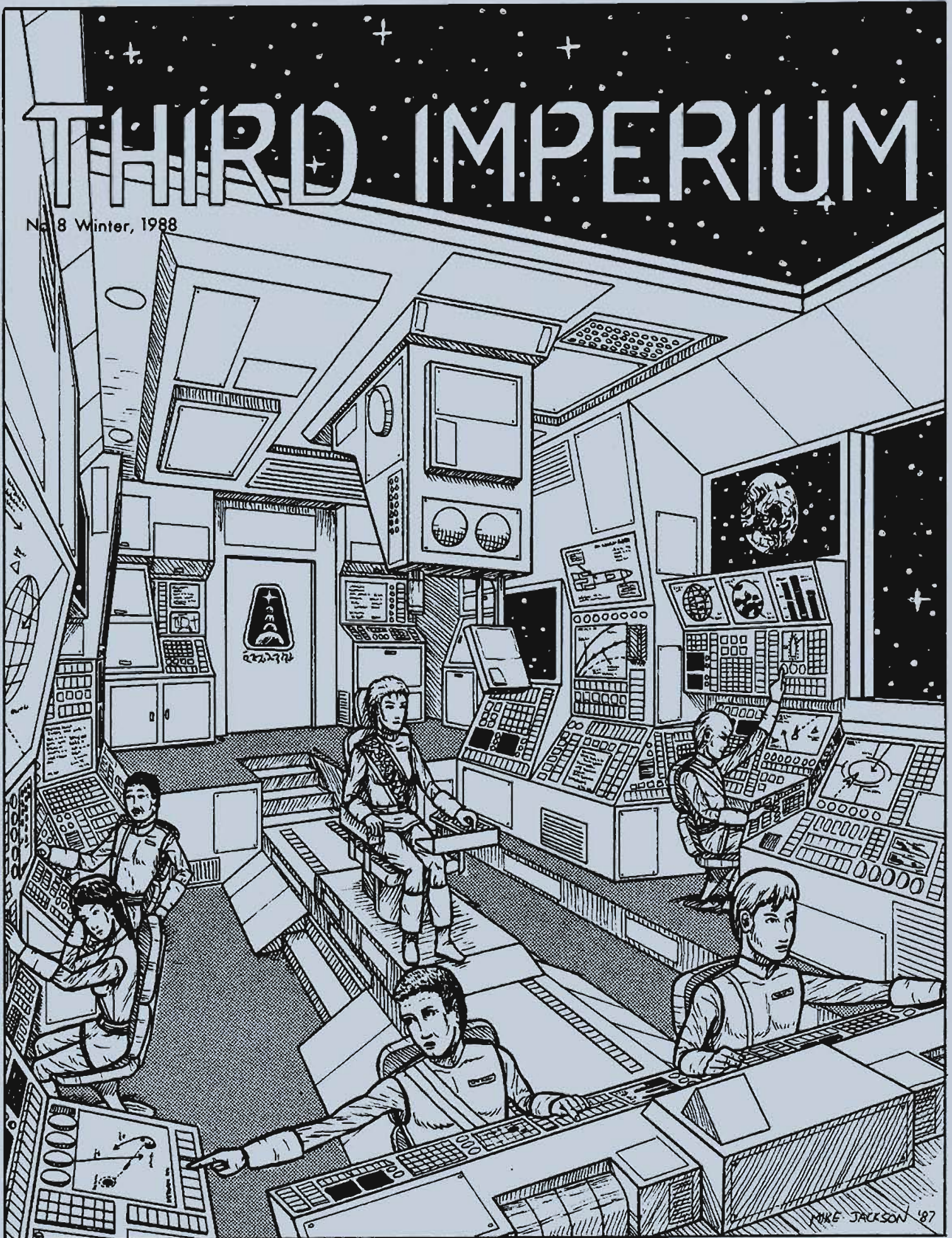


THIRD IMPERIUM

No. 8 Winter, 1988



MIKE JACKSON '87

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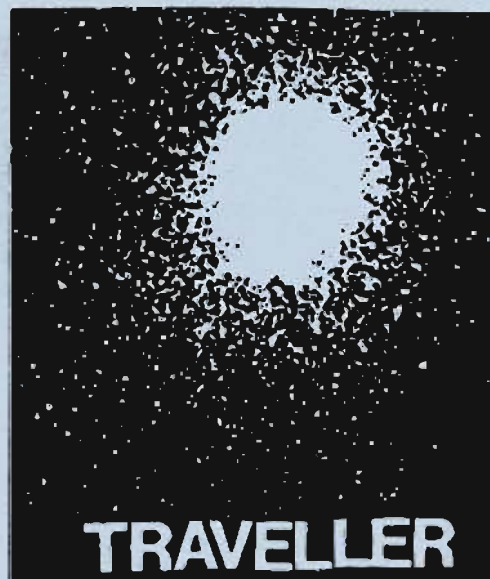
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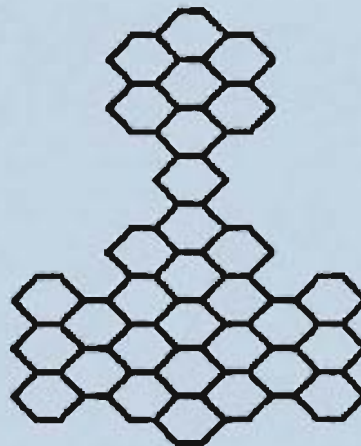


Greetings to the Readers of the Third Imperium

A special offer has been arranged for those of you who are now reading the latest issue of the Third Imperium.

It is my pleasure to inform you that STARBATTLES (Mainline) is available for the Imperial price of \$7.00, tax & postage included. This offer is good only to members of the Imperium.

Act now Ace, this offer will vaporize upon the completion of the 2nd month of the year 1988.



STARBATTLES (Mainline) is an intermediate level game of tactical space combat. It's unique ship design (comprised of hexes like the one shown) is what makes the combat and damage allocation most realistic of any game yet on the same subject matter! So act now, don't let this \$14.00 value slip by your hands. Please make check or money order out to Future Combat Simulations and send to:



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NOTES FROM THE CAPITAL

Well, here we are with another exciting issue of *T.I.* We have quite a bit in this issue, including an article on the Floriani (a human minor race), Florian starships designed by Ed Edwards, an article on the Imperial government, and a sheet of Droyne Coyns!

Credit where credit's due dept.: Many of our letters have asked about our articles that carry no author identification. They are all written by me, with (usually) a bit of help from Dave New. I felt that seeing my name on every page was unnecessary and would be downright irritating. So let it be known that I, Mike Jackson, write all unlabelled articles; this shall not be repeated.

Last issue, we made several errors, but only one was serious -- in the adventure, "The Gabriel Project," we omitted the description of area #62. It is the black globe generator,

and is located in the centre of the complex.

I.N.S. Hammer is being edited to conform to *MegaTraveller*. It should be available by next issue at the latest. It is a 5"x8" booklet in the same vein as Supplement 5, *Azhanti High Lightning*, including several scenarios and an 11"x17" fold-out map.

An updated version of our Cyborgs series will be appearing as part of the Medical Digest column in *Traveller's Digest*. Watch for it.

Please feel free to write us with comments, feedback, or article submissions. We need to know what you think about *T.I.* and *Traveller* in general. We answer every letter and look forward eagerly to each new piece of mail.

-Mike Jackson,
Editor



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STAFF: Mike Jackson, David New. Contributors: Ed Edwards. Dedicated to Cameron Carroll.

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THE FLORIAN LEAGUE

The Florian League is a small interstellar confederation located on the Spinward edge of the Trojan Reach and the trailing edge of the Beyond Sector. Made up of some 41 worlds, it is dominated by the Floriani, a human minor race native to Floria (Yggdrasil, 0203). They make up some 40% of the League's population, the remaining 60% consisting of 20% Aslan, 5% Vargr, and 35% various human races.

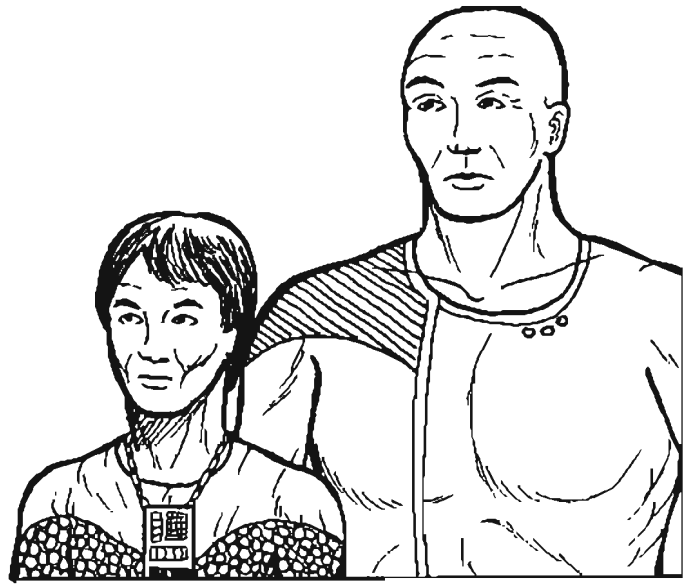
THE FLORIANI

The Floriani are one of the strangest human minor races, in that they are divided into two distinct groups: the Barnai, 1.5m tall, thin, weak, and the leaders of the society; and the Feskals, 2m tall, large, muscular, and stupid, making up the society's workforce. The average ratio of Barnai to Feskals is 1:3, with men and women being equally distributed.

All Floriani have pinkish-tan skin and red or blue eyes, but only the Barnai have hair, which is usually brown or black. The anatomy of the Floriani is slightly different from that of Solomani and Vilani, in that they have no little toes, no tailbone, and no appendix. They have very little body fat, and are only comfortable in temperatures of around 25°C. Only Feskals exhibit psionics.

Floriani have no concept of art. But although they almost never create anything new, they are amazingly good at data collection and organization, and can refine items to astonishing extents. They are often called the "human calculators."

The Barnai are more highly educated and generally more intelligent than the Feskals. In Floriani society, the Barnai do all the planning and perform all cerebral tasks, while Feskals do all the manual labour. Most Floriani families own two or three Feskals, usually of both sexes. (Not all Feskals are so owned, however: most are employed by the government, by the military, or by corporations.) What amaze most outsiders are the facts that the Feskals and Barnai are perfectly content with this relationship, and that in ethical matters, both subspecies are completely



equal, mingling freely in society. A Barnai would willingly give his life for a Feskal, and vice versa.

Floriani are far less emotional than other humans, and only display anger in the most extreme situations.

