 30°. Because of Thick's long orbit (1845 years), this condition can be expected to continue for another 300 years.

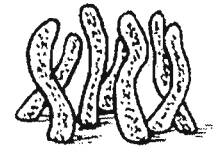
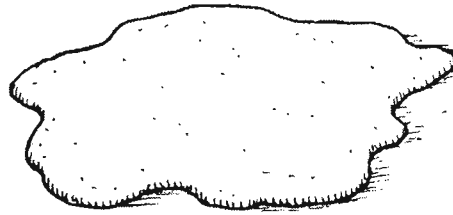
Acrid requires approximately four months to orbit Thick. For one month each orbit Thick blocks the light and heat from Briten. This, Acrid's winter, is a special period. During this





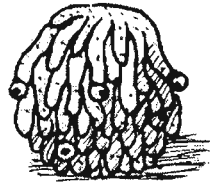
PIERCER

TRAPPER

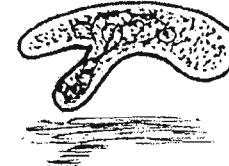


TANGLER

WORM



ROLLER



FLIGHTWING

time the average temperature drops to 10°C, and hydrochloric acid begins to precipitate out of the air. It collects in cracks and joints in vac suits and other equipment, gradually eating through. It is during this time that Acrid's 7% hydrographics appear, in the form of many acid lakes dotted across the surface.

Winter is also the time when most of Acrid's lifeforms meet and reproduce. They gather around the lakes to drink, mate, and prepare for the next three months.

NATIVE LIFE

Acrid has a large variety of native lifeforms, all based on chlorohydrocarbons ("Chlorine"-based life). They are loosely divided into two groups -- "plants," those creatures which cannot move by themselves; and "animals," those which can.

In the winter, all Acrid's lifeforms come out onto the surface. During the other seasons, the "animals" live in huge underground tunnel networks (dug out over the millenia by hydrochloric acid), and the "plants" curl up into little balls, hibernating.

Several of Acrid's lifeforms deserve special note.

PIERCER: "Animal." Lives off other animals, especially Blotches. Uses its long forelimbs to grab prey, then inserts its needle-like mouth and sucks out neuro-fluid.

CARPET: "Plant." Lives off animals. Appears as large transparent

film. When stepped on, it engulfs its prey, stuns it with naturally-produced chloroform, and begins to devour it.

ROLLER: "Animal." Feeds on plants. Herds animals. Blotches' major food source.

TANGLER: "Plant." Lives on HCl and sunlight. Major food source of Rollers and Blotches. Grows in huge patches, several kilometres across.

WORM: "Animal." Feeds on other animals. Burrows its way into prey, gradually devouring entire body.

All of Acrid's lifeforms see in the infrared spectrum and have an electrical sense. Piercers and Carpets have been known to attack humans.

Continued on page 16

Clear Terrain

Die	Creature	Weight	Hits	Armour	Wounds & Weapons
2	1 Pouncer (Worm)	1 kg	2/1	Jack	5 teeth+1 A0 F9 S1
3	2 Flying Intermittent	4 kg	2/6	None	1 teeth A8 F6 S3
4	1 Trapper (Carpet)	200 kg	20/10	None	4 tranq A2 F6 S3
5	6 Chasers (Piercers)	100 kg	12/8	Cloth	10 stinger A6 F7 S2
6	10 Grazers (Rollers)	25 kg	7/5	Jack	2 club F4 A8 S2
7	20 Grazers (Rollers)	25 kg	7/5	Jack	2 club F4 A8 S2
8	6 Chasers (Piercers)	100 kg	12/8	Cloth	10 stinger A6 F7 S2
9	10 Grazers (Rollers)	25 kg	7/5	Jack	2 club F4 A8 S2
10	1 Trapper (Carpet)	200 kg	20/10	None	4 tranq A2 F9 S1/2
11	2 Flying Intermittent	4 kg	3/6	None	1 teeth A8 F6 S3
12	2 Pouncers (Worms)	1 kg	2/1	Jack	5 teeth A0 F9 S1

Mountain Terrain increases chance of Flyers, decreases chance of Grazers and Trappers. Underground Terrain increases chance of Worms, eliminates chance of Flyers.

FEATURE ADVENTURE: FUN WITH BLOTCHES

This adventure is actually closer to a campaign, with a series of scenarios all dealing with Blotches and their fight with a mining corporation. The scenarios should be played in order, as each is based upon the activities of the last.

BACKGROUND INFORMATION

One year ago, Minetech, a sector-wide mining and processing firm, began operations on Acrid. It is taking advantage of the world's natural chlorine atmosphere, removing gases from it directly and refining them for various industrial uses -- the compounds floating around Acrid can be used for everything from anaesthetics to detergents.

However, the by-products of these operations include various gases and sludges that are killing the Rollers, the major food source of many of Acrid's lifeforms. If it continues, the Blotches and the rest of Acrid's ecology could die.

Various scientists on the world have appealed to Minetech to withdraw its activities, but it has pointedly ignored them. They would take more decisive action, but their numbers are too few.

Scenario 1: MEET THE BLOTCHES

The adventurers have been hired by Dr. Judy Ganamarku, a major supporter of the Blotches. She has been trying to communicate with them and explain the gravity of the situation, but they do not seem to understand.

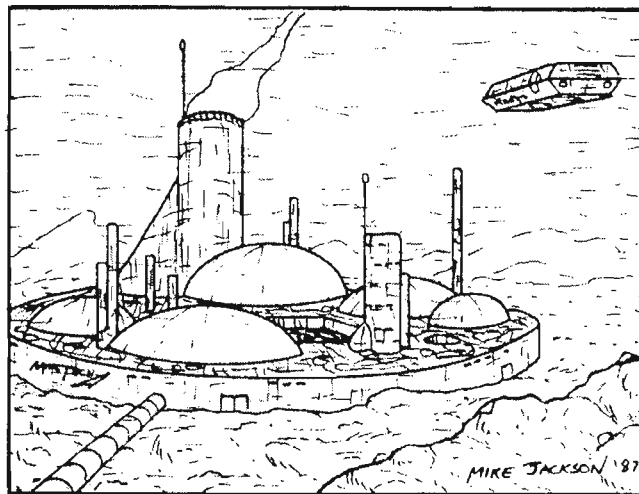
Last week she was transferred from Acrid's surface to the high port, and she is quite sure Minetech pulled some strings to get her out of the picture. Not willing to give up, she and her confederates have raised Cr30 000, and will give it to the players if they can contact the Blotches and make them understand the situation.

