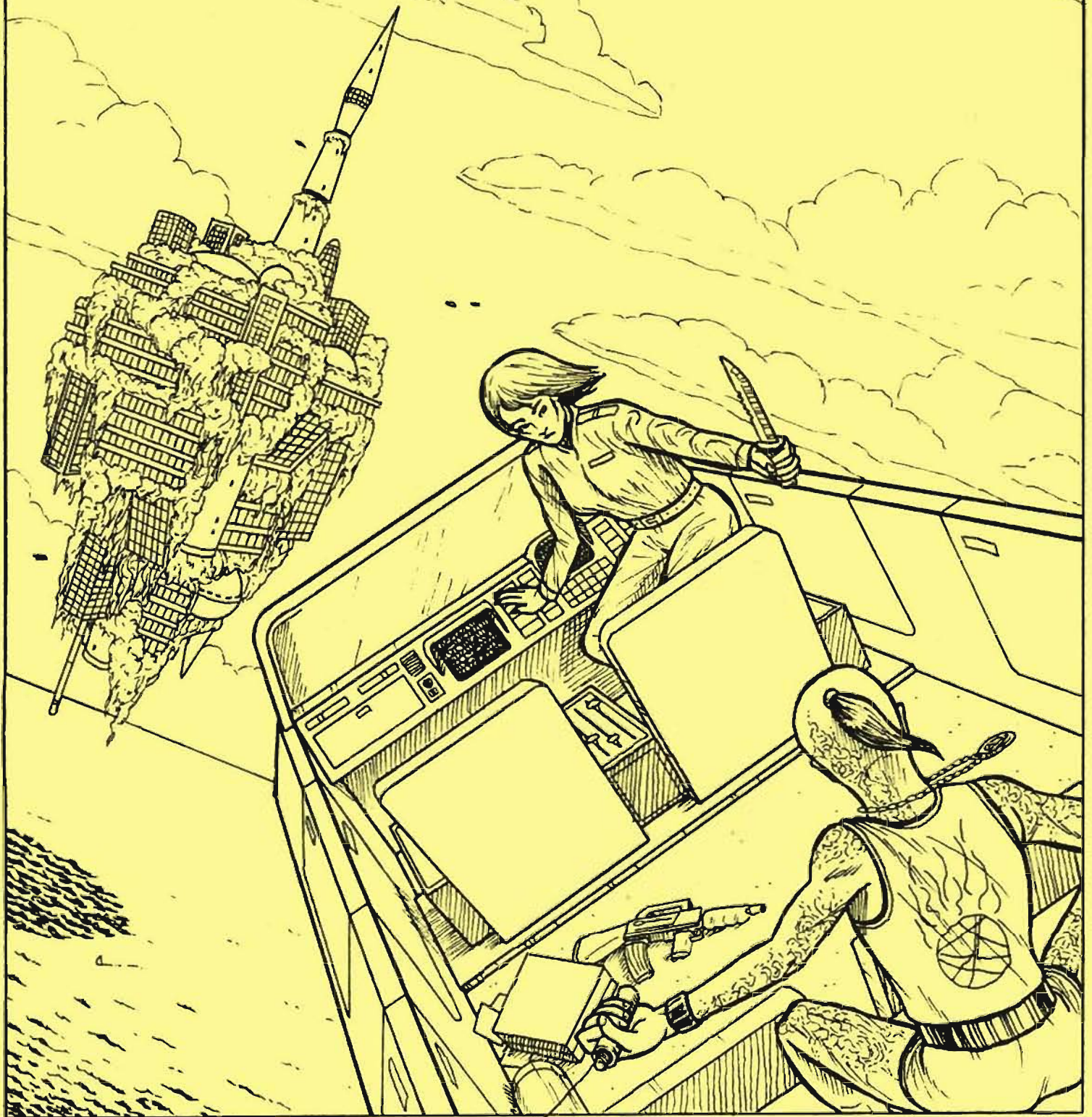


# THIRD IMPERIUM

THE CANADIAN TRAVELLER MAGAZINE

No.10 Spring, 1988



MIKE JACKSON '88



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## TIFFANY STAR

Fanzine

Newsletter supporting the HISTORY OF THE IMPERIUM WORKING GROUP (HIWG) in developing the future setting of the Imperium. Six issues come with annual membership to HIWG. Authors and artists include Marc Miller, Jeff Swycaffer, Ed Edwards, John Meyers, Gregg Giles, Craig Sheeley, Tom Peters, and Phil Morrissey. Mike Mikesh, editor.

Send \$12 dues to:

Ed Edwards  
1410 E. Boyd  
Norman, OK  
73071-2650



# NOTES FROM THE CAPITAL

I'd like to open up this issue with some unfortunate news: due to the recent increases in postal rates (in both the U.S. and Canada), we will be raising our subscription rates as of next issue. Current subscriptions will be honoured at the old rate. Canadian rates are remaining the same; US rates are increasing to \$2.25 for a single issue and \$8.25 for a one-year subscription.

I would, however, like to call attention to a new fanzine with which I am very impressed. *Tiffany Star* is produced by Mike Mikesh (whose work has appeared in *Third Imperium*) and Ed Edwards (editor of the now-defunct *Working Passage*, and Traveller's number one fan). It is devoted to historical information and background details on the Rebellion, including maps, diagrams, and in-depth essays. The magazine is also being supported by Marc Miller, who has contributed several articles.