GOVERNMENT

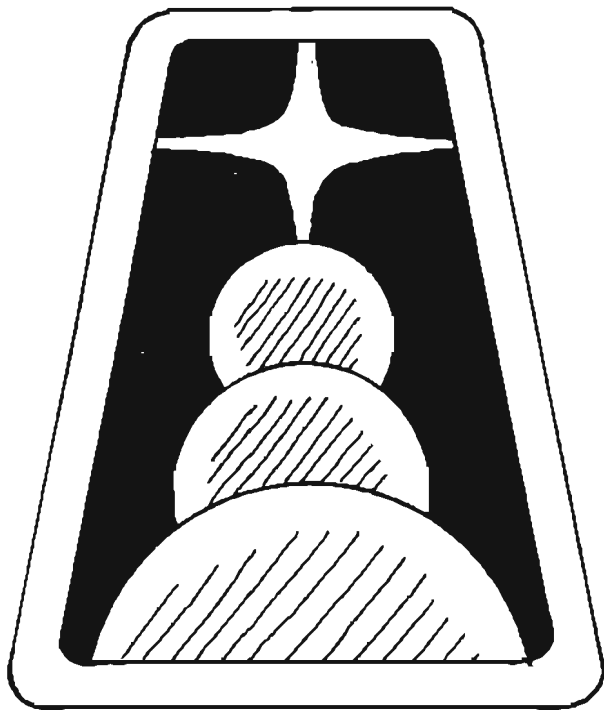
The Florian League is governed at various levels by randomly selected leaders. Staggered lotteries exist for each level of government -- municipal, provincial, world, and League -- and the winners must sit on government councils for a four-year term. Ten municipal districts form a province, and there are ten provinces to a world. After serving one term, all officials must retire from government and may never be entered in a Lottery again. This form of democracy prevents dictatorship and lust for power, and gives a safe, though constantly changing, government. "Councilship" (as it is called) is not open to Feskals.

The government is supported by a standard beaurocracy, which also administers the Floriani legal system. This legal system is similar to Imperial law, with a judge (from the beaurocracy) and a jury of five. However, there are no set crimes and punishments: unlike in the Imperium, where one attempts to discover whether a specific crime was committed, the Floriani system tries to determine if what was done constitutes a

crime. As an example, in the Imperium, the court tries to ascertain if subject 'A' committed a murder; while in the Florian League, the court must decide whether the murder which 'A' committed was a crime, and should be punished.

The Floriani government also administers the Florian Mail service. This service runs Jump-4 mailboats (based on X-boat designs) which carry mail, packages, and information.

The League Military also falls under the government's jurisdiction. Comprising some 80 ships, including cruisers, troop carriers, and SDB's, and five divisions of troops, the Military is chiefly employed as a border patrol and defense network against Aslan raids.



TECHNOLOGY

Perhaps the most interesting aspect of the Floriani is their technology. On Floria itself, it varies from a low of 9 in medical and environmental technology to a high of 15 in space and military technology. Occasionally even higher technology can be found: the Florian capital city is blanketed by a TL 16 teleportation network, and there are rumours of items of up to TL 20.

What is even stranger is that there are holes in Floriani techno-

logy -- though most Floriani own and understand grav vehicles and even fusion guns, very few even have the concept of wheeled vehicles and blades. Often, the Floriani do not even understand the theory behind their own technology -- they may know how to repair and operate devices, but have no idea how they work. Floriani rarely use robots, and then only for jobs Feskals cannot do, such as working in high-radiation surroundings.

Finally, the native Floriani show almost no interest in research. Almost all scientific work in the League is done by other member races, although their labs are relatively common.

HISTORY: FOR THE REFEREE ONLY!

The Floriani are *not* actually a human minor race. Unbeknownst to anyone, they are a race of androids developed by the Ancients as an alternative to "real" humans. They were designed to be the perfect servants -- hence their lack of emotion and creativity, and their complete happiness and loyalty. All Floriani technology is copied from the Ancient city on Floria; anything present in their culture which did not originate there was imported by other League members.

During the Final War, the Droyne abandoned Floria and destroyed the upper levels of their city. But the Floriani survived to spend millenia gradually rebuilding their world. They spread out across the planet, and relearned how to use and repair all the Ancient artifacts that remained. This gradual growth lasted for over 300 000 years, until in -225, they discovered an intact Ancient warship hidden in the bowels of the city. They studied it, duplicated its Jump-drive, and began to colonize the stars.

The Floriani were contacted by the Aslan in -170, but the two races got along rather poorly. Some Aslan settled a few Florian worlds, but on the whole the relationship was very uneasy. In 185, they were contacted by the IISS, and a neutral relationship began. In 430, the Floriani encountered human settlers from the Imperium and welcomed them into the League. In 506, they formed the Florian

League, in order to unify their government and culture.

For 550 years, the League gradually grew, reaching its present size in 1054. At that time, one or two Aslan clans commenced raiding inside the League, and soon after the publication of the Imperial Second Survey, the League established a unified military and built bases on several worlds.

During the Rebellion, Aslan attacked the League *en masse*, while at the same time swarming across the Borderland to attack the Imperium. Most of the worlds of the Nora's sub-sector were captured in 1117, but after that no more headway was made. It is rumoured that the Floriani used strange high-tech weapons, and that they even restored the Ancient battlecruiser.

PLAYING THE FLORIANI

The Floriani behave very similarly to other humans, except in the ways already described. Role-playing them should be relatively easy. Player characters should be Barnai, with 1 to 3 Feskals servants.

Character generation is as normal, with the following adjustments: Barnai have -1 Strength and Endurance, and +1 Intelligence. Roll 1d+6 for Education and Social Standing. Feskals have +1 Strength, +1 Endurance, and -2 Intelligence. Roll 1d for Education and Social Standing. Floriani Social Standing follows the table below.

The Florian League has all services except Scouts, Hunters, Barbarians, Nobles, Pirates, and Rogues. They have no lines larger than sub-sector (or League)-wide size. Native Floriani must roll 12+ to become scientists. Floriani service histories can be generated with the normal Traveller system. (All rolls of +1 Social Standing, Archaic weapons, Aircraft, Blade weapons, ATV, Hovercraft, Watercraft, and any included skills are ignored; roll again.) No planetary Navies exist in the Florian League; there is only the one Confederation Navy.

Mustering-out benefits in the League are slightly different, however: Traveller's Aid is replaced by a "Free Pass," giving free Low passage to anywhere in the League; sub-

sidized Merchant benefits are replaced by the Florian Provincial Merchant; Lab by the Florian Research Cruiser; and Seeker by the Florian Miner. (Note that a Floriani given a Research Cruiser would sell it or use it to oversee research, never to do any himself.) Feskals are always enlisted rank, while Barnai are automatically commissioned. Feskals do not receive mustering-out benefits, and can only enter the Army, Belter, Law Enforcer, Marines and sailor services, where they are property of the service. When they leave, generate terms on the servant table. (Do the same for those who do not enter a service.)

FLORIANI SOCIAL STANDING

Roll	Title	Explanation
1-2	Feskals	Low level, such as sanitation worker
3-5	Feskals	Average level, such as servant, or construction worker
6	Feskals leader	High level, such as work boss
7-8	Barnai	Low level, such as store owner
9-10	Barnai	Medium level, such as businessman
11	Horbarnai	High level, such as judge
12	Darbarnai	Councillor

Floriani with a Social Standing of 12 have served a 4-year term in government. Add one term of service for this, and roll twice on the following skill table. The character is also given Cr100 000 and a plot of land on Boronu.

Council Skills

1 - Leader	4 - Computer
2 - Administration	5 - Legal
3 - Tactics	6 - Liaison

Servant

Enlistment - Automatic
 Survival - 3+
 DM +2 if - Endurance 8+
 Skills - Roll 4+ each term for

Continued on page 20

TRAVELLER'S HARDWARE

COMBAT SPRAY GUN

The Combat Spray Gun (CSG) is a rare TL 9 weapon. It consists of a large, rifle-like gun working along the lines of a flamethrower. Small canisters, containing various chemicals which are sprayed out of the gun in the form of gas or foam, are inserted below the barrel, up to four at a time. The order of insertion is the order of firing, and each canister is good for one shot. The CSG has a range of 5m (short), creating "clouds" varying in size depending upon the load.

The CSG has low recoil and has difficulty as a rifle. 3500g, Cr1500, Length:750mm.

Ammunition	Pen/Atten	Dam.	Dagr	Spc	Signature	Cost	Weight	TL
Tranquilizer	-	1	3		Low	Cr10	200g	9
Chemical	-	4	3		Low	Cr20	200g	9
Prismatic	-	0	3		High	Cr 5	200g	9
Steel foam	-	0	2		High	Cr 5	200g	13
Smoke	-	0	3		High	Cr 2	200g	9
Fire exting.	-	0	4		Medium	Cr 5	200g	9
Paint	-	0	1.5		Medium	Cr 5	200g	9
Riot foam	-	0	4		Medium	Cr 5	200g	9

Note: signature applies here to visibility of the spray. The CSG is extremely quiet.

All ammo loads are as in *MegaTraveller*, and last as chemical rounds (tranq and chemical) or as smoke-screens (smoke). Paint does not form a cloud, but rather coats everything in its danger space, as do fire extinguisher (douses all flame within danger space) and riot foam (reduces friction in area to zero, *T.I.* #4). Steel foam (*T.I.* #2) forms 4 cubic metres of plassteel. Tranq requires that the target breathe in the gas, and Chemical (nerve gas) requires that the target have some exposed skin area, or they have no effect. Tranq does the listed damage every round the target is within the cloud until he loses consciousness; chemical does the listed damage every round he is within the cloud until he is dead.

FLAMETHROWER

The flamethrower fires a stream of combustible liquid or gas and ignites it, creating a cloud of flame. Damage and spreading rules are as for normal fire, listed in *MegaTraveller*. It has a range of 5m (short), and the danger sapce is a 5m x 1.5m stream extending from the nozzle of the weapon. Extinguishing the fire is a difficult task, with DM +2 if the character rolls on the ground, DM +4 if the flame is smothered (blanket, sand), DM +6 if immersed in water, smothered with a fire extinguisher, or exposed to vacuum.

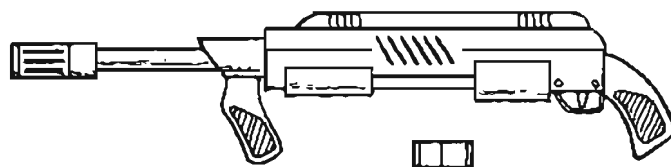
The flamethrower-6 uses a 1000g backpack fuel tank, which costs Cr100 to refuel and is connected to the actual weapon by a flexible tube. The flamethrower-9 uses a 500g bottle attached to the bottom of the gun, which costs Cr50 to refuel.

Weapon	Weight	Shots	Length	Price
Flamethrower-6	5000g	10	950mm	Cr450
Flamethrower-9	4000g	10	900mm	Cr550

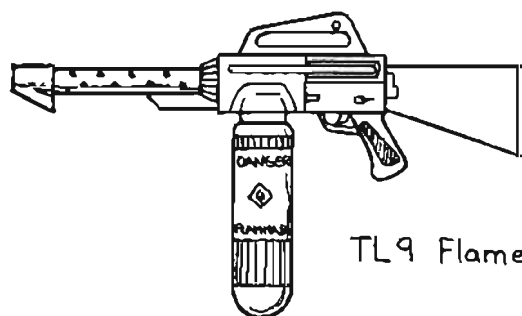
Weapon	Pen/Atten	Damage	Signature	Recoil	Difficulty as
Flamethrower-6	-	1*	High	Low	Rifle
Flamethrower-9	-	1*	High	Low	Rifle

Note: automatically damages anyone not wearing armour of 14+.