This scenario involves trekking across Acrid, contacting a Blotch

community near the processing station, learning to understand them, and explaining the situation to them. The last part will be extremely difficult, as the Blotches's naivete makes them quite unreceptive. They will insist there is no problem.

If the players show the Blotches the results of Minetech's operations, the Blotches will begin to understand. They will join in a group-melt, and after a few hours decide that action must be taken.

This scenario is largely an introduction to Acrid and the Blotches, and should be an intellectual exercise for the players.



Scenario 2: BLOTCHES IN SPACE

Since the last scenario, the Blotches have begun fighting Minetech. The company then moved in their own security troops, and began a campaign to exterminate the Blotches.

The Blotches have formed a world-wide council, a group-melt with a member from each community. A year ago, they commissioned a starship from the starport, paying for it with Blotch-made superconducting compounds. Originally it was to be an exploration vessel, allowing them to see other worlds, but it now has a new use.

The players are hired by the

Blotches to crew the ship. The aliens grew to like them during the contact phase, and so have turned to them; they will pay Cr160 000 in compounds.

The Blotches wish to travel to Tobia, where they will have the players help them try to get aid from the Imperium, and then return to Acrid.

Unfortunately, the government will ultimately refuse to help, as the matter is "out of their jurisdiction." The Blotches will then form a group-melt, and decide to hire a mercenary troop.

This scenario involves carrying the Blotches to Tobia and back. There will be many stops on the way, and at these times the players must try to keep the Blotches from getting into trouble (a very difficult task). Possible situations include losing them all at the starport as they go off exploring, having them commandeer an air-raft, or even having the ship attacked by pirates.

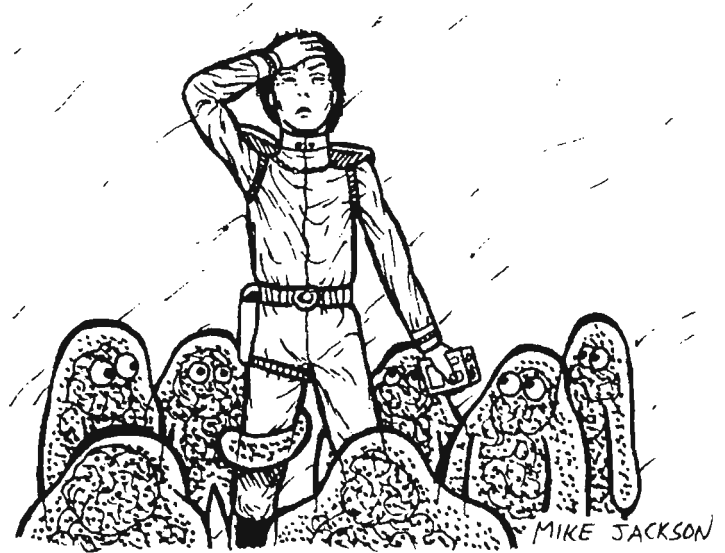
Scenario 3 - BATTLE OF THE BLOTCHES

Upon returning to Acrid, the players must advise the Mercenary troop on the situation, and act as liaison between them and the Blotches.

As the military campaign begins, Minetech is immediately pushed back. In a series of decisive battles, the mercenaries force the Minetech troops right back to the processing station.

But as the mercenaries begin their final attack, a nuclear-tipped TAC missile detonates above them. The players and troop command team, who had held back, survive, and must trek across Acrid back to civilization.

This scenario is basically a mili-



tary or Striker campaign and a wilderness adventure. Each part can be played in as much detail as the players would enjoy.

Scenario 4: NOW YOU BLOTCH IT, NOW YOU DON'T

Minetech has brought in more troops and resumed its extinction campaign with added fervour. The remaining mercenaries have left. There seems little hope.

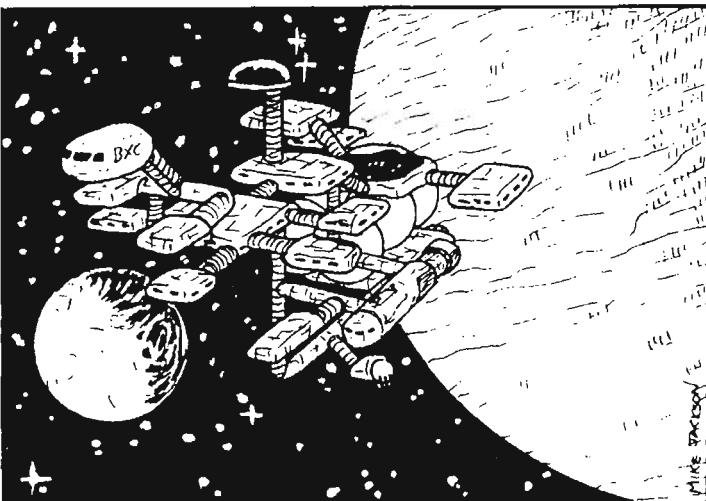
The Blotches have decided to build their own weapon to finally defeat Minetech. After two weeks of repeated group-melt deliberation, they have designed and built a weapon not seen in this area of space in three hundred thousand years -- an anti-matter bomb.

The players must sneak this 10kg device into the processing station, set it, and get out before it goes off. They must avoid Minetech guards, find their way through the station and its defenses, and so forth.

This scenario is a standard action one, with as much or as little combat as the players desire. The referee must create maps of the processing station and its environs.

AFTERMATH

After the detonation of the bomb, nothing is left of the Minetech station but an immense crater. The company representatives at the downport and in orbit decide that this operation is too costly and pull out. Acrid, and the Blotches, are safe.



BXC-1

Blotch Exploration Cruiser

The BXC-1 was designed and paid for by several Blotch communities, and built at the Acrid starport. Used both as a courier and for Blotch exploration of the outside universe, it is the only Blotch ship in existence.

The BXC-1 has a very strange configuration. Its structure is extremely dispersed; the rooms and corridors extend in all directions seemingly at random. The ship is intended to be flown by a human crew and so is divided into two separate areas: the Blotch section, with a chlorine atmosphere, dirt floors, and red lighting; and the human section, with normal life-support. A single airlock connects the two areas. The Ship's Boat is similarly divided.

Areas 11, 12, 13, 14, 15, 16, 17, 23, 24, 25, and 26 are Blotch-conditioned.