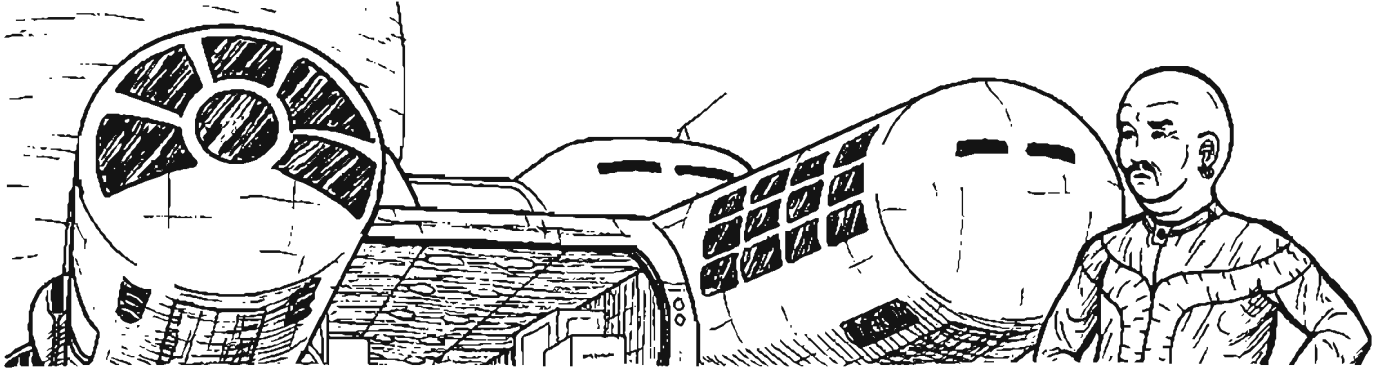
But *Tiffany Star* is more than just a fanzine. It is also a forum for fan discussions on the Rebellion, with the goal of presenting ideas to Marc Miller for official Rebellion data. What do you want to happen to Dul-

inor? Write an article for *Tiffany Star*, and let Marc know your views! For more information, see the ad on the facing page.

GDW is planning several supplements for the next two years. The first of these, the *Rebellion Sourcebook*, should already be available when you read this. Coming this fall is the *Referee's Companion*, containing everything that was left out of *MegaTraveller*. Supplements for next year include the *Cloak and Dagger Sourcebook*, the *Deneb Sourcebook* (by Digest Group), and a possible book written by yours truly -- but more about this next issue.

This issue, we have a lot of special features: part two of our Computers series, more *MegaTraveller* adaptations, information on the Glorious Empire, and a pull-out map of Charted Space. This is the first complete map of Charted Space ever to be published, including all sector names and various supporting data. Individual copies are available for \$1.00 (both U.S. and Canada).

-Mike Jackson,  
Editor



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STAFF: Mike Jackson, David U. New. Dedicated to Cameron Carrol.

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*Third Imperium* is published quarterly by Mike Jackson. Send submissions, letters, and ads to No. 512, 4626 Yew St., Vancouver, BC, V6L 2J6. Rates: \$2.50 single copy, \$9.00 1 year subscription (Canada), \$2.25 single copy, \$8.75 1 year subscription (U.S.)

# GLORIOUS EMPIRE

Consisting of some thirteen worlds, the Glorious Empire is a small, independent state in the Trojan Reach. Created by a separatist Aslan clan in 650, it is treated neutrally by the Hierate, and coldly by all other nearby states.

The Glorious Empire expanded rapidly, conquering many worlds that already had a human population. The Aslan Hierate grew alongside, hemming it in, thus creating its unusual shape. Expansion slowed and then stopped in the 900's due to insufficient resources to support the war effort. The Empire currently trades with various Aslan clans, and maintains government-run piracy operations against the Florian League and other nearby human worlds.

## CULTURE

The inhabitants of the Glorious Empire are 65% Aslan and 35% Human. Aslan form the upper and middle classes, while humans comprise the main labour force, with status little better than slaves. Some parallels can be drawn with the South Africa of 20th-century Earth.

All citizens of the Empire behave as Aslan, and can be generated according to *Alien Module 1*. However, they are extremely aggressive, nearly three times as touchy and violent as are normal Aslan. Tolerance skill is nonexistent.

Humans in the Empire behave in a similar manner, though they are constantly subservient to their Aslan masters. They look down upon humans outside the Empire, seeing them as weak and dishonourable. Human Imperials can be generated as for Aslan, replacing Dewclaw with Brawling skill. They may not become officers and cannot receive property.

Citizens of the Glorious Empire are rarely encountered outside their state.

## GOVERNMENT

The Glorious Empire has a government system based largely upon that of the Hierate -- families band together to form prides, which bond together as a clan. The Empire has only one clan, however, so the entire state is under one coherent government.

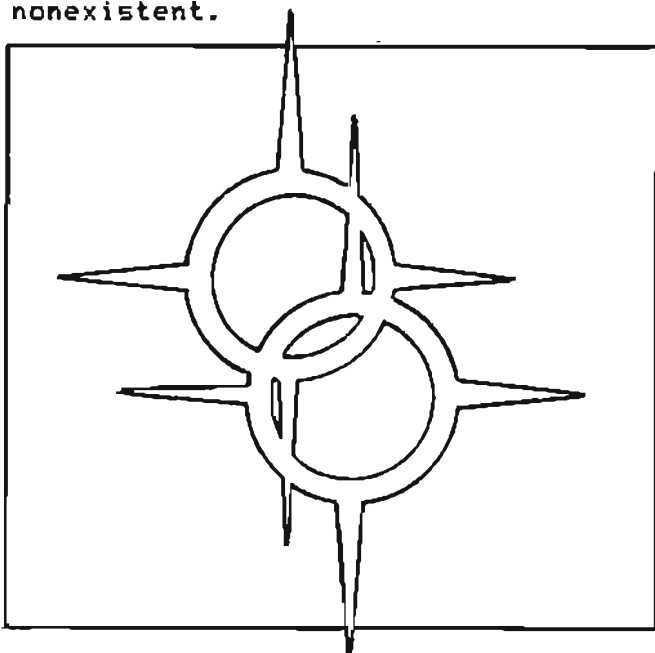
The supreme head of the Glorious Empire is the Grand Emperor. The first Emperor was the head of the clan, and later Emperors have been chosen in a unique manner: trial by combat. Combat is to the death, and may only be attempted by a pride head.

The Empire maintains a navy and army, and each world is held under tight control. Aslan listings give most worlds type K governments. Imperial listings give type 6 (captive government) or type 9 (impersonal bureaucracy). Society is generally oppressive and law levels are high.