*Multiply damage by number of rounds target has been burning; i.e., one the first round, two the second, three the third, and so forth.



CSG and Cartridge



TL9 Flamethrower

FLORIAN MERCHANT

The Florian Provincial Merchant is a large ship with high jump capability, making it perfectly suitable for Merchant operations in the Trojan Reach. Part of its cargo bay can be used for fuel, allowing it a reach of four parsecs; this is often necessary in the sparse areas of the Florian League and its surrounding territories.

Like most Floriani ships, the Provincial Merchant is built on the lines of practicality and space. All staterooms are airtight, and the cargo and drive sections are open, giving a less claustrophobic feel to the ship. Like all Floriani ships, the outside design is very dull; the Provincial Merchant is often known to non-Floriani as the "Flying Brick."

Because of its capabilities, the Florian Provincial Merchant is popular throughout the Trojan Reach, and is a major export of the League. Exported versions usually have walls installed around the drives on A- and B-decks and the cargo bay on C-deck.

Provincial Merchant PA-M31332-040000-40003-0, 387 MCr, 1000 tons.
 batteries bearing 1 1 1 TL:15.
 batteries 1 1 1 Crew:17.
 Passengers:20. Low:40. Cargo:250 (165). Fuel:360 (445). EP:30
 Agility:1. Troops:3

STATISTICS

Tonnage: 1000 tons, 14 000m³.
 Crew: 17 crew, 3 troops.
 Dimensions: 45m L x 28.5m W x 12m H.
 Acceleration: 1-G constant.
 Jump: 3. Sufficient fuel for another jump-1 with reduced cargo.
 Power plant: 3. 30 EP. Agility-1. Sufficient fuel for 8 weeks.
 Engineering: Two Vadada Mark IV Ultima fusion power plants driving one Boscav Thruster manoeuvre drive and a Flatline 308 jump drive.
 Gravitics: Standard inertial compensators, 1-G floor field. Variable stateroom gravity.
 Electronics: Casnov electronics mo-

del/3 computer.
 Range: Unlimited manoeuvre. One jump-3 (plus one extra jump-1 with reduced cargo). Fuel scoops and purification plant. 8 weeks' standard supply consumption.
 Armament: 1 triple laser turret, 1 triple missile turret, 1 triple sandcaster turret. Can be remotely controlled from Bridge.
 Capacity: 250 tons cargo (165 when extra fuel carried). 20 passengers. 40 low berths.
 Vehicles: One 50-ton cutter with one module.

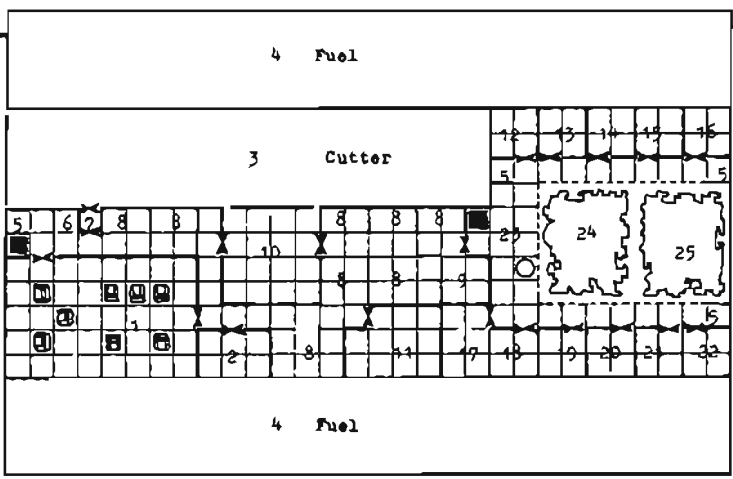
DECK PLAN LOCATIONS

1. Bridge. Stations for pilot, two navigators, communications and computer officers, and remote control stations for the ship's three turrets.
2. Computer.
3. Cutter. Carries standard cargo module, with 25 tons cargo and 10 passengers.
4. Fuel Tanks.
5. Fresher.
6. Vacc-Suit Storage.
7. Airlock.
8. Low Berths.
9. Low Passenger Prep. Passengers prepare for and recover from low passage here.
10. Cargo. Passenger baggage and any other cutter-transferable goods are stored here.
11. Sick bay.
- 12.-22. Passenger Staterooms.
23. Passenger Lounge.
24. Power Plant Upper Level. Floor open to B-deck.
25. Manoeuvre Drive Upper Level. Floor open to B-deck.
26. Food Storage.
27. Galley.
28. Avionics.
29. Fuel Scoops.
30. Purification Plant.
31. Passenger Dining Area.
32. Passenger Lounge.

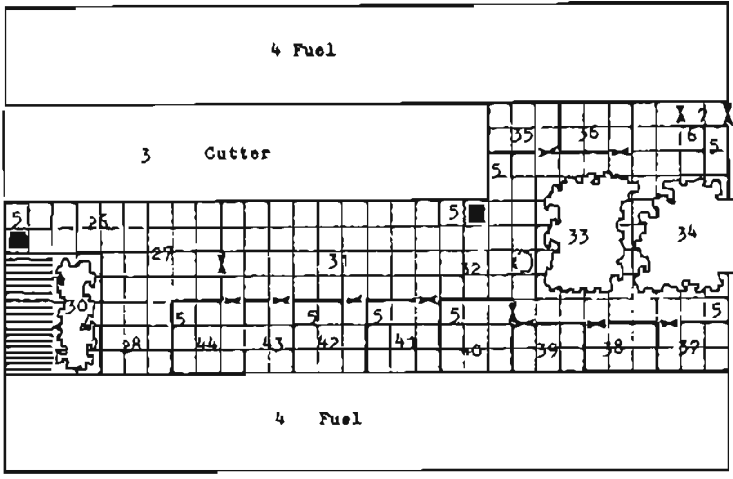
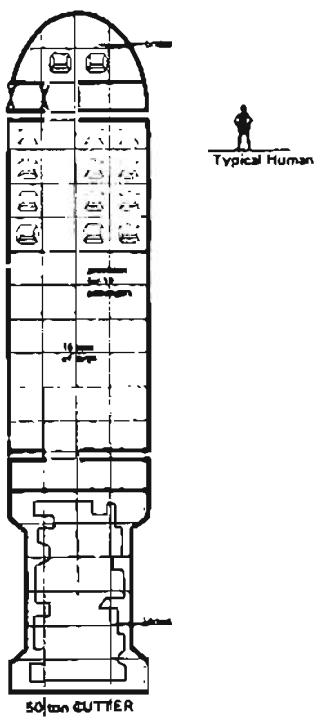
Deck 1

Deck Plan Symbols

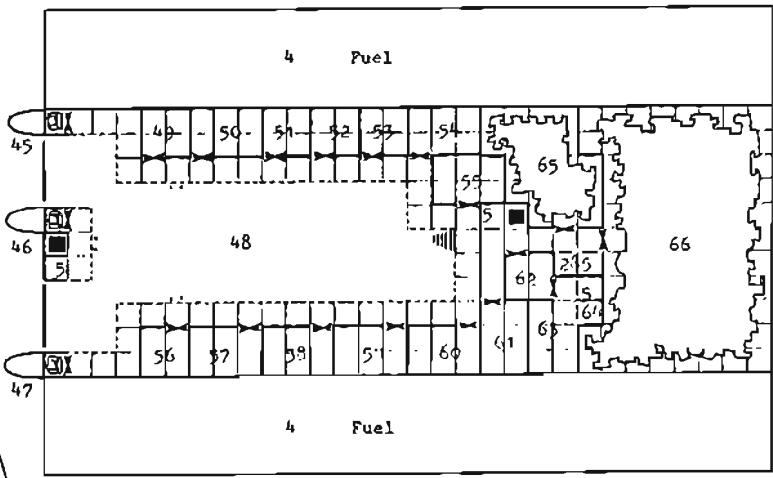
- Interior Wall
- - - Sliding Door
- Bulkhead
- Maintenance Hatch
- (IRIS VALVE) (MANUAL HATCH)
- ◀ Iris Valve Hatch ▶
- Overhead Overhead
- Floor Floor
- Both Floor and Overhead



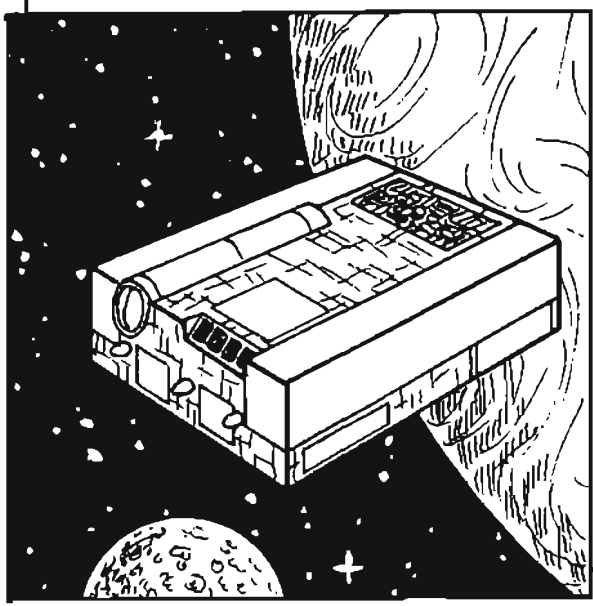
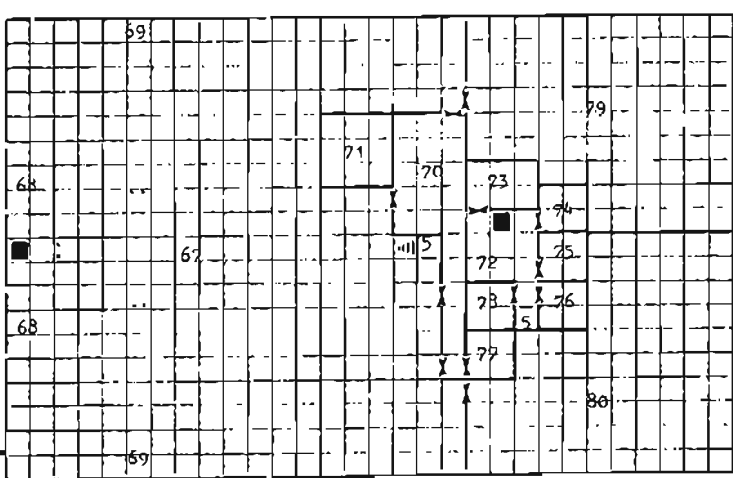
Deck 2



Deck 3



Deck 4



YGGDRASIL SUBSECTOR

The Yggdrasil subsector was originally settled by the Floriani starting in -150. During the Sindalian Empire, the worlds of YGGDRASIL and FORANDIN were settled, and the Empire named most of the subsector's planets, once surveyed, for Norse mythology. As the Florian League grew, it renamed the majority of these worlds.