STATISTICS

Tonnage: 200 tons. 2800m³.
Crew: 4 humans (Pilot/Navigator, Engineer, Gunner, Scientist/Steward.)
Dimensions: 40.5L x 25.5w x 39h.
Acceleration: 2-G constant.
Jump: 2.
Power Plant: 3. 6 EP. Agility -2.
Engineering: 2 unspecified Blotch fusion power plants driving one Blotch jump drive and one Blotch gravitic manoeuvre drive.
Gravitics: Standard inertial compensators. 1 G floor field in human section, 3 G floor field in Blotch section.
Electronics: Naasirka Model/2 computer with several Blotch-designed programs.
Armament: 1 triple turret mounting 1 beam laser, 1 missile launcher and 1 sandcaster.
Screens: None.

Configuration: Dispersed structure. Unstreamlined.
Capacity: 20 Blotch passengers. 7 tons cargo.
Vehicles: One specially outfitted 30 ton Ship's boat.

DECK PLAN LOCATIONS

1. Bridge. Position for Pilot/Navigator.
2. Computer.
3. Avionics. Access through removable wall panel.
4. Human Common Area. Iris valve up to Bridge section. Iris valve down to Ship's boat section.
5. Galley.
6. Ship's Locker (Human).
7. Stateroom.
8. Stateroom.
9. Stateroom.
10. Stateroom.
11. Blotch Common Area. Iris valve up to observation. Iris valve down to Ship's boat section.
12. Ship's Locker (Blotch).
13. Observation Lounge.
14. Garden/Galley. Contains various flora and fauna from Acrid. Blotches feed on them and then relax here.
15. Blotch Lab.
16. Blotch Living Area. Contains living space for 10 Blotches.
17. Blotch Living Area. Contains living space for 10 Blotches.
18. Cargo Bay.
19. Ship's Boat Bridge.
20. Fresher.
21. Airlock.
22. Human or Cargo Transport Area. Acceleration couches fold out of floor.
23. Airlock.
24. Airlock. Connects Blotch and human areas.
25. Blotch Fresher.
26. Blotch Transport Area.
27. Ship's Boat Fuel.
28. Ship's Boat Drives.
29. Fuel Tanks.
30. Turret.
31. Power Plant.
32. Jump Drive.
33. Manoeuvre Drive.

BXC-1 VN-2722321-030000-20002-0 MCr125 200 tons.
batteries bearing 1 1 1 Crew=4
batteries 1 1 1 TL=13

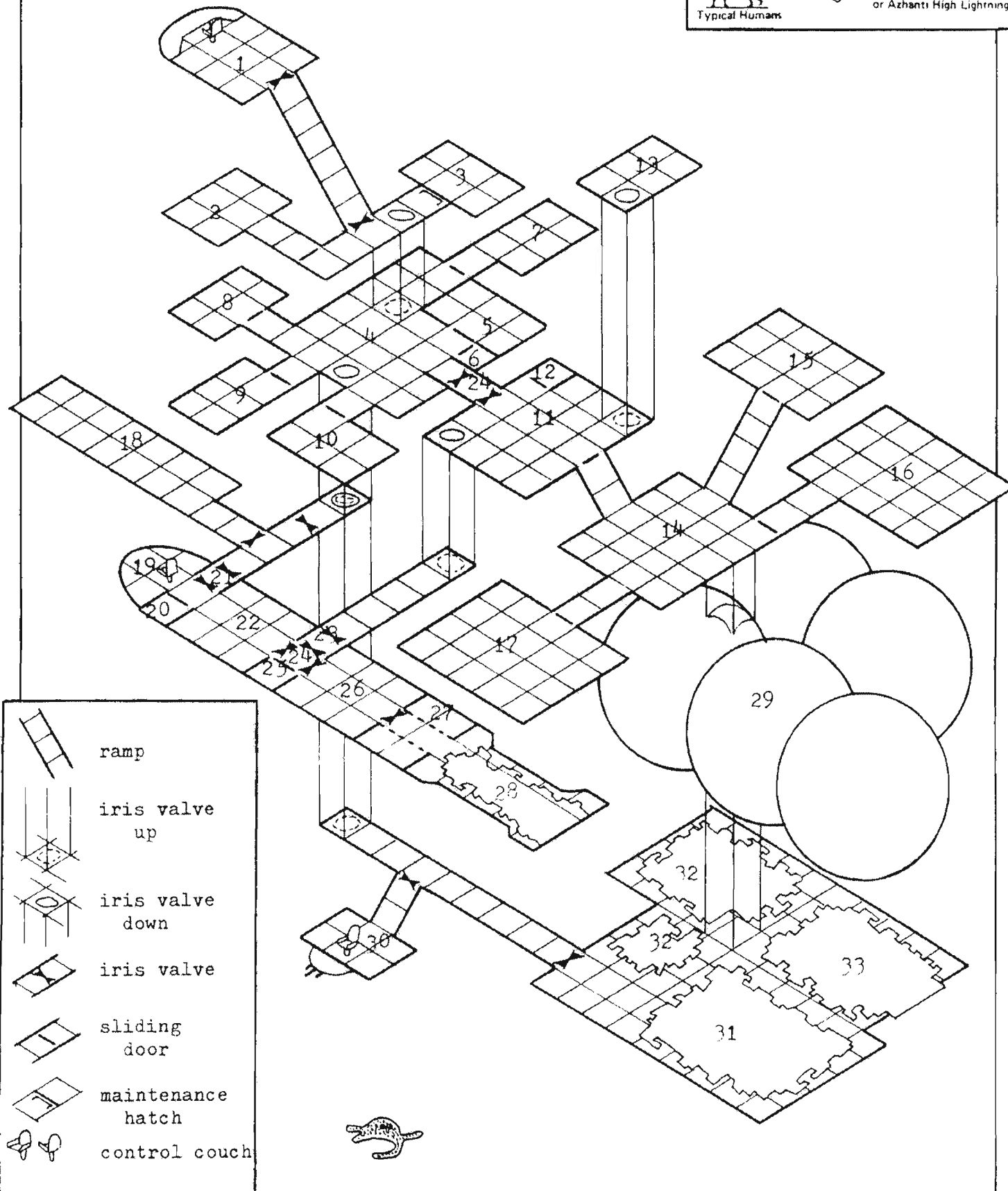
Passengers=20 Low=0 Cargo=7 Fuel=46 EP=6 Agility=2

BXC-1

BLOTCH EXPLORATION CRUISER



1.5 meter squares
for use with Snapshot
or Azhanti High Lighting



	ramp
	iris valve up
	iris valve down
	iris valve
	sliding door
	maintenance hatch
	control couch

Continued from page 8

Blotches heal at a rate of 2 points per day, 4 with medical treatment. They cannot use any drugs or low berths.