The Glorious Empire is rated as an Amber Zone by the Traveller's Aid Society.

During the Rebellion, Aslan forces capture worlds throughout the Trojan Reach, completely encircling the Empire. The Imperials object, and begin raiding Aslan worlds. Minor clans begin to peck at the state, capturing three worlds from 1117 to 1118.

In 1119, the major clans of the sector turn to the Empire and begin a full-fledged attack. By the end of the year, the Glorious Empire has been completely reabsorbed. Htourlao is in the hands of the human slaves, and Syoakh, the Imperial capital, is a bombed-out radioactive cinder.



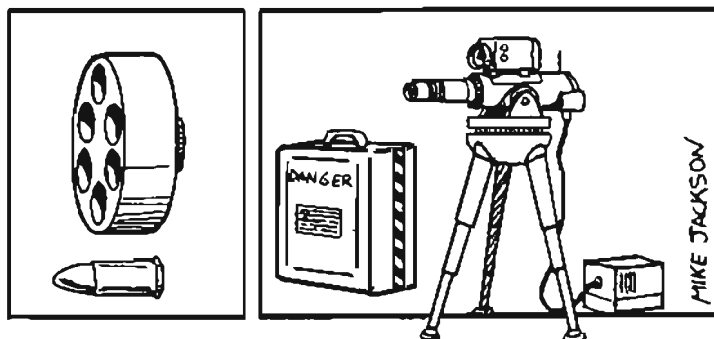
# TRAVELLER'S HARDWARE

## SPEED LOADER

The speed loader allows fast reloading of revolvers and snub pistols during combat. It is basically a round plastic block with slots for six shells; pushing it into the cylinder of a revolver-type weapon loads all six shots simultaneously. Individual speed loaders must be loaded ahead of time, and can then be carried around until needed. Loading a speed loader takes 30 seconds. Loading a gun with one takes only one combat round. TL 6, 100g, Cr15.

## TRIGGER LOCK

Used with any firearm, trigger locks are a special form of key preventing other people from using an individual's gun. At TL 7, the trigger lock is a magnetic attachment which holds the trigger out. A special ring neutralizes the magnet and allows the trigger to be pulled. At TL 9, the trigger lock is a thin fingerprint reader keyed to the gun's owner. In either case, only the correct person can use the gun. TL 7 trigger lock: Cr50. TL 9 trigger lock: Cr200. Weight for either is negligible.



COMBAT SENTRY

Produced at TL 11, the combat sentry is a laser rifle with various sensors and motion mechanisms which can be left unattended to guard a certain position. Packed in a 1kg carrying case, the combat sentry consists of a TL 9 laser rifle, a video camera with optional passive IR functioning, a motion mechanism for turning and raising the gun, a heavy-duty tripod, and a power pack.

Setting up the combat sentry takes two minutes, after which the machine will fire at anything of a preset

size. (Naturally, a remote control is included to allow the person who set it up to get away!) It will continue to operate until the power pack runs out (100 shots); alternately, it may be plugged into any nearby electrical outlet for a near-infinite lifetime.

Due to its low-level programming, the combat sentry has a -2 DM on combat tasks. It will always fire if there are any targets within its preset range limit, and it may never perform an interrupt. Weight: 15kg (16kg with case). Volume: 20L (15 in case). Cost: Cr8500.

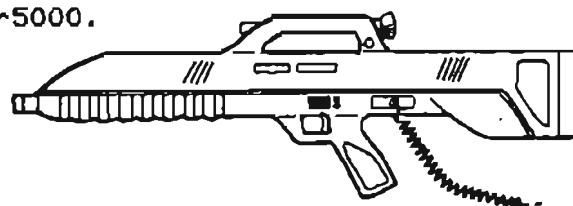
## VARIABLE OUTPUT LASER

The V/O laser is a refinement of laser technology. Unlike earlier versions, the V/O laser's powerpack is built with a special energy capacitor (similar to those in ships' drives) which allows it to store up large amounts of energy and then release them in a single burst.

The V/O laser is the same size and weight as a normal TL 9 laser rifle, but its pack weighs 5000g. It has a -1 DM on to hit tasks, but has adjustable damage and penetration. Damage can be varied from 1 to 18 by changing the beam's power; the penetration has a base value of 6, plus one per damage point of the beam.

The V/O laser has 50 energy points, and each damage point it shoots costs one of these. When all 50 are used up, it must be recharged.

However, firing high-power beams can be dangerous to the system. Whenever firing the V/O laser, roll three dice. If the resulting number is less than the number of damage points of the beam, the power pack explodes as a TL 13 HE hand grenade. Changing the firing setting takes no time, but charging up for more than 10 damage points takes a full combat round (ie, the laser can only fire at such energies once every two turns). TL 10. Length: 1m. Weight: 8.8kg. Volume: 8.8L. Price: Cr12 000. Power pack weight: 5kg. Power pack price: Cr5000.





# TRAVELLER CRAFT

Starting next issue, we will be presenting various Traveller craft designed with the new MegaTraveller rules. In order to best make use of them, we are here reprinting the of-

ficial MegaTraveller vehicle design errata. If you have a design you would like to share, send it to *Third Imperium* with a worksheet of your calculations.

*Page 62, Step 3 (correction):* The price column is in thousands of credits on the Small Craft Hull Table.

*Page 63, Step 5 (correction):* Configuration 1 should be labeled Needle/Wedge. The Airframe Column for Configuration 6, Dome/Disk should be x3.0, not x0.5. The Price Mod column for Configuration 7, Irregular should be x 0.5 not x.05.

*Page 63, Step 6 (clarification):* The armor value *mass factor* is in fact the armor value *mod* (refers to the Mod column on the Armor Table in step 9).

*Page 64, Step 11 (correction):* The second and third sentences should read: If the vehicle has a chassis UCP of 0.2 or less, it cannot be enclosed; occupants must ride on its outside. If the chassis UCP is more than 0.2, the vehicle is enclosed unless selected otherwise.