The Yggdrasil subsector is the hub of the Florian League, containing the capital, prison world, and government retirement world.

FLORIA (0203) is the capital of the Florian League and homeworld of the Floriani. It is a pleasant, Terra-like world, and a major tourist centre. Its main city is built on the ruins of an Ancient site.

DARUF (0106) is the Florian League's prison world. All serious offenders and their families are left here to fend for themselves. A thousand or so have managed to survive and establish some sort of civilization.

INSEC (0307) is the main Naval base and ship construction centre for the League.

KABAL (0309) is a military training centre, with less than 100 permanent residents.

BORONU (0604) is a retirement world. All Florian politicians are granted a plot of land here after their term in office, which reverts to the state after their death.

YGGDRASIL (0805) was originally colonized by the Sindalian Empire. It is now an Imperial client state, used by the Imperium as a trading post with the Florian League.

Daruf	0106	D340308-2	Prison world. Non-industrial. Poor. Vacuum world.	G R
Bolsush	0109	D485741-9	Agricultural. Rich.	G
Floria	0203	A467942-F F	Subsector capital.	G
Vorn	0208	B611640-9 F	Ice-capped. Non-industrial.	G
Thrush	0210	A236246-C	Non-industrial. Low population.	G
Insec	0307	A121542-F F	Non-industrial.	G
Fissolon	0308	E69A742-9	Water world.	G
Kabal	0309	B387147-B F	Non-industrial. Low population.	G
Cimmen	0310	E7C0140-9	Non-industrial. Low population.	G
Tibolt	0405	C575744-9	Agricultural.	
Lucind	0406	B860642-9	Desert world. Non-industrial.	G
Picard	0407	D679646-9	Non-industrial.	G
Tefsi	0408	BA94449-B F	Non-industrial.	G
Garnl	0506	E884940-9		G
Boronu	0604	B966741-A	Agricultural. Rich.	G
Ilnest	0606	B686347-9 F	Non-industrial. Low population.	G
Zimlt	0703	C147546-9	Non-industrial.	G
Forandin	0706	BA89646-9 F	Rich. Non-industrial.	G
Odin	0801	B20149B-8	Non-industrial. Ice-capped.	G
Thor	0803	D669577-5	Non-industrial.	G
Yggdrasil	0805	B3507CD-8	Poor. Client state. Desert.	
Sif	0810	A765867-7	Rich.	G

The Yggdrasil subsector contains 22 worlds with a total population of 14.211 billion. The highest population is 9, at Garnl and Floria; the highest tech level is F, at Floria and Insec.



MAP LEGEND

WORLD CHARACTERISTICS

- Water present
- No water present
- ☼ Asteroid belt

BASES

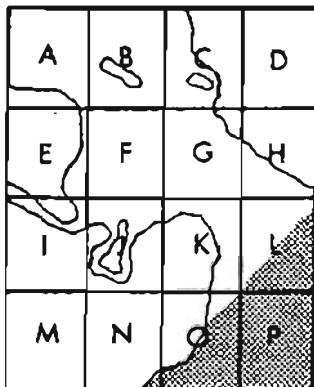
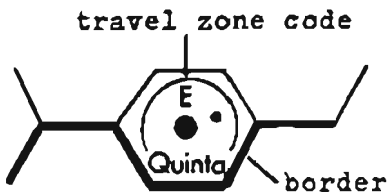
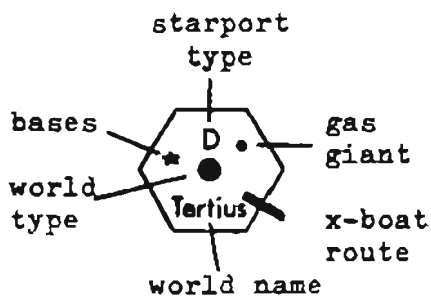
- ★ Imperial naval base
- ▲ Imperial scout base
- ▼ Scout way station
- △ Research station
- ☆ Foreign naval base
- ⋄ Foreign military base

TRAVEL ZONES

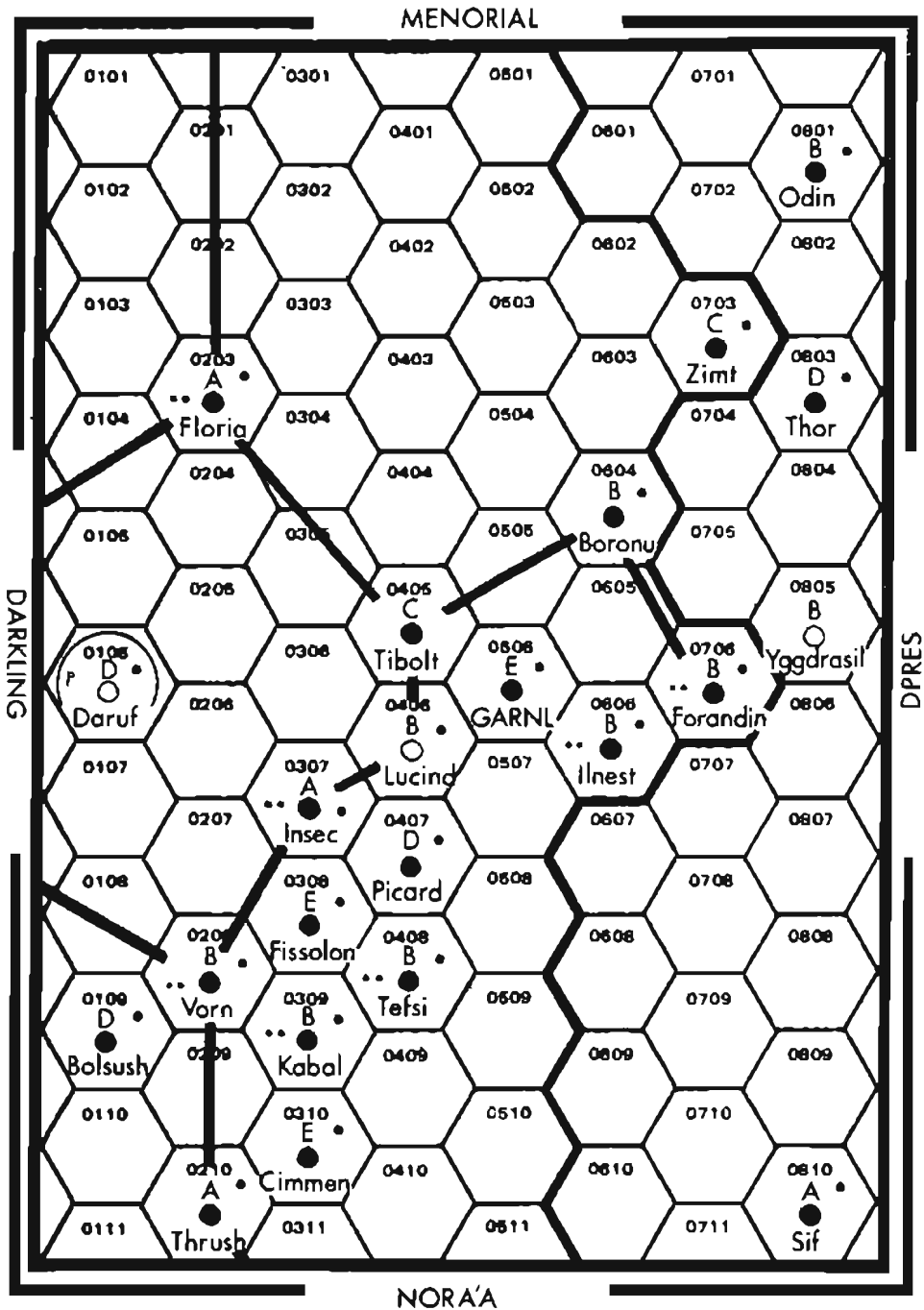
-  Amber zone
-  Red zone

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: Hkea'as
- P: Binary

FEATURE ADVENTURE: MINDBURST

Early in the Rebellion, Aslan forces took advantage of the chaos in the Imperium. They launched a huge invasion, taking over many non-aligned or Imperial worlds in the Trojan Reach. The Florian League, largest independent state in the sector, also suffered by the invasion, and is now in a defensive war against the Aslan clans. How they are holding back the superior forces of the Aslan remains a mystery, though rumours abound of strange high-tech weapons and even an Ancient battlecruiser.

Sometime in the year 1118, the players are loitering at the Vadada (Nora'a 0503, A410944-F) starport. The world was just recently captured by the Aslan, and the characters are in the process of being deported. A tall Aslan male in Envoy garb approaches, and says he represents Ftahko, head of a minor clan currently controlling the world, and that he has a proposition for them.

Meeting with Ftahko, the group is informed of a strange battlefield occurrence in the war with the Floriani. Just before contact with the enemy, a strange humming can be heard, and suddenly fully three quarters of the troops either collapse, a few unconscious but most dead, or go completely insane. Floriani troops then walk in and mop up what remains.

No-one knows what this so-called Mindburst weapon is, or how it works, but the Aslan desperately need to find out. Ftahko would like the party to cross the border and infiltrate the League, uncover any information about the weapon, and, if possible, return with plans and a working model. In exchange, he will grant the players their choice of a plot of land on Vadada (actually a small town

2000km from the starport) or Cr50 000. He cannot send Aslan, but Imperial humans just might pass as League citizens.

BEYOND THE FRINGE

The characters accompany an Aslan Troop Transport to Thrush (Yggdrasil, 0210). A squadron of Florian SDB's is waiting, and a battle ensues, but the carrier manages to drop the group to the planet in jump capsules before leaving.

The players are equipped with free passes, Florian ID, and language translators speaking Floriani, as well as any other equipment they might need to pass as League citizens. They must make their own way through the League, find the answer to the Mindburst mystery, and return to Vadada.

Questioning about the Mindburst will receive only blank stares, though the occasional citizen has heard of a secret research project similar to their description. One night, a drunken squad of Feskals in marine uniforms can be overheard talking about the new neural rifles, which are stopping the Aslan in their tracks. If the players talk to the troopers, they will find out that there is only one such gun per squad, and that they are kept firmly under lock and key. One trooper knows that they are built at a special lab in Capital City on Floria.

Getting transport to Floria is difficult, and can be resolved by the following task. (Convoys come only once per month and carry only the most important items, as it is hard to book offworld passage.)



To book passage to Floria: difficult, persuasion, bribery, 5 min (unskilled OK).

Referee: A superficial mishap result means the players must wait and try again when the next convoy is ready. A minor mishap means they must wait for the next one and try again, but the task will then be formidable. A major mishap has the same effect as a minor, but they will be tailed by Floriani law enforcers for the next month. A destroyed result means the players have been arrested for espionage, and may go to jail.

If worst comes to worst, the players can stow away on or steal a starship, but this will make their job far more difficult, as police will be looking for them.

NETWORK

Capital City on Floria houses the governmental and military headquarters of the League, and boasts a population of three million. In most respects, it is like any other TL 15 city, but there are two exceptions: first, deep underground is an Ancient site, its twisting corridors now stripped clean of all high technology, and secondly, almost all transport in the city is by teleport booth.