Blotches always have +6 on the reaction table, unless attacked, in which case they drop down to +2.

Continued from page 11

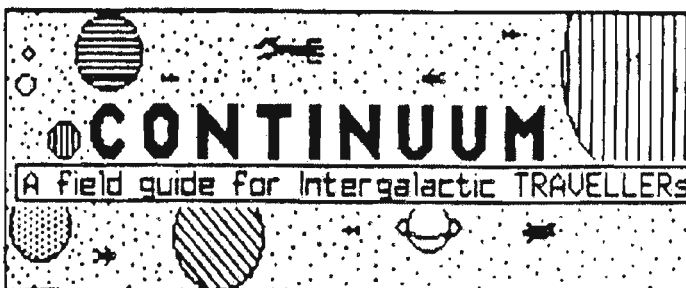
SETTLEMENTS

There are two types of settlements on Acrid -- human and Blotch. Blotch settlements are tunnel/dome complexes, and are scattered about the planet, avoiding both the equatorial and Arctic zones. The total Blotch population is around 35 000.

Humans settled on Acrid in 1037 in order to exploit its abundant resources (Hydrochloric acid, Silver, Lanthanum, etc.). The orbital high port, including the starship construction yard and facilities for the Aslan-Imperial Tradelane, supports a population of 500. The low port, Acrid's only true city, contains approximately 300 humans, most of which are independent miners. Finally, there is a mining facility of 400 individuals owned by Minetech, a sector-wide processing firm.

As the two races usually avoid each other's settlements because of climate, there is little contact between the two, except for the occasional scientific mission. However, there has recently been considerable friction near the Minetech station, as the processing operations are proving detrimental to the environment.

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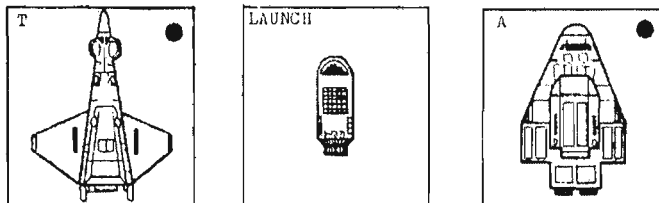
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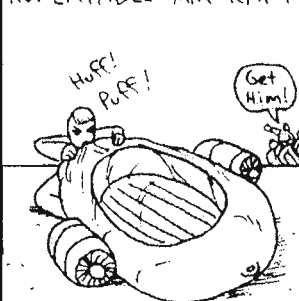
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(Part 1)

RADIATION REPELLENT

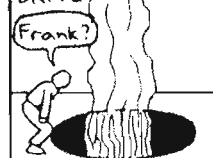


THE ONLY THING THIS WILL REPEL IS ANYONE WITH A NOSE.

INFLATABLE AIR-RAFT

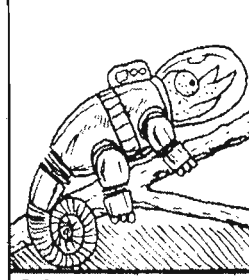


PORTABLE JUMP DRIVE



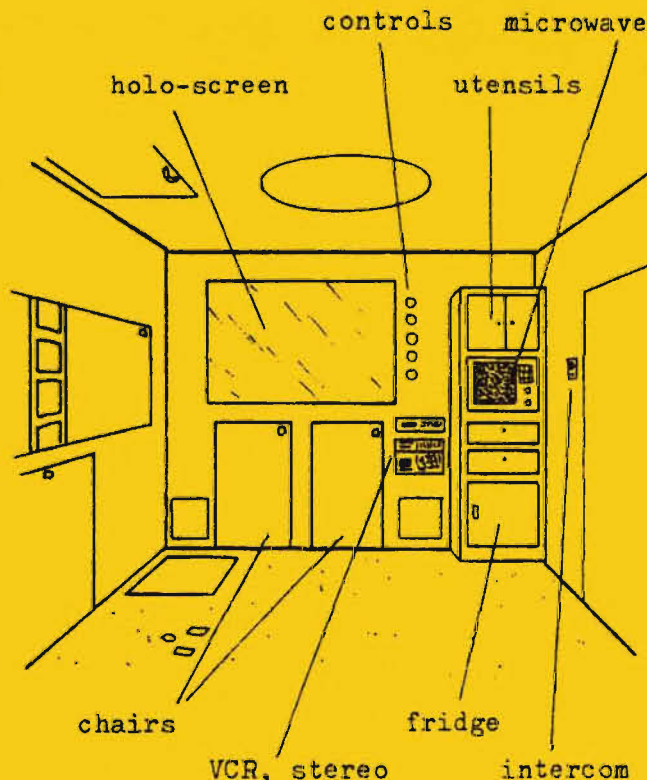
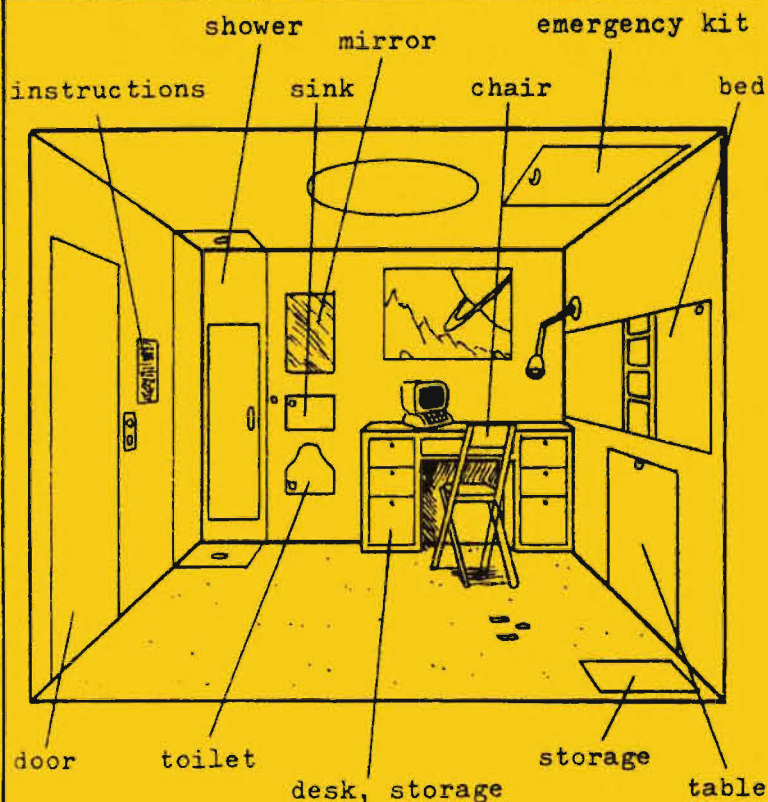
NATURALLY, THIS CAN ONLY BE USED ON A PLANET, AND THUS ISN'T VERY USEFUL...