*Page 64, Step 1 (corrections and clarifications):* The table heading is misleading. The Power Out, Weight, and Price is *per kiloliter* of volume; thus the Power Out, Weight, and Price of each table entry is for 1 kiloliter of power plant volume. The volume column should be labeled *Minimum Volume*, this is the smallest volume to which the power plant may be built.

The tech level 12 Fusion Power Plant KJ/Hour entry should be 0.003, not 0.005 as shown.

The tech level 17 Antimatter Power Plant KJ/year entry should be 250.0, not 25.0 as shown.

Also, further testing of vehicle designs using the hydrocarbon fueled power plants has revealed that they are too inefficient as given. More acceptable values are given below:

TL	Description	—Per Kiloliter—			Volume	KJ/Hour	Fuel Type
		Power Out	Weight	Price			
5	Internal Combustion	0.25	1	1000	0.005	0.030	Hydrocarbons
8	Improved Internal Comb	0.40	1	2000	0.001	0.025	Hydrocarbons
7	Gas Turbine	0.80	1	5000	0.005	0.040	Hydrocarbons
8	MHD Turbine	0.80	1	10000	0.001	0.035	Hydrocarbons

Antimatter power plants use *fuel pods*: a special self-contained fuel package that consists of a measured quantity of antimatter enclosed in a strong artificial gravity "bottle". The bottle's gravity fields are maintained by an array of superbatteries. Fuel pods are the heart of an antimatter power plant, and they typically provide fuel for up to a year before needing replaced. Fuel pods also have a minimum size to which they may be built:

TL	Minimum Volume (KJ)
17	2.000
18	0.800
19	0.200
20	0.050
21	0.005

Antimatter power plant output increases dramatically as the ability to safely contain a progressively larger annihilation mass occurs. This means that a given fuel pod is "burned up" at a progressively faster rate, however.

On the Fuel Cells table, the headings for the two rightmost columns should be: *Price*, and *Fuel Liters/Hour*.

*Page 64, Step 2 (correction):* On the Small Plants Efficiency Decrease table, the Volume column entry for Turbines is missing. It should be 0.10-.

*Page 65, Step 5 (clarification):* An anti-grav unit requires a gravity well to push against, so an anti-grav maneuver drive is less efficient at 10 diameters and beyond. The effective maneuver number of the craft drops by 50% at 10 diameters and beyond; for example, a maneuver-2 drive drops to a maneuver-1, and a maneuver-1 drops to a maneuver-0.5. Thruster units do not suffer these effects.

*Page 66, Step 7 (correction):* The minimum volume percentages should be: *Wheels: 1.5%, Tracks: 2.0%*. Greater volume reduces ground pressure, which in turn increases off-road speed.

*Page 66, Step 9 (correction):* The Avionics table headings should be: *Volume, Weight, and Power—not Power, Volume, and Weight*.

*Page 67, Step 4 (correction):* The price note should say: *|| TL8, x2*.

*Page 68, Step 3 (correction):* The prices for Radar should be: *Weight x Cr1,000,000. All-weather Radar is Weight x Cr1,500,000.*

*Page 68, Step 5 (clarification):* An EMM package does not mask the craft's emissions when it uses active electromagnetic sensors. Also, an EMM package does not mask the craft from active sensor scans conducted by other craft.

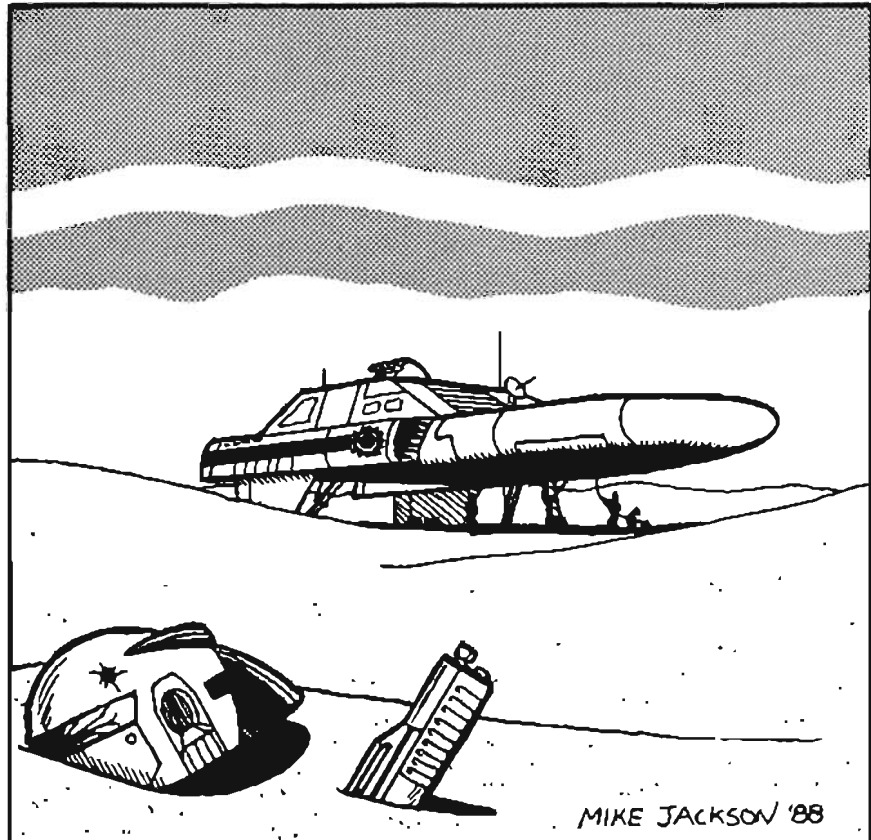
*Page 68, Step 7 (correction):* The weights for tech level 10 and 11 regional Ladars are incorrect. They should be TL10, 0.018 and TL11, 0.008.

Page 70, Step 15 (correction): The power requirement for the EMS Active Array should be: Weight in tons x 10.