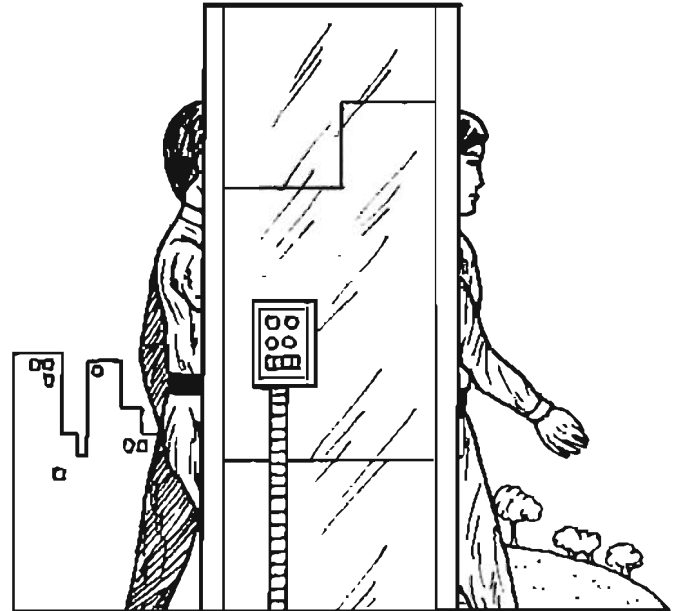
Telebooths, as they are called, are situated in every major building (offices, shopping centres, etc.) and once every few blocks in the suburbs. They work on the Transmission of Energy principle (see *Adventure 13, Secret of the Ancients*), with the problem of energy loss solved by connecting all the booths with a fiber-optic grid.

Activation is by entering a booth, dialing the destination number (listed in the enclosed computer directory), and inserting a Cr1 coin. The traveller is then converted into energy, which is pumped through cables to his destination, where he rematerializes. The entire process takes less than a second.

The use of telebooths could increase crime, as a criminal could teleport in from anywhere, commit the crime, and teleport away again to

anywhere. Such an escape would be unstoppable and untraceable. For this reason, all buildings with telebooths are equipped with alarms: when the alarm is activated, anyone who tries to teleport in will have his coin succinctly returned with no effect, and anyone who tries to teleport out will be teleported directly to police headquarters.

In Capital city, telebooths are used for all transport except deli-



very of large-scale items, which is done by G-carrier.

THE COMBAT LABORATORIES

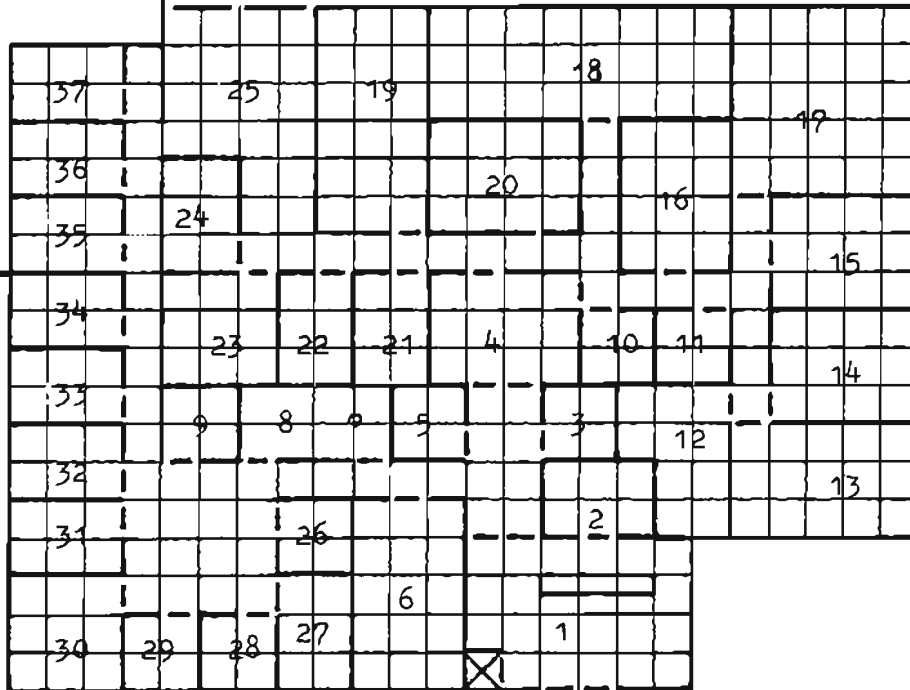
Various research will reveal the existence of the Combat Laboratories, a small building on the outskirts of the city, and its adjoining factory. Reputedly, these buildings are the ultimate source of the Mindburst weapons. The characters may take any tack they choose in trying to appropriate the plans and a working weapon.

Key to Laboratories Map

1. Foyer. Besides one-way fire exits, this room and the deliveries platform contain the only doors to the building; eerily, this is also the only room with any windows. A teleport booth sits in one corner, opposite a reception desk, where the characters' ID will be checked. A guard stands in the corner opposite the teleport booth.
2. Office.
3. Janitorial Storage. Brooms,

THE FLORIAN NAVY COMBAT LABORATORIES

FACTORY



Located in warehouse/factory district on outskirts of Capital City.

Laboratories are one story tall. Factory is two stories. No access between the two.

No exterior defences. Video cameras in every corner, monitored from security area.

All walls are reinforced concrete (armor 15). Exterior is bulkhead equivalent (armor 40).

vacuums, and other such low-tech cleaning equipment fill this locked room.

4. Security. 18 guards are on hand at all times: 6 on call in this room, electronically monitoring the complex; 6 on patrol in the complex; and 6 stationed one each by the doors to the Mindburst Lab, the Extreme Heat Lab, and the Black Globe Lab, one in the Foyer, and two by the Deliveries area.
5. Records. Backup holocrystals with information on incoming and outgoing parts are contained here, including one concerning the development of the neural gun, its mode of functioning, its plans, and the exact number produced up until that day.
6. Conference Room.
7. Main Computer Room. If a character tries to access Mindburst records, use the following task.

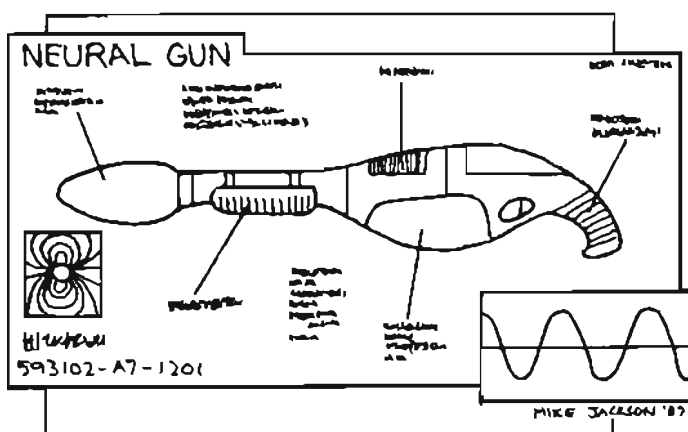
To transfer Mindburst information to a holocrystal: Difficult, Computer, Intelligence, 5 min.
 Referee: A Destroyed result causes the computer to shut down, the telebooth to switch off, and an alarm to sound. A major

mishap merely results in the computer's shutting down.

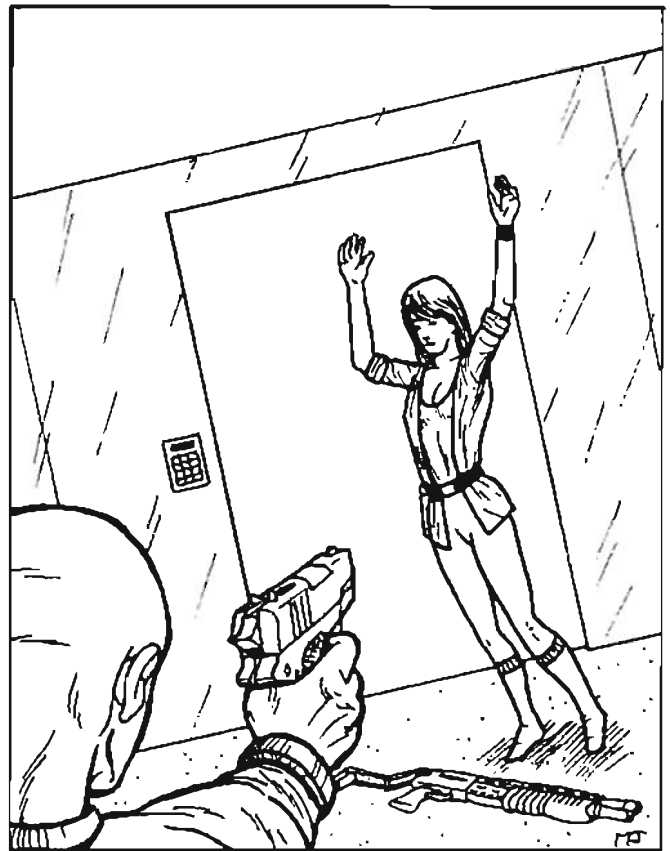
- 8-11. Washrooms. There are two sets, one on either side of the complex.
12. Lab Animals. Cages containing many small creatures line the sides of the room and sit on tables in the centre. Almost all of them are biologically similar to Aslan, with most native to Kussyu.
- 13-20. Labs. Some two to five scientists, mainly of non-Floriani stock, are usually in each lab.
13. Gauss Rifle Lab. Plans and models for various Gauss rifle modifications (greater range, higher magazine capacity, lighter weight) are contained here.
14. Laser Lab. Research in this lab focusses on upgrading power packs; those currently being worked on contain fewer shots but are significantly lighter.
15. Black Globe Lab. A guard is stationed outside the door to this lab, in which scientists are attempting to construct a device to break through a black globe. Judging from the number of perfectly split pieces of equipment

on the floor, they do not appear to have had much success yet.

16. Neural Shield Lab. Here, scientists are attempting to construct a defense for the neural gun, which, while it decimates the Aslan troops, occasionally incapacitates Floriani too. Their efforts appear still to be in the planning stages.
17. Missile Lab. This lab's focus is on an ECM missile, which, upon puncturing a ship's hull, would short out all electrical systems on the craft. Again, plans are still at a very tentative level.
18. Tractor Beam Lab. In this lab, research is endeavouring to build a starship tractor beam. Plans for a prototype are in their final stages.
19. Extreme Heat Lab. This lab also has a guard outside its door. Inside, fusion and plasma gun technology is being explored: extended range, higher accuracy (a thinner jet of plasma), increased power, and smaller weapons are four avenues under investigation.
20. Mindburst Lab. Several partially assembled neural guns lie around this room, their insides in varying states of disorder. Scientists are trying to adjust the weapons to make them more specific to Aslan, and to give them an even higher success rate than they already have.



- 21-23. Lab Storage. Several weapons, both functional and experimental, and many parts line the walls.
24. Mindburst Storage. Five finished -- that is, untampered-with -- neural guns sit on the shelves of this room.
25. Deliveries. Two guards are stationed by the door into the building. Outside, two G-carriers



are parked, with no occupants. 26-37. Offices. None of these holds anything of import to the Mindburst project.