CHAMELEON COMBAT ARMOR

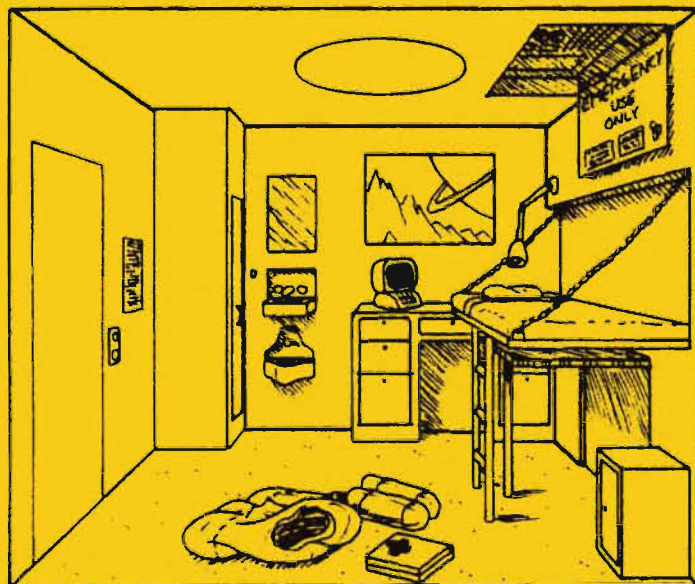


FOR A CHAMELEON, OF COURSE!

INSIDE EQUIPMENT



All components open/activated:



Chair removed for clarity. Contents of emergency kit on floor.

TL 13+ STATEROOM

Also known as the collapsible stateroom. All facilities fold up into the walls except the desk and cooking center. Three chairs are included with the room, two in special wall compartments. All are foldable and magnetic.

The carpet can be easily removed to facilitate cleaning. The floor storage compartment cannot be folded up when filled. The shower has a built-in heater, both to evaporate any remaining water, and for use as a sauna.

The emergency kit may be opened either from the bridge or manually during power failure. It includes a rescue ball and a hostile environment kit (JTAS 5).

Suggested by Ed Edwards.