Page 71, Step 3 (correction): The price column and hardpoints column for the Meson Guns table are incorrect. The correct values are:

### MESON GUNS (SPINAL MOUNT)

UCP	MCr	Hard-Points
A	10000	50
B	12000	80
C	3000	20
D	5000	50
E	800	10
F	1000	20
G	400	10
H	600	20
J	400	10
K	10000	80
L	3000	50
M	800	40
N	600	20
P	5000	80
Q	1000	70
R	800	50
S	2000	80
T	1000	70
U	2000	80
V	1200	70
W	1000	50
X	2000	80
Y	1200	70
Z	800	50



Page 72, Step 6 (correction): The hardpoints for bays should be 10, not 100.

Page 72, Step 8 (correction): The TL 9 column should be empty for the Plasma Gun, Fusion Gun, and Repulsor. The prices for these weapons are missing—the correct values are: Plasma Gun, MCr5; Fusion Gun, MCr8; and Repulsor, MCr8.

Page 73, Step 13 (correction): Each Plasma Gun Turret can have 1 or 2 weapons, not just 1.

Page 74, Step 14 (correction): Each Fusion Gun Turret can have 1 or 2 weapons, not just 1.

Page 74, Step 17 (clarification): Rate of fire applies in personal combat, not in space combat. Each space combat round represents 20 minutes of elapsed time—rate of fire is inconsequential in this case.

Page 74, Step 18 (clarification): 100-ton bays hold 100 missiles; 50-ton bays hold 50 missiles. The battery-round for one 100-ton missile bay is 100 missiles; The battery-round for one 50-ton missile bay is 50 missiles. ROF only applies during personal combat: in space combat, use the battery-round.

Page 75, Step 20 (clarification): The Indirect Fire range lists a range band and a number in parentheses. The number in parentheses is the actual range in kilometers. Where the range band indicates a general range band for "effect", the exact range in kilometers is much more accurate. We recommend you use either the range band or the exact range in kilometers in a given combat session—don't use both. Mixing and matching range methods can be confusing.

Page 77, Step 22 (correction): The indirect fire range in kilometers for a 10cm bore is 20, not 22. Likewise, the indirect fire range in kilometers for a 24cm bore is 80, not 90.

Page 79, Step 33 (correction): Change the last sentence to read: If a vehicle is open-topped or smaller than a UCP of 0.2, the weapon mount must be Fixed or Open; Turrets or Cupolas are not allowed.

Page 80, Step 2 (clarification): The price of Nuclear Dampers is given in MCr.

Page 80, Step 3 (correction): The Power column entries for optimized Meson Screen Packs is incorrect. The correct entries are: TL18, .135; TL17, .100; TL18, .065; TL19, .035; TL20, .015; TL21, .010.

Page 80, Step 6 (clarification): The price of White Globes is given in MCr.

Page 81, Step 1 (correction): The volume and weight of Basic Life-Support is incorrect. It should be 0.005, not 0.050.

Page 81, Step 3 (clarification): The price of Computers is given in MCr.

Page 82, Step 7 (corrections and clarifications): On the Engineering Crew formula (Ce): L=Locomotion CP. On the Maintenance Crew formula (Cm): A=Hull displacement divided by 100, H=Hull CP.

Page 82, Step 8 (correction): The example incorrectly specifies a 43-person crew—the correct value is a 45-person crew.

Page 83, Step 3 (clarification): The listed price of the fuel purification plants is in credits.

# GOERTEL SUBSECTOR

The Goertel subsector, like many others of the Trojan Reach, is named after the first world colonized there, an outpost of the ancient Sindalian Empire. It is one of only two human worlds in the subsector: the rest are either Aslan or of the Glorious Empire.

During the Rebellion, all of the worlds of the Goertel subsector fall to the invading Aslan ihatei (second sons).

SYOAKH (0207) is the capital of the Glorious Empire. It was initially colonized in the early 400's, and split off from the rest of the Hierate in 650. It soon conquered half a dozen nearby worlds and established the Empire.

HTOURLAO (0208) has a population of 5 billion, 3.5 of whom are human. It is the main industrial centre of the Empire.

COLONY SIX (0401) is the last of six worlds colonized by Solomani sublight vessels launched in -2445. The ships were smaller versions of the ones used to colonize the Islands subsectors (Reft Sector). Colony Six was established in -200, and the remaining ships continued on. Course predictions place them currently in Ziafrplians sector.

GOERTEL (0402) is run by a religious dictatorship, the Church of Nom (Universal Religion Profile: 440202-8).

A'EQUYA (0710) has almost no useful resources of any sort, and has never been colonized. A minor clan constructed the starport in 988, but soon ran out of resources to supply it -- it is now abandoned.

Alr	0109	A779568-B	Non-industrial.	G
Ehrafou	0110	B0007KA-E	R Asteroid Belt. Non-agricultural.	G
Ftulrois	0202	B4686AA-7	Agricultural. Non-industrial. Rich.	
Oatre	0203	B532336-C	F Low population. Non-industrial. Poor.	G
Hea'a	0205	E84026A-4	Low population. Non-ind. Desert world. Poor.	G
Eiaihy	0206	B500111-A	F Low population. Vacuum world. Non-industrial.	
Syoakh	0207	A6968BC-E	F Glorious Empire capital.	
Htourlao	0208	B311968-E	F Ice-capped. Non-agr. Ind. High population.	G
Keawoaw	0210	B430433-9	Desert world. Poor. Non-industrial.	G
Asyuh	0301	B8C3235-9	F Low population. Fluid hydrographics. Non-ind.	G
Yero'ilra	0304	D500867-B	Vacuum world. Non-agricultural.	G
Oihu	0306	B300464-7	F Vacuum world. Non-industrial.	G
Eikhaaw	0308	C88979E-9	Rich.	G
Colony Six	0401	A68A541-D	Water world. Non-industrial.	G
Goertel	0402	B6688DC-6		G
Hteakya	0403	B2234J6-E	Non-industrial. Poor.	G
Khau	0406	C6875N8-C	Agricultural. Non-industrial.	G
Erasaso	0410	B68A1G6-C	T Water world. Low population.	G
Hrahraiu	0502	B4206LC-D	T Desert world. Non-agricultural. Poor.	
Hliyh	0503	B200AK7-E	R Vacuum world. Non-agr. Ind. High population.	G
Eilaeah	0504	B8632G7-C	Low population. Non-industrial.	G
Yestahwe	0606	BAA06M6-C	Desert world.	G
Fiyleakh	0609	B4138MA-D	R Non-agricultural.	G
Tryaake	0704	D5569H8-5	High population.	G
A'equya	0710	B950000-0	Desert world. Barren.	G
Akhwohkyal	0801	BA956J8-9	Agricultural. Non-industrial.	G
Ftiys	0806	C76A3K5-7	R Low population. Water world. Non-industrial.	G
Eauhti	0810	B5404H9-D	R Desert world. Non-industrial. Poor.	G