MINDBURST

The Mindburst weapon is actually a neural rifle (statistics in *MegaTraveller* or *7.1*, #'s 3 and 7), recently developed by the League. In humans, it usually causes unconsciousness, although it can occasionally trigger disorientation, mind assault, or even death. However, the Aslan brain chemistry creates a different effect: On a roll of 2d: 2-4 = no effect; 5-10 = insanity; and 11-12 = death. This is the weapon which has devastated the Aslan invasion. There is no known defense.

ESCAPE

How the adventure is resolved is up to the players and referee. The escape from the complex, and later across the border can be acted out in as much or as little detail as is desired. When the characters finally return to Vadada, Ftahko will pay them the agreed-upon price and try to convince them to join his clan's forces. They may do so, they may decide instead to help some other clan, or they may simply go on their own way.

IMPERIAL GOVERNMENT

Aspects of the Imperial system of government have appeared in a multitude of articles, but no one description has ever given a straight overview. But such a view is very important, especially during the tumult of the Rebellion.

As has often been said, the Imperium owns the space between the stars, not the stars themselves; the only land the Imperium actually owns is the world of Capital and the main starport on each member world.

Starports are run by the SPA (StarPort Authority), an Imperial bureau. They all have no law level to facilitate transition between worlds; their tech level is usually the same as that of their world, but has a minimum of TL 9. If the world's tech level is lower than 9, it is illegal to sell items from the starport to the natives.

The main governmental system is feudal. Each world can rule itself in whatever way it wishes. The planet's ruler (often given the title of Marquis for more important worlds) then pledges fealty to the local count, who oversees several nearby worlds. The count and his government collect taxes, deal with inter-world problems, and generally administer Imperial multi-world policy.

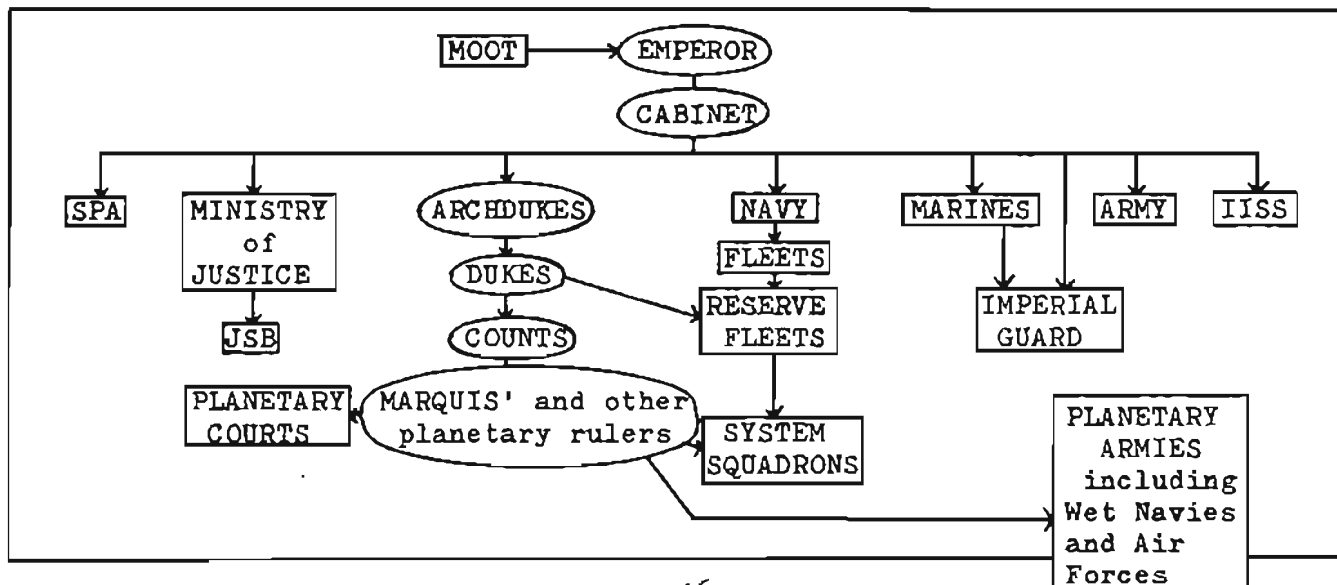
The counts then take oaths of fealty to their subsector dukes, and the most powerful of each sixteen subsector dukes becomes sector duke. He and his government collect taxes

from the marquis, deal with problems between subsectors, and command the Imperial military forces of their sector. In the latter, their control is rather weak, in that they make only general military policy decision.

The dukes in turn pledge their allegiance to the Archdukes of the seven Domains. Until 1114, the Domain of Deneb had no Archduke, but in reward for his courageous actions during the Fifth Frontier War, Emperor Strephon bestowed the title upon Duke Norris of Regina. The Archdukes collect taxes from the dukes and deal with wide-scale problems (Imperial policy, wars, etc.). An Archduke can create new nobles, although his powers are severely limited in this regard.

Finally, the Archdukes pledge fealty to the Emperor, the supreme head of the Imperial government. He and his cabinet institute Imperium-wide policy; he invests new nobles, and is the top commander of the military. However, the sheer size of the Imperium limits their power, and most decisions are left to the lower levels of government. The Emperor's true purpose is to serve as a figure that all citizens can respect and revere, a glue sticking the whole Imperium together. He provides the ceremony and pomp, the charisma necessary to tie together an interstellar government.

Many other legislative and governmental bodies, and many government-run services, also exist. The best-



known body is the Moot, which is a democratic house consisting of all the nobles of the Imperium. As most nobles cannot come to Capital to vote, it is run by 400 to 600 non-land-owning nobles carrying proxy votes for the thousands of others. The Moot has little power, and seldom uses it: its two main powers are to prevent an unsuitable individual from becoming Emperor, and, in worst-case scenarios, to dissolve the Imperium.

The Imperial Ministry of Justice runs Imperial courts, the judiciaries for high justice crimes (treason, violation of the rules of war, genocide, etc.), and has a courthouse on each subsector capital. Other, lesser crimes are dealt with at the planetary level, depending on the law level of the world. The Ministry also has a Special Branch, the JSB, a covert security agency in the rimward end of the Imperium. It falls under the jurisdiction of the Imperium-wide judiciary, the body on Capital that makes the laws and runs the Ministry of Justice.

The Imperial Services are set out similarly to the Imperial government, with a single controlling body on Capital but the real Service individually controlled at the sector level. The Imperial Naval Force Command (INFC). The Navy's lowest divisions are squadrons, used for patrol and piracy suppression. These are grouped into fleets under the sector government, or reserve fleets under subsector command, their number varying considerably based on the volatility of the sector. The Imperial Fleet command, on Capital, controls general policy and Fleet deployment by sector.

The Imperial Marine Force Command (IMFC) is a parallel service to the Navy. It is autonomous as far as policy and deployment go, but at the sector level it comes underneath the Navy.

The Scouts (IISS) also have both sector and Imperial command, and are put under Naval command during wars. The Emperor is the supreme commander of the Scouts, as with every service, although he only ever uses his power in a limited fashion (by establishing a Survey or new program, for instance).

The Imperial Army Force Command (IAFC) functions in the same fashion

as do the Marines, but it is not the only such force. Armies, as with nautical and aerospace forces, and colonial navies, are part of world defense forces. Generally, all fall under their worlds' complete authority, but during wartime, the Imperial Navy takes control.

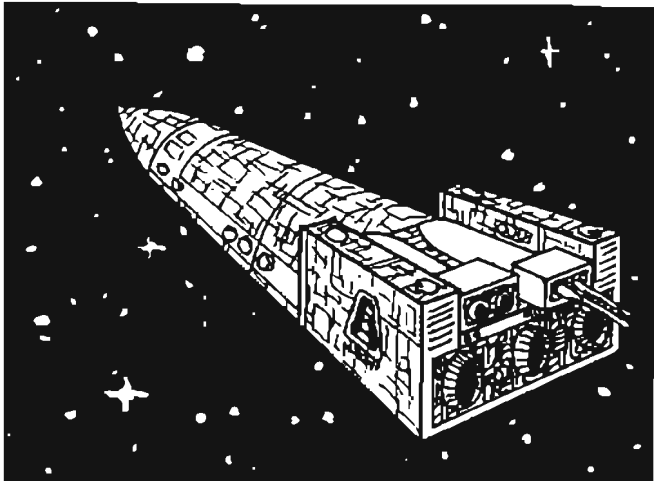
Normally, this system is a very stable one, but only while the Emperor is strong. Being the only uniting factor in the Imperium, the post of Emperor can never be vacant or filled by a poor leader, or the government is seriously weakened. All it takes then is a good shove to send the Imperium into total chaos.



Continued from page 8

33. Power Plant Mid-Level.
34. Manoeuvre Drive Lower Level.
- 35.-42. Passenger Staterooms.
43. Deluxe Passenger Stateroom - Anteroom.
44. Deluxe Passenger Stateroom.
45. Triple Laser Turret.
46. Triple Missile Turret.
47. Triple Sandcaster Turret.
48. Cargo Bay. Open to D-deck.
- 49.-60. Crew Staterooms.
61. Exec's Stateroom.
62. Captain's Office.
63. Captain's Stateroom.
64. Alcove. Use varies depending on Captain's tastes. On some ships it contains a library, a mini-gym, or an entertainment console.
65. Power Plant Lower Level.
66. Jump Drive.
67. Cargo Bay.
68. Forward Cargo Doors. Extend up to C-level.
69. Side Cargo Doors.
70. Officers' Lounge.
71. Crew Mess.
72. Crew Lounge.
- 73.-77. Crew Staterooms.
78. Gym. Used only by Feskals on most ships.
79. Starboard Cargo Bay. Can be used as fuel tankage.
80. Port Cargo Bay. Can be used as fuel tankage.

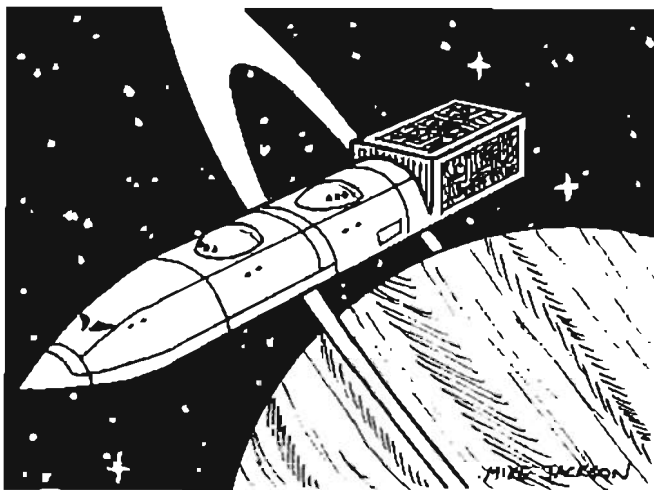
FLORIAN STARSHIPS



MIKE JACKSON '87

Strike Cruiser FCS-N132B13-A07740-00919-0. NCr31 600. 34 000 tons.
 batteries bearing 919 TL:15.
 batteries A1A Crew:316.
 Passengers:0. Low:0. Cargo:20. Fuel:1330. EP:152. Agility:1. Troops:0.