Back Issues

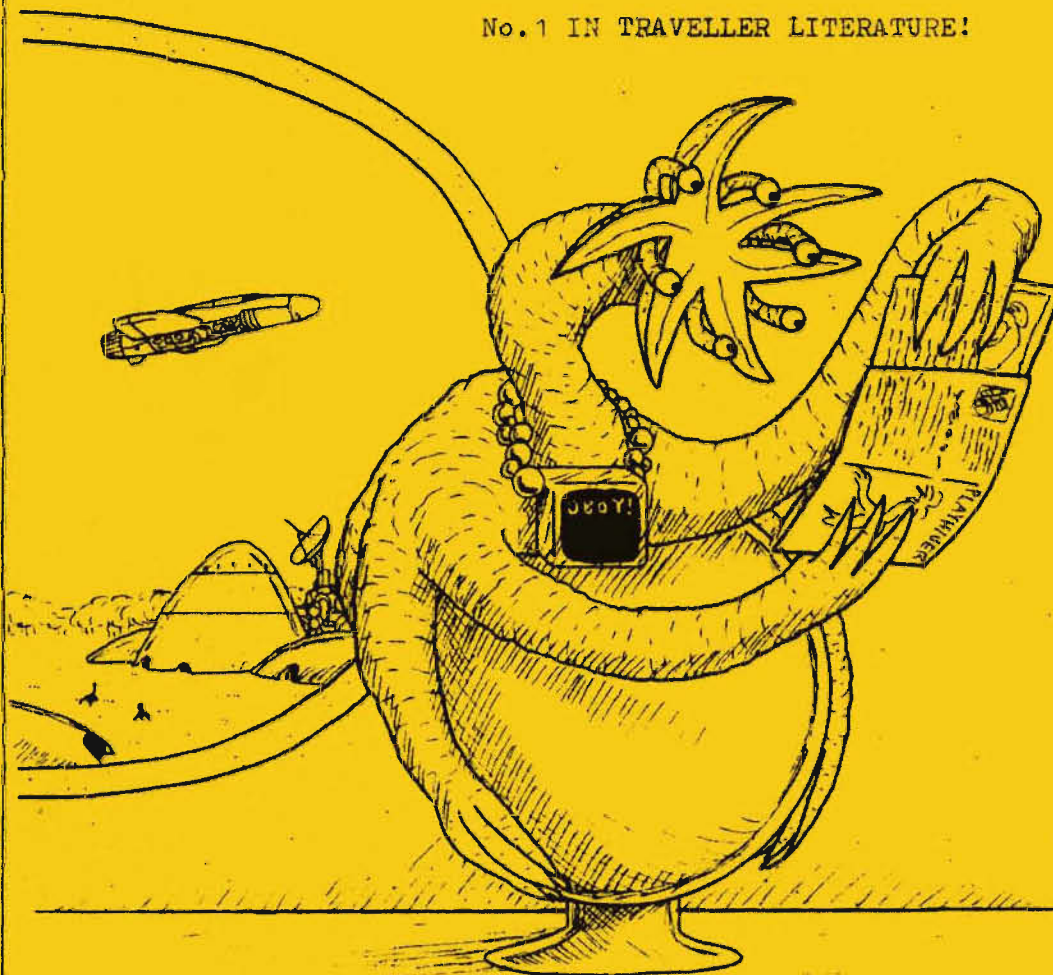
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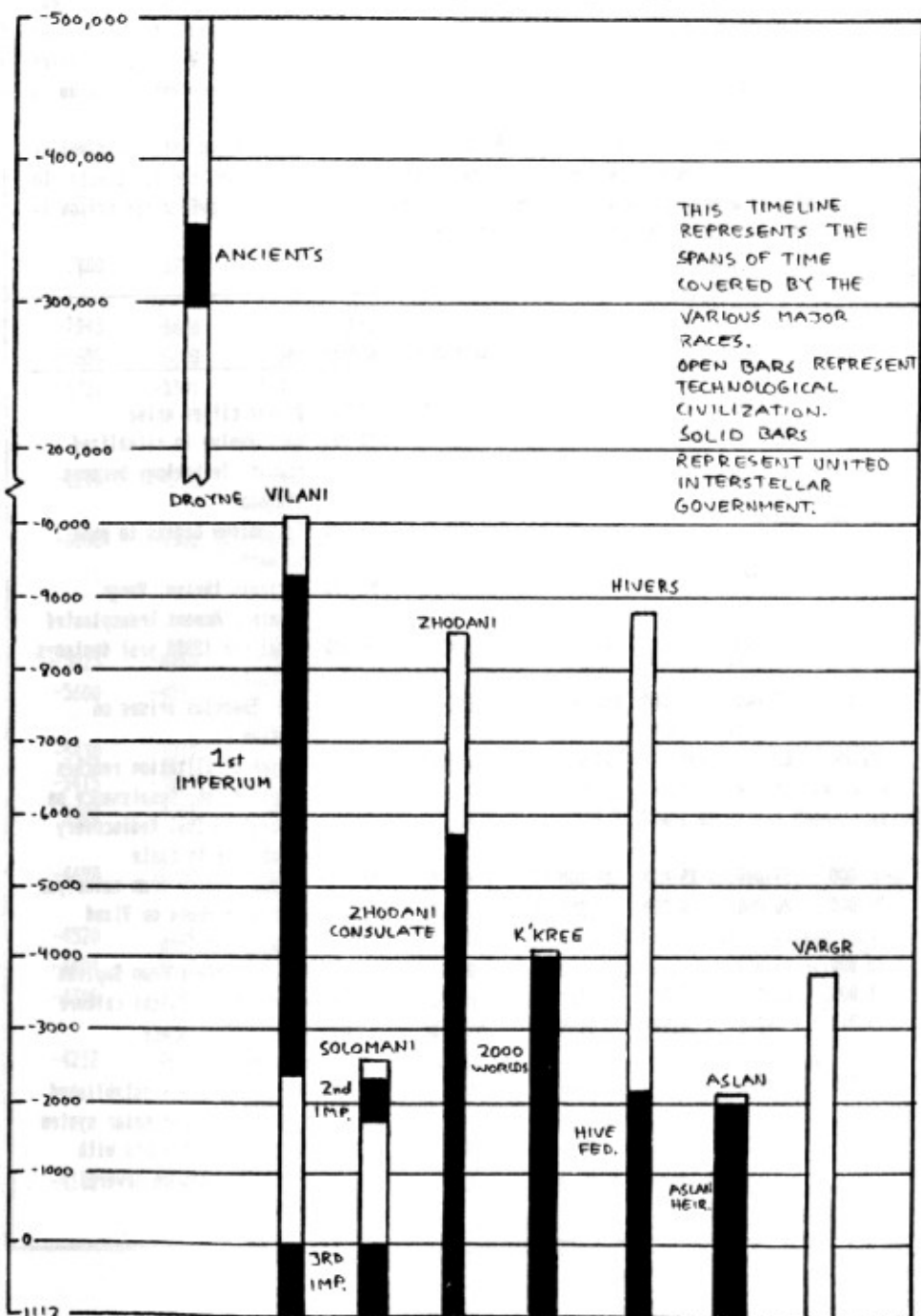
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TRAVELLER CHRONOLOGY



The Complete Traveller Chronology

This timeline lists the most important events in the history of each of Traveller's major races. We at Third Imperium have compiled information from all previously published Traveller books; to the best of our knowledge, no major events have been left out. While some dates have been rounded off to the nearest century, the nearest decade, or the nearest millenium in all dating systems, most are accurate to within one year.

The Zhodani measure time in Olympiads of three years each. Since no provision is given in the Alien Module for Zhodani dating prior to the first Olympiad, we have chosen simply to give the year as a negative number. From -6731 Imperial on, the number before the period is the Olympiad, and the number after the period is the year.

Imperial	--Aslan-	-K'Kree-	--Vilani--	--Terran--	-Zhodani	Event
-500 000	-570 000	-410 000	370 000 PI	500 000 BC	-660 000	Broyne cities arise
-470 000	-530 000	-380 000	350 000 PI	470 000 BC	-620 000	Wars evolve to ritualized combat. Technology becomes stagnant
-350 000	-400 000	-280 000	260 000 PI	350 000 BC	-460 000	Technology begins to push forward
-300 000	-340 000	-240 000	220 000 PI	300 000 BC	-390 000	Ancients thrive. Vargr created. Humans transplanted
-299 700	-339 650	-239 750	219 750 PI	299 700 BC	-389 600	Final war (2000 yrs) destroys Ancients
-200 000	-230 000	-160 000	150 000 PI	200 000 BC	-260 000	Homo Zhdottias arises on Zhodane
-75 000	-83 000	-55 000	53 000 PI	70 000 BC	-91 000	Broyne civilization reaches lowest point. Renaissance on several worlds. Rediscovery of ability to caste
-50 000	-59 000	-35 000	35 000 PI	45 000 BC	-58 000	Broyne recover from cataclysm
-20 000	-20 000	-10 000	12 000 PI	15 000 BC	-18 000	Ancient warbots on Vland finally run down
-15 000	-15 000	-6000	8000 PI	10 000 BC	-11 000	Rise of modern Homo Sapiens
-11 000	-10 000	-2000	5000 PI	6000 BC	-6000	Flowering of Vilani culture
-10 011	-9043	-1524	4485 PI	5490 BC	-4386	First Vilani space explorations
-9900	-8900	-1400	4400 PI	5400 BC	-4200	Scientific bases established throughout Vland solar system
-9400	-8300	-1000	4000 PI	4900 BC	-3600	Colonies established with sublight craft in several systems