The Goertel subsector contains 28 worlds with a total population of 24.481 billion. The highest population is A, at Hliyh; the highest tech level is E, at Ehrafou, Syoakh, Htourlao, Hteakya and Hliyh.



**MAP LEGEND**



**WORLD CHARACTERISTICS**

- Water present
- No water present
- ☄ Asteroid belt

**BASES**

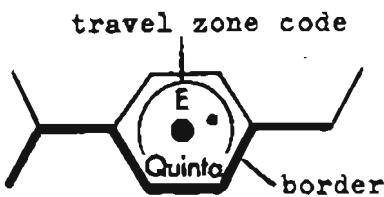
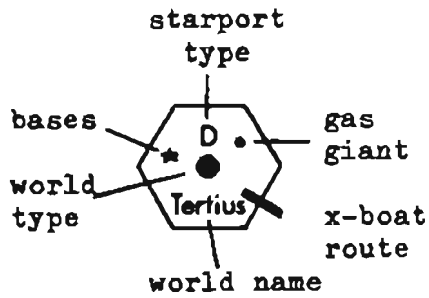
- .. Clan military base
- ★ Tlaukhu military base
- ▲ Imperial scout base
- ▼ Scout way station
- 7 Research station

**TRAVEL ZONES**

-  Amber zone
-  Red zone

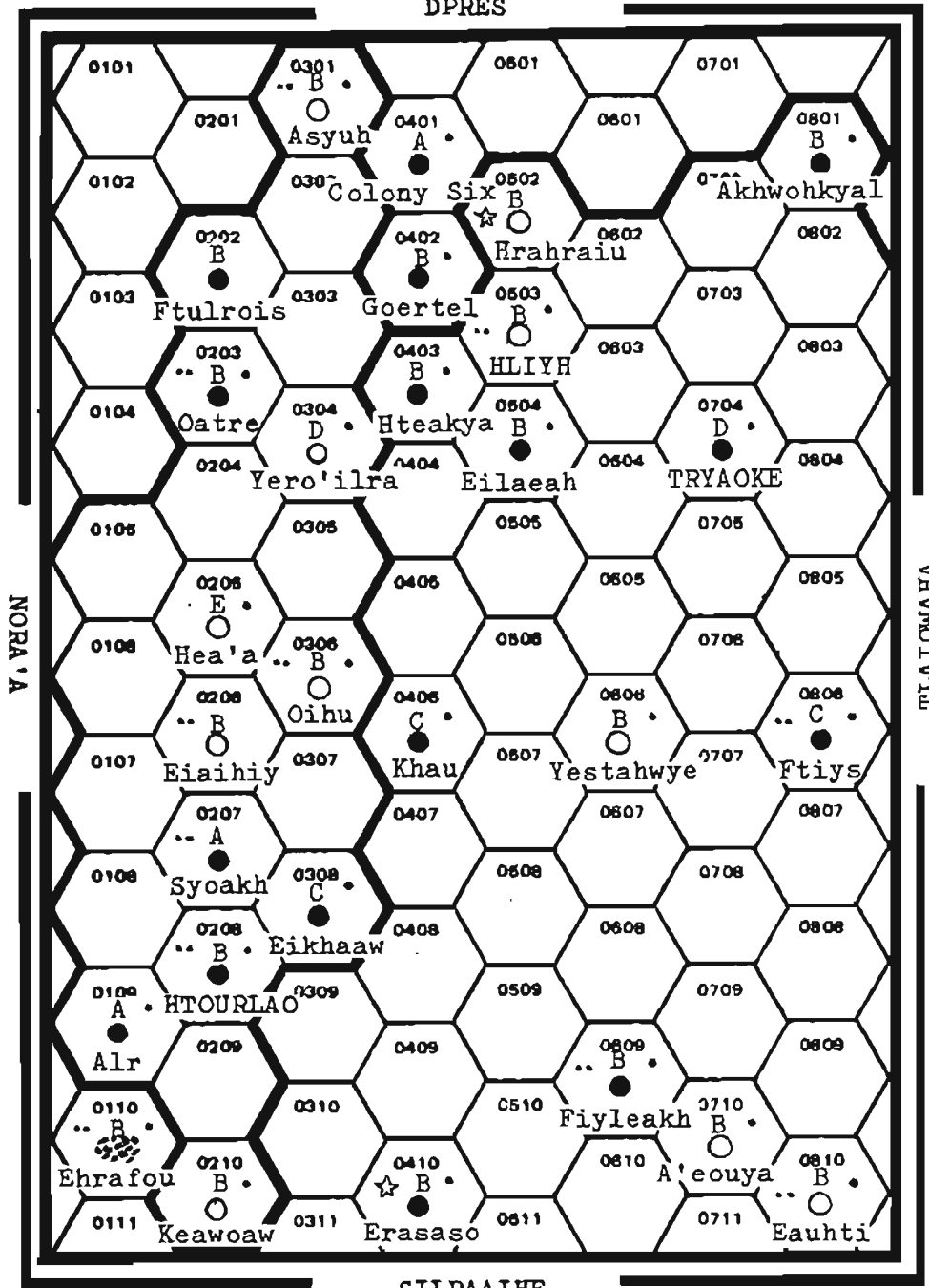
**POPULATION**

- Secundus under one billion
- PRIMUS over one billion



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

DPRES



# FEATURE ADVENTURE: VENDETTA

After a long trade mission in the Asian Hierate, the players have stopped to rest at Colony Six (Goertel 0401, A68A541-D). Their ship is undergoing annual maintenance, which looks as though it will take two or three weeks.