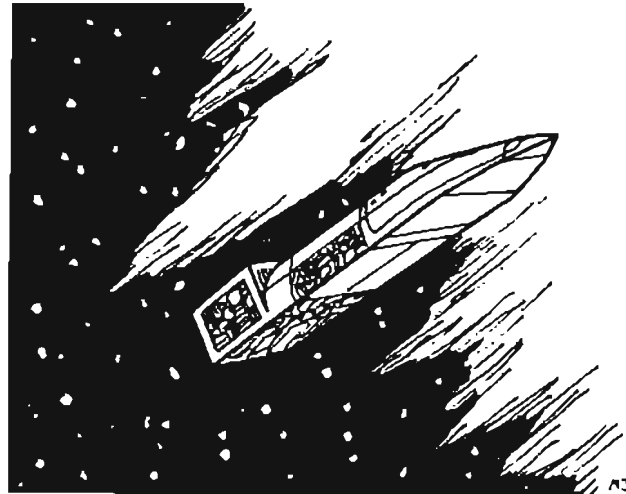
The Florian Strike Cruiser is the backbone of the League Fleet. It carries 200 tons of small craft inside and can support two 2000-ton ships on its back. Like many Florian ships, it is standard configuration. Designed by Ed Edwards.



MIKE JACKSON

SDB FSD8-B106H72-F09940-00099-0. NCr3158.15. 2000 tons.
 batteries bearing 11 TL 15.
 batteries 11 Crew:42.
 Passengers:0. Low:40. Cargo:0. Fuel:340. EP:340. Agility:0. Troops:6.

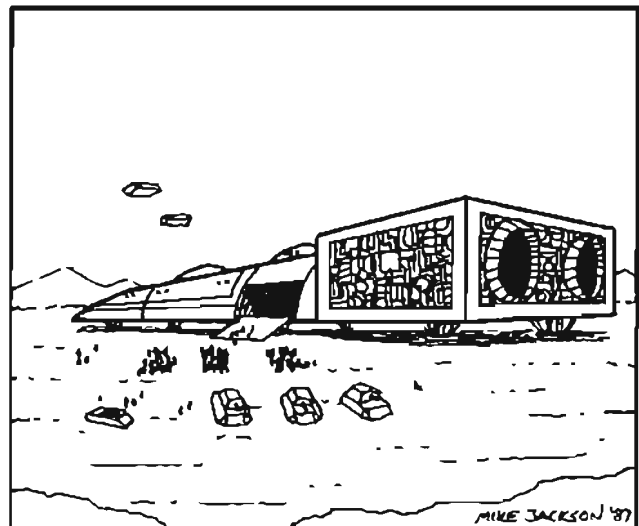
The Florian SDB is one of several ships that can be carried by the Florian Strike Cruiser. Like many Florian ships, it has bays rather than turrets, and is of standard configuration. It carries a 50-ton cutter and has a back-up bridge and model/4+fib computer, as well as a frozen watch. Designed by Ed Edwards.



MS

Courier EF-B141441-000000-00000-0. NCr2340. 2000 tons.
 Passengers:0. Low:0. Cargo:1. Fuel:1680. EP:80. Agility:4. TL:15. Crew:10.

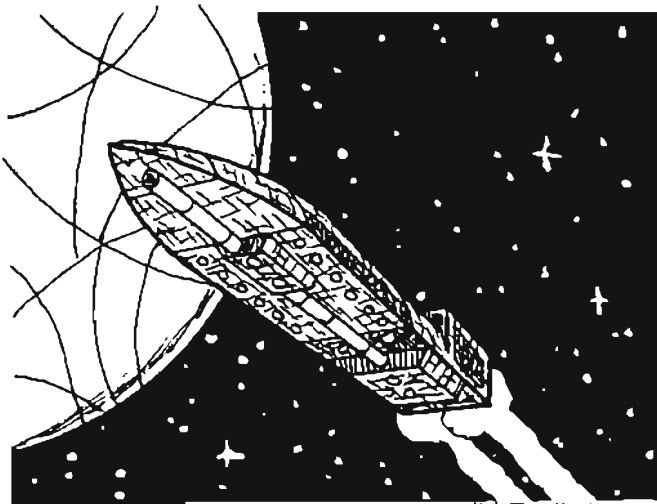
The Florian Courier, also known as "long legs," carries enough fuel for two jump-4's, and is used for long or fast courier missions where refueling may be difficult. It is of standard configuration and is often carried by Florian Strike Cruisers. This ship design is in great demand during the Rebellion. Designed by Ed Edwards.



MIKE JACKSON '87

Troop Carrier FCT-B1366E1-000400-00909-0. NCr1268.4. 2000 tons.
 batteries bearing 11 TL:15.
 batteries 11 Crew:31.
 Passengers:0. Low:450. Cargo:132. Fuel:800. EP:120. Agility:0. Troops:450.

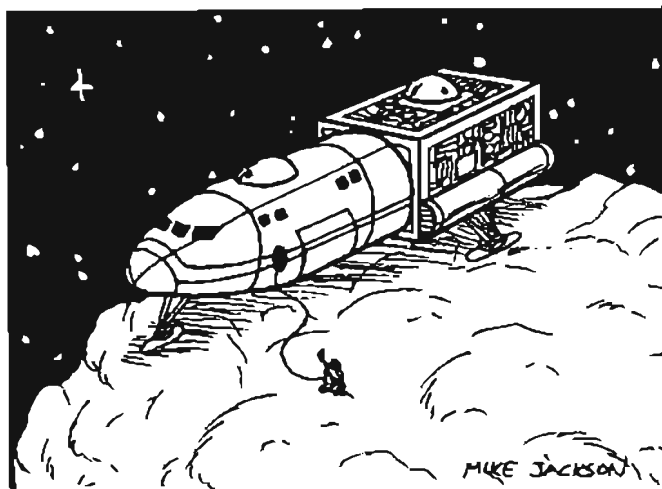
The Florian Troop Carrier is another standard configuration ship often carried by Strike Cruisers. It carries a battalion of troops in low berths and uses its cargo bay to transport their equipment.



MIKE JACKSON '87

Battleship FHL-P133AN3-B77700-001M9-0. MCr53 720. 54 000 tons.
 batteries bearing B 11M TL:15.
 batteries A 11M Crew:600.
 Passengers:20. Low:600. Cargo:120. Fuel:22480. EP:5400. Agility:3. Troops:120.

The League contains only four ships of this model, the largest Florian warship design. A standard configuration vessel, it has the following backup systems: Jump-2, two model/3-fib computers, a meson screen (model 7), two nuclear dampers (model 7), and an emergency bridge. Also carries two 95-ton shuttles. Designed by Ed Edwards.



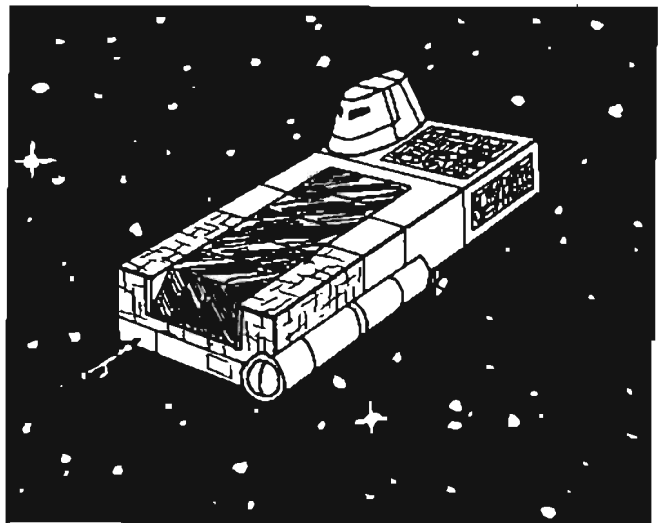
MIKE JACKSON

Miner FAJ-32313S1-000000-10000-0. MCr196.4. 300 tons.
 batteries bearing 2 TL:10.
 batteries 2 Crew:6.
 Passengers:0. Low:0. Cargo:90. Fuel:99. EP:9. Agility:1. Troops:0.

One of the most common Florian ships, the Miner was originally intended as a prospector, but is now often encountered acting as a Far Trader or Scout.

The crew consists of a pilot, an engineer, and a medic, plus three beltlers. The ship carries a 10-ton

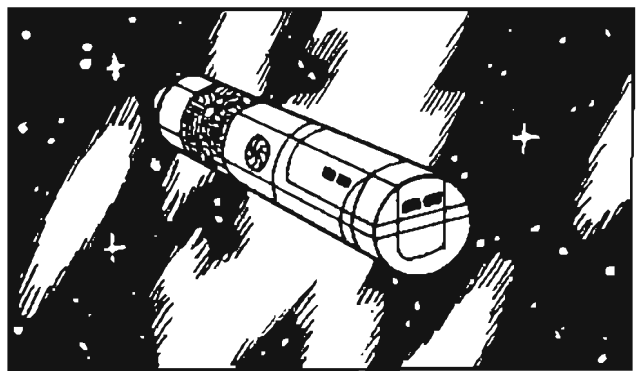
grav mining vehicle (*High Passage No. 4*. Treat as a G-carrier with a pulse laser, a crane, mining gear, four passengers, and 7 tons cargo).



MJ

Research Cruiser FL-5431362-00000-0000-0. MCr384.6. 500 tons.
 Passengers:10. Low:0. Cargo:20. Fuel:165. EP:15. Agility:1. TL 12. Crew:6.

The Florian Research Cruiser is a popular design for research both inside and outside the League. It has 60 tons of lab space and carries a cutter outfitted with a model/2 computer. It has two modules: a standard fuel skim module and a lab module with an air/raft, two staterooms, a model/3 computer, 5 tons of cargo, and a 10-ton lab (MCr20.6).



Mail Boat FXV-1341411-000000-00000-0. MCr62.5. 100 tons.
 Passengers:1. Low:0. Cargo:10. Fuel:44. EP:4. Agility:4. TL:13. Crew:1.

Florian Mail Boats travel to all the League worlds carrying electronic mail, parcels, and the occasional VIP. They are similar to Imperial X-boats, except that they have manoeuvre drives and cargo space.

Mail Boats are run by the League government, and are built and piloted by the Florian Navy. They cannot land, so are cared for by Naval ships.

Continued from page 6

the following: Grav vehicle, Steward, Streetwise, Brawling, +1 to any characteristic except Soc, and one skill of the player's choice.