Imperial	--Aslan-	-K'Kree-	--Vilani--	--Terran--	-Zhodani	Event
-9310	-8243	-942	3958 PI	4789 BC	-3449	Vilani discover alien intelligence and remains of a human civilization
-9235	-8157	-880	3902 PI	4714 BC	-3348	Vilani discover Jump drive
-8889	-7763	-593	3642 PI	4368 BC	-2886	First Hiver manipulation
-8590	-7422	-345	3417 PI	4069 BC	-2486	Zhodani discover printing press
-8500	-7300	-300	3300 PI	4000 BC	-2400	Zhodani develop elementary psionics.
-7980	-6726	161	2958 PI	3459 BC	-1670	First Zhodani space explorations
-7945	-6686	190	2932 PI	3424 BC	-1624	Plague on Zhodane
-6800	-5400	1100	2100 PI	2300 BC	-100	Zhodani recovery
-6731	-5301	1197	2019 PI	2210 BC	1.1	First Psionic Games. Beginning of Zhodani dating system
-6200	-4700	1600	1600 PI	1700 BC	200.	First Zhodani planetary missions
-6000	-4500	1800	1500 PI	1500 BC	300.	Zhodani make first sublight interstellar flights. Vilani sphere reaches 60 parsecs. Vegans receive Jump drive
-5823	-4266	1951	1336 PI	1302 BC	405.2	Zhodani Consulate established
-5600	-4011	2136	1169 PI	1079 BC	505.1	Manipulations Club of Guaran established
-5430	-3817	2277	1041 PI	909 BC	580.3	Vilani develop Jump-2 drive
-5415	-3800	2289	1030 PI	894 BC	587.2	Zhodani discover Jump drive
-5400	-3783	2301	1018 PI	879 BC	594.1	Start of Vilani Consolidation Wars
-4698	-2982	2884	490 PI	177 BC	907.1	Hivers develop inferior Jump drive
-4520	-2779	3031	357 PI	AD 1	986.2	Terran dating system begins
-4404	-2647	3128	269 PI	AD 117	1038.1	Vega absorbed by Vilani
-4305	-2534	3210	195 PI	AD 216	1082.1	K'Kree unification of homeworld
-4212	-2428	3287	125 PI	AD 309	1123.2	Standard Jump drive discovered by Hivers. Beginning of frenzy of Hiver exploration and settlement
-4142	-2348	3345	72 PI	AD 379	1154.3	K'Kree develop Jump drive. War against carnivores begins

Imperial	--Aslan--	-K'Kree-	--Vilani--	--Terran--	-Zhodani	Event
-4045	-2238	3426	0	AD 476	1198.1	End of Vilani Consolidation Wars. Establishment of Grand Empire of Stars (First Imperium)
-4000	-2200	3500	0	AD 500	1200.	Both Hivers and Vilani cease exploration. Vilani also halt research. First Zhodani core expedition
-3810	-1970	3620	177 VI	AD 711	1302.3	Vargr discover Jump drive
-3500	-1600	3900	400 VI	AD 1000	1400.	First Imperium reaches greatest height
-2800	-820	4460	940 VI	AD 1720	1750.	First Zhodani contact with Vargr
-2770	-780	4480	960 VI	AD 1750	1770.	Terran Renaissance
-2559	-543	4658	1118 VI	AD 1962	1860.1	First Solomani space explorations
-2460	-430	4740	1190 VI	AD 2060	1900.	Solomani bases throughout solar system
-2431	-397	4764	1214 VI	AD 2090	1917.2	Solomani discover Jump drive
-2424	-389	4770	1219 VI	AD 2097	1920.2	Solomani visit Barnard's Star
-2422	-386	4772	1221 VI	AD 2099	1921.2	First contact with Vilani
-2408	-370	4783	1231 VI	AD 2113	1927.2	First Interstellar War begins
-2400	-361	4790	1237 VI	AD 2121	1931.1	First Interstellar War ends
-2400	-400	4800	1200 VI	AD 2100	1900.	Vargr pillaging starts
-2398	-359	4792	1239 VI	AD 2123	1932.1	Terran Confederation established
-2389	-349	4799	1246 VI	AD 2132	1936.1	Terran Navy uses first true robots
-2235	-173	4927	1361 VI	AD 2286	2004.3	Nth Interstellar War starts
-2219	-155	4940	1373 VI	AD 2302	2011.3	Nth Interstellar War ends
-2204	-138	4953	1385 VI	AD 2317	2018.2	Terran Confederation dissolved. Rule of Man begins
-2190	-122	4964	1395 VI	AD 2331	2024.3	Aslan First World War
-2160	-87	4989	1418 VI	AD 2361	2038.1	Aslan Nuclear War
-2136	-60	5009	1436 VI	AD 2385	2048.3	First Aslan space explorations
-2083	0	5053	1476 VI	AD 2438	2072.2	Formation of the Tlaukhu. Start of Aslan dating system
-2074	11	5061	1482 VI	AD 2447	2076.2	Fleeing Vilani colonize Trojan Reaches
-2045	44	5085	1504 VI	AD 2476	2089.2	First contact between K'Kree and Hivers
-2038	52	5090	1510 VI	AD 2483	2092.2	K'Kree occupy several Hiver worlds

Imperial	--Aslan--	-K'Kree-	--Vilani--	--Terran--	-Zhodani	Event
-2029	62	5098	1516 VI	AD 2492	2096.2	Hiver-K'Kree War begins
-2023	69	5103	1521 VI	AD 2498	2099.1	Hive Federation established. Navy built
-2018	74	5107	1525 VI	AD 2503	2101.2	Hiver manipulations of K'Kree worlds start
-2013	80	5111	1528 VI	AD 2508	2103.2	Hiver manipulations of K'Kree worlds finish. K'Kree retreat. Hiver-K'Kree War ends
-2000	100	5100	1500 VI	AD 2500	2100.	First Zhodani contact with Vilani traders
-1999	96	5123	1539 VI	AD 2522	2109.3	Aslan develop Jump drive
-1980	118	5139	1553 VI	AD 2541	2118.2	First Aslan contact with humans
-1802	321	5286	1687 VI	AD 2719	2197.3	First human contact with Hivers
-1776	351	5308	1707 VI	AD 2745	2209.1	Collapse of Rule of Man. Long Night begins
-1700	400	5400	1800 VI	AD 2800	2200.	Vargr pillaging ends
-1690	449	5379	1771 VI	AD 2831	2247.2	Terran Mercantile Community established
-1658	485	5406	1795 VI	AD 2863	2261.3	Sack of Gashilean. Vargr Enclaves settled
-1526	636	5515	1894 VI	AD 2995	2320.3	Interstellar trade almost ceases. 9 PM
-1511	653	5528	1906 VI	AD 3010	2327.2	Terran Traders contact Barriars
-1118	1101	5854	2201 VI	AD 3403	2502.2	First Aslan Border War begins
-1110	1110	5860	2207 VI	AD 3411	2506.1	Old Earth Union created
-1044	1185	5915	2257 VI	AD 3477	2535.2	Aslan first cross Great Rift
-1000	1200	6000	2300 VI	AD 3500	2600.	Zhodani Consulate reaches present size
-924	1322	6015	2347 VI	AD 3597	2588.3	Barriars reach TL 16. Sun destabilizes
-650	1635	6242	2553 VI	AD 3871	2711.1	Sylean Federation established
-630	1660	6260	2570 VI	AD 3890	2720.	Island sectors colonized
-399	1921	6450	2742 VI	AD 4122	2822.3	Sword World colonization begins
-200	2150	6620	2890 VI	AD 4320	2910.	First human contact with K'Kree
-186	2164	6627	2902 VI	AD 4335	2917.3	First Sword World confederation
-110	2251	6690	2959 VI	AD 4411	2951.3	Shudushan Concords
-30	2342	6756	3019 VI	AD 4491	2987.2	Cleon's Campaign begins