Colony Six is a comfortable world with a dense, breathable atmosphere and a population of 300 000. It is a complete water-world, with absolutely no land masses. Its government is a representative democracy, with the populace voting on the members of the thirty-seat government council.

Colony Six has two distinct societies: the sea-riders, who live in huge, floating boat-cities several kilometres across, and the wind-riders, living in small, non-mobile gravitic cities. Two-thirds of the population are sea-riders. They are the industrial force of the world, as well as the collectors and growers of food -- mostly various types of fish. The world's type A starport is built on a sea-rider city. On the other hand, the wind-riders run the beurocracy, universities, and research institutions. The two societies coexist in a mutually beneficial, symbiotic relationship.

## A SMALL PROPOSITION

While relaxing at an underwater hotel near the starport, the players are approached by a small man who identifies himself as Sven Lao. He would like to hire the group for a short, well-paying job which he guarantees will cause them no trouble at all.

If the players express interest, Lao will explain. Until recently, he was a high official in the world's governmental beurocracy. But two months ago, after the last election, a major governmental reform took place, and he lost his job. He now wants revenge, and will pay the players Cr100 000 if they will help.

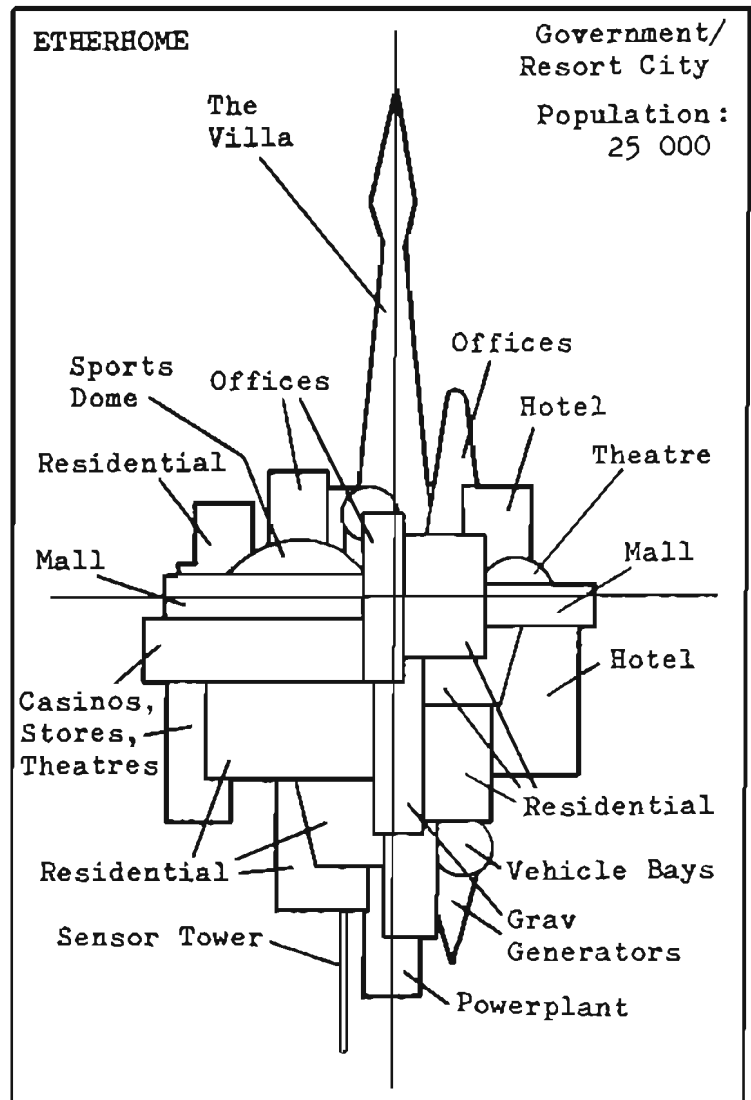
The Councillor who rearranged his department is named Daphne Bantook. He would like the players to kidnap her so he can force her to give him back his job. They will not have to keep her, simply kidnap her and give

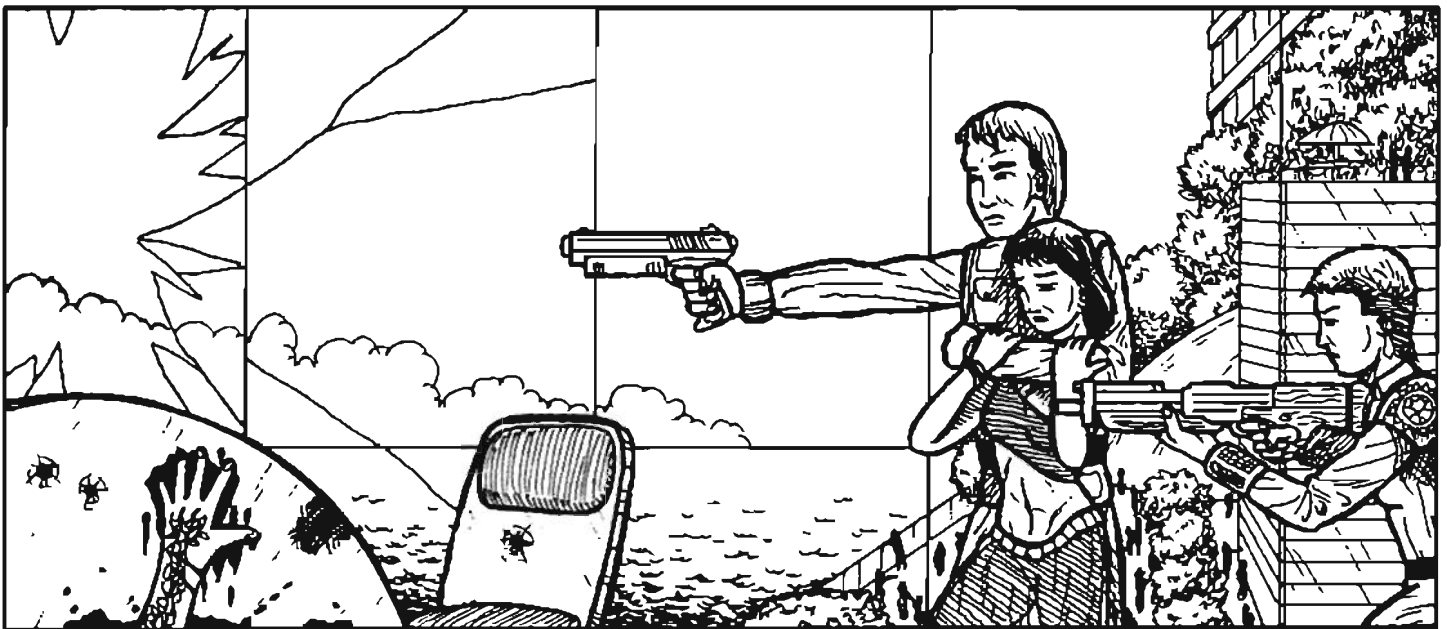
her to Lao. They will have no problems with the police, as the world's law level of 1 prevents most legal interference.