TRAVELLER CLASSIFIEDS

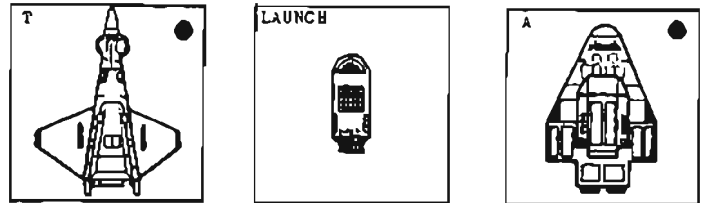
- FOR SALE: ONE Imperial palace. Cheap. PO Box G-7423, Capital.
- LOST: ONE PHONE box. Contact D. Who.
- HAD ENOUGH OF Traveller! Desperately seeking elves. PO Box Y-8784, World of Two Moons.
- FOR SALE: USED nuclear power plant. Leaks only slightly. PO Box D-2179, Murf.
- WANTED: THIRD Imperium articles (so we don't have to waste space like this).
- FOR SALE: ONE (1) Zhodani fleet. Defeated only once. Contact D. Morris.
- FOR SALE: MARC W. Miller's basketball shoes. For use in building Jump drive.
- WANTED: ONE CAN Asian repellent. PO Box 11217, Florida.
- WANTED: COMPANIONSHIP for lonely K'kree. Parties of less than 20 need not apply. PO Box TT3-09, Kirur.
- WANTED: GOOD HOME for crested jabberwock "Wooguns." Running out of in-laws. PO Box D-4410, Vega.
- SEEKING EVIL MAN with severe glandular disorder. Contact F. Altrades.
- FOR SALE: GENUINE Ancient artifacts, 3 per credit. PO Box R-4339, Viand.
- LOST: MORS IN unmarked bills. Please return to PO Box E-0174, Rayiance.
- LOST: ONE (1) Imperia. Contact M. Miller immediately.

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This set of all 36 Droyne Coyns can be cut out and used for ceremonies and character generation as outlined in *Alien Module 5: Droyne*.

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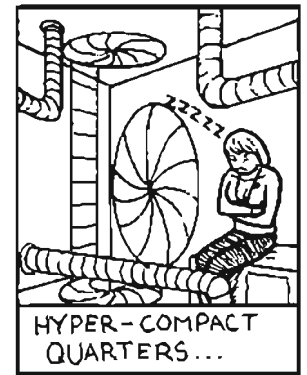
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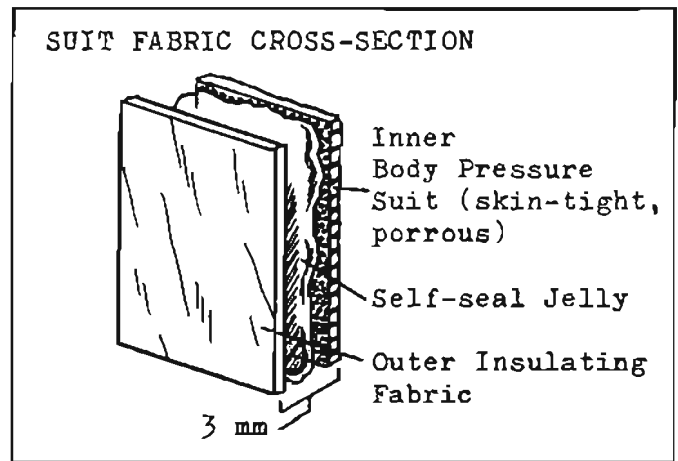
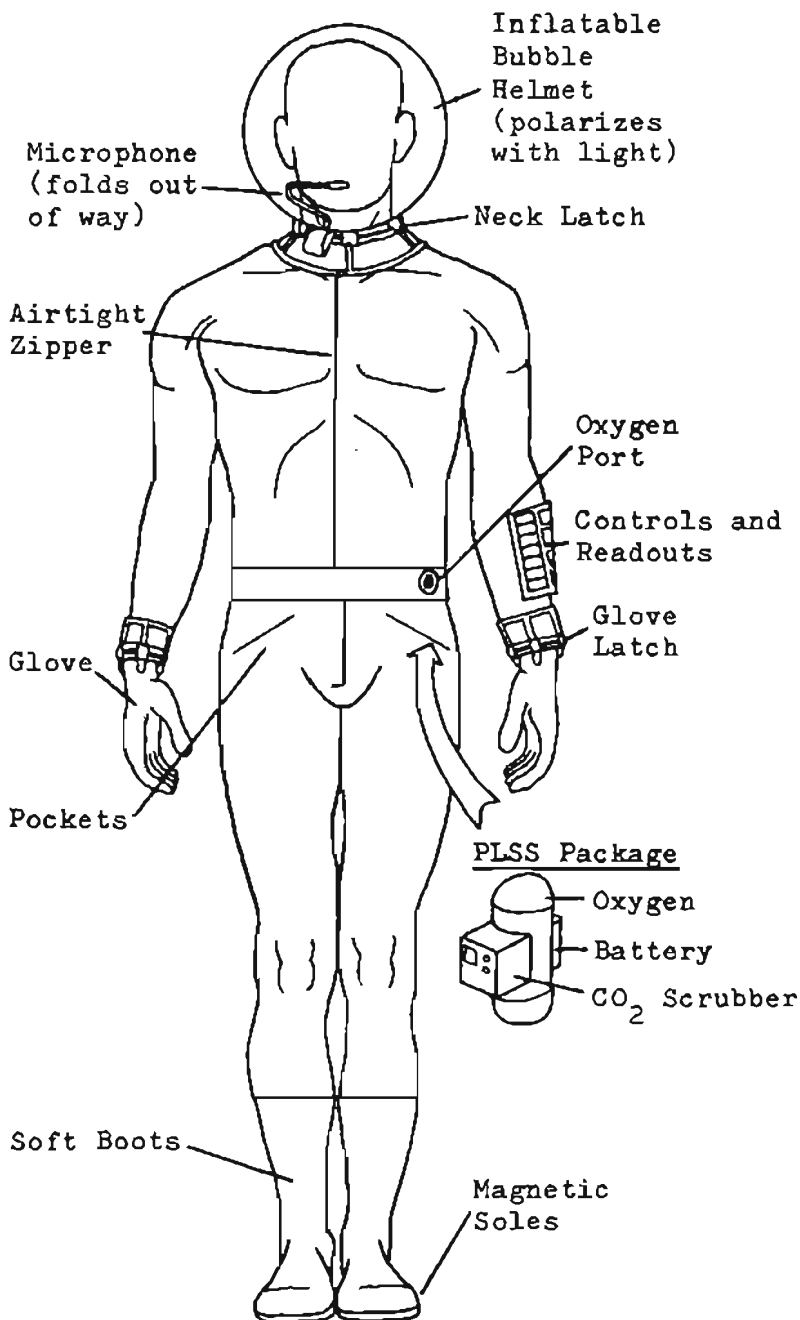
TRAVELLER'S ADVICE

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THIS ISSUE'S STRIP WRITTEN BY ED EDWARDS



INSIDE EQUIPMENT: TL 15 VACC SUIT



The TL 15 Vacc-suit is the ultimate refinement of Vacc-suit technology. Only three millimeters thick, it can be comfortably worn in any environment for extended periods of time.

The TL 15 Vacc-suit has three layers; the innermost is a body pressure suit, a skin-tight, porous body-stocking that reinforces the skin against vacuume and acts as a temperature regulator. The middle layer consists of a jelly that hardens when the suit is breached, sealing the hole. The outer layer is a plastic insulating fabric, providing armour and environmental protection.

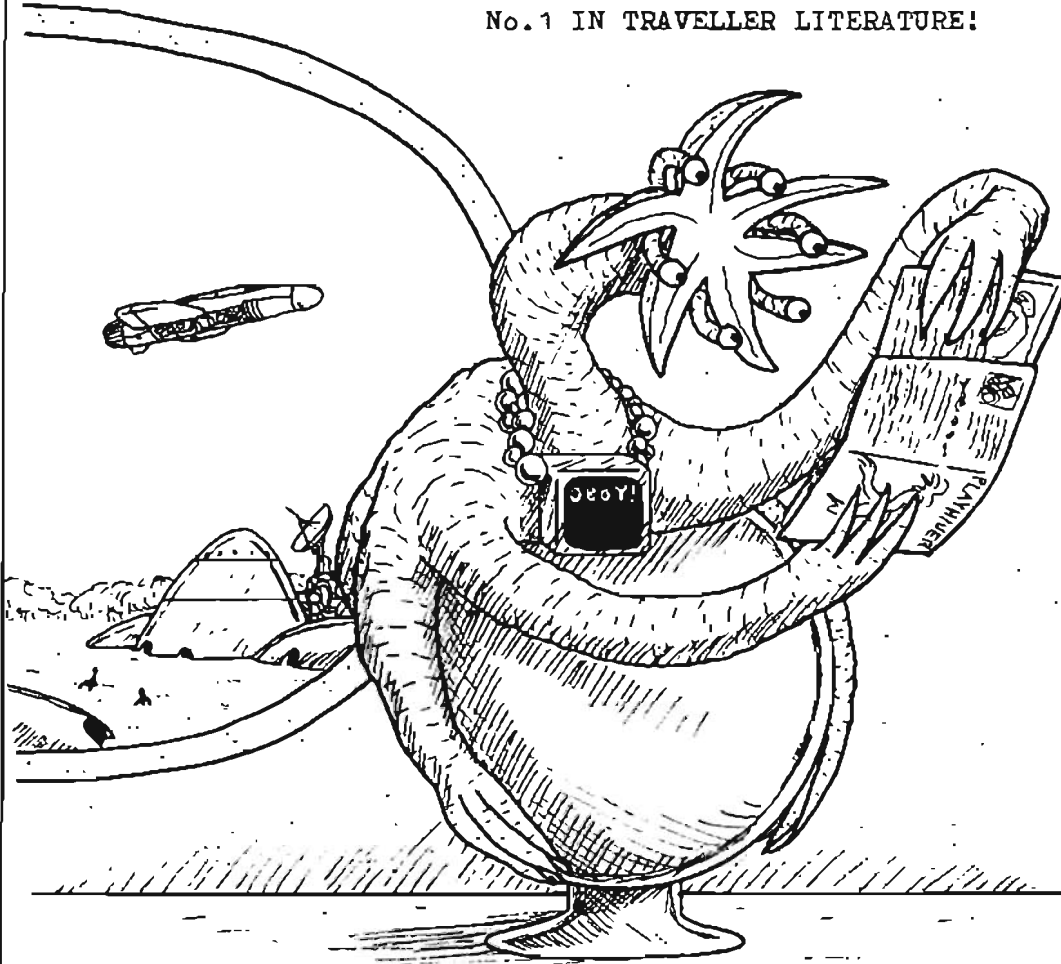
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Feature Adventure - After the Fact
 Solomani Cruiser
 Nora'a Subsector

Plus Skin Dye, Cell Dye,
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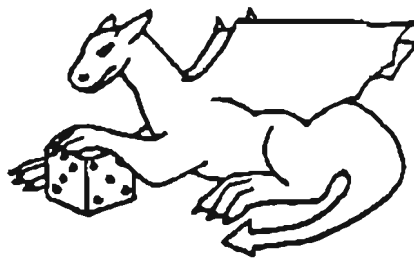
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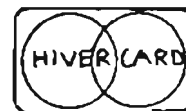
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