Imperial --Aslan- -K'Kree- --Vilani-- --Terran-- -Zhodani Event

0	2376	6781	3042 VI	AD 4521	3000.3	End of Long Night. Cleon finds Third Imperium
50	2433	6823	3079 VI	AD 4571	3023.1	First Zhodani contact with Imperial traders
60	2445	6831	3087 VI	AD 4581	3027.2	Colonization of Spinward Marches begins
75	2463	6844	3099 VI	AD 4597	3034.2	Pacification Campaigns begin
114	2506	6876	3128 VI	AD 4635	3051.2	Solomani Hypothesis proposed
120	2513	6881	3132 VI	AD 4641	3054.1	Pacification Campaigns end
148	2545	6904	3153 VI	AD 4669	3066.3	Scouts recontact Barriars
210	2616	6955	3200 VI	AD 4731	3094.2	Vargr start campaigns in the Corridor
348	2773	7070	3304 VI	AD 4869	3155.3	Vargr Corridor campaigns end
380	2810	7096	3328 VI	AD 4901	3170.1	Peace of Ftahair. Imperial-Aslan border established
404	2837	7116	3346 VI	AD 4925	3180.3	First Shudushan Robotics Conference
420	2855	7129	3358 VI	AD 4941	3187.3	First Survey of Imperium completed
426	2862	7134	3362 VI	AD 4947	3190.2	Easter Concordat absorbed into Imperium
461	2902	7163	3388 VI	AD 4982	3206.1	First Aslan contact with Zhodani
475	2918	7175	3399 VI	AD 4996	3212.2	Empress Nicholle assassinated
489	2934	7187	3410 VI	AD 5010	3218.3	Hive capital moved to Glea
500	2900	7200	3400 VI	AD 5000	3200.	Imperial explorations into Zhodani territory
588	3047	7269	3484 VI	AD 5109	3262.3	Terra incorporated into Imperium
589	3048	7270	3485 VI	AD 5110	3263.1	First Frontier War starts
604	3065	7282	3496 VI	AD 5125	3269.3	First Frontier War ends. Beginning of Civil War
606	3067	7284	3497 VI	AD 5127	3270.3	Olav hault-Plankwell murders Empress Jacqueline I
615	3078	7291	3504 VI	AD 5136	3274.3	Second Frontier War begins
620	3083	7295	3508 VI	AD 5141	3277.1	Second Frontier War ends
622	3086	7297	3510 VI	AD 5143	3277.3	End of Civil War
624	3088	7299	3511 VI	AD 5145	3278.3	X-boat system established
679	3151	7344	3552 VI	AD 5200	3303.2	Solomani power broken at court
704	3179	7365	3571 VI	AD 5225	3314.2	Solomani Autonomous Region created
718	3195	7377	3582 VI	AD 5239	3320.3	X-boat system covers entire Imperium

Imperial --Aslan- -K'Kree- --Vilani-- --Terran-- -Zhodani Event

750	3232	7403	3606 VI	AD 5271	3335.1	Seventh Zhodani core expedition
799	3288	7444	3643 VI	AD 5320	3356.3	Crisis of '99
800	3289	7445	3643 VI	AD 5321	3357.1	Psionics Suppressions begin
826	3318	7466	3663 VI	AD 5347	3368.3	Psionics Suppressions end
852	3348	7498	3682 VI	AD 5373	3380.2	Current Sword Worlds government established
871	3370	7504	3697 VI	AD 5392	3388.3	Solomani Autonomous Regior reorganizes into Solomani Confederation
940	3448	7561	3749 VI	AD 5461	3419.3	Confederation protests wedding by Imperium
950	3460	7569	3756 VI	AD 5471	3424.1	Solomani reintegrated into Imperium
979	3493	7593	3778 VI	AD 5500	3437.1	Start of Third Frontier War
986	3501	7599	3783 VI	AD 5507	3440.1	End of Third Frontier War
990	3505	7602	3786 VI	AD 5511	3441.3	Solomani Rim War begins
998	3515	7609	3792 VI	AD 5519	3445.2	Imperial advance to core of Solomani Sphere. Solomani exiles scatter
1002	3519	7612	3795 VI	AD 5523	3447.1	Siege of Terra. End of Solomani Rim War
1005	3523	7615	3797 VI	AD 5526	3448.3	Solomani Home Guard created
1040	3563	7644	3824 VI	AD 5561	3464.1	Destruction of Phoenix project begins
1045	3568	7648	3828 VI	AD 5566	3466.2	Destruction of Phoenix project ends
1065	3591	7665	3843 VI	AD 5586	3475.2	Second Survey of the Imperium completed
1082	3610	7679	3855 VI	AD 5603	3482.3	False War (Fourth Frontier War) begins
1084	3613	7680	3857 VI	AD 5605	3483.3	False War (Fourth Frontier War) ends
1107	3639	7699	3874 VI	AD 5628	3494.1	Fifth Frontier War starts
1110	3642	7702	3876 VI	AD 5631	3495.2	Fifth Frontier War ends. Terra returned to home rule by Imperium
1116	3649	7707	3881 VI	AD 5637	3498.1	Esperor Strepthon assassinated. Rebellion begins

This supplement first appeared in Third Imperium #6.

Emperors of the Imperium