## ETHERHOME

Bantook lives at Etherhome, one of Colony Six's twelve wind-rider cities. It is both the seat of government and the planet's only major resort, with facilities for up to 3000 tourists at any one time.

Etherhome is basically a large grav generator with buildings attached in any place they will fit, and gardens and parks everywhere else. It has a population of 25 000, most of whom live in large apartment complexes on the cities' underside. The top side is dominated by parks, hotels, casinos, pubs, and theatres.





MIKE JACKSON

At the very centre is the "Villa," the location of all government offices and the council chambers themselves.

Etherhome is located 150km north of the starport. Access is by grav vehicle only, as there are no facilities large enough for spacecraft, and it is very difficult for any other vehicles to climb the half-kilometre to the city.

"EXCUSE ME, MISS..."

Bantook has a luxurious apartment at the very edge of the city. The building has a heavy security system, including video cameras and retinal scanner locks. Breaking in looks like a difficult proposition at best. However, Bantook is commonly found relaxing in various nightclubs, in which security is nonexistent.

The Councillor is relatively easy to find, but unfortunately, she is usually in the company of Dartanion, her bodyguard. Dartanion is from the Glorious Empire, and a member of the Wahtelakh (described below). During the kidnapping, the players should be forced to kill him.

Bantook will come along quietly. They will hand her over to Lao and he will pay them. Job completed.

#### A SLIGHT PROBLEM

Six days later, the players are again found by Lao. He is extremely upset, as Bantook will not give in, no matter what he threatens to do. He has hit upon another plan, and needs the

group's help once more. He can only pay Cr25 000 this time, but then the job is much simpler.

Lao hopes to find some scandalous material about her past so he can more effectively blackmail her. He needs the players to break into the government computer files and search for anything "dirty." He would do it himself, but he is not very good with computers, and all of the access codes have been changed since he worked there.

Rules for these computer activities are dealt with in this issue's Computers article. The "Villa" uses a model/5 mainframe with separate terminals throughout the building, and a Defense program (+1 program DM). It is also part of the world data network, and can be accessed from any computer with a radio link.

Searching through Bantook's files reveals a spotless record, which frustrates Lao no end. He suggests that all her "dirty laundry" is in separate holocrystals, so will pay Cr10 000 if the players break into her office in the Villa and bring him any holocrystals they can find.

"DID YOU SEE SOMETHING?"

Starting about four days after the kidnapping, the players start noticing other Wahtelakh observing them. They quickly disappear whenever spotted, and are never closer than 30m away.

Some time later, late at night, one of the Wahtelakh confronts the players. He explains that the group



"killed our brother," and declares Vendetta: one of the grop must die to make up for the death of Dartanion. He then attacks.

If one of the characters is killed, he will then turn and leave. If he is killed (a far more likely proposition), then two days later, the players will again be confronted. This time it will be two Wahteilakh, who will explain that now two of the characters must die.

This will continue until (a) the requisite number of characters are dead, or (b) the group runs far enough away. (Ten parsecs might do it.)

### A JUNCTURE OF VENDETTAS

When they go to Lao to give him the crystals, they discover that both he and Bantook are gone. The crystals contain nothing scandalous, and it should become quite obvious that the councillor is quite clean, having probably done nothing wrong in her entire life.

The next day, Bantook reappears, telling the media that she has just returned from a short holiday. Lao is later found in a hospital recovering from an "accidental" fall from Etherhome. He is in intensive care and cannot be contacted.

At this point, the players should realize that their greatest priority lies in getting away from the steadily increasing numbers of Wahteilakh. How this is all eventually resolved is a problem for the referee.

### THE WAHTEILAKH

The Wahteilakh is a warrior cult from the Glorious Empire. Formed in the early 900's exclusively for human members of the Empire, it holds a philosophy of honour, loyalty, and combat. Wahteilakh are the only human Imperials viewed as equals by the Aslan majority.

The Wahteilakh can easily be identified by their topknots and intricate tattooing. They wear only the barest minimum of clothing, and speak only when absolutely necessary. In most other ways, they behave as Aslan.

Wahteilakh are always strong, dextrous, and intelligent. They usually have the following skills: Brawl-

ing-2; Grav Vehicle-1; Hunting-2; Syaorl-3; Stealth-2; and Tactics-1. (The syaorl, a special weapon available only to Wahteilakh, is described below.)

Two interesting customs are common to the Wahteilakh. The first is the so-called "Warrior's End:" upon reaching the age of 40, a cult member is officially too old to fight, and must commit ritual suicide. The second is called "Vendetta," and states that any killing of cult members must be avenged on a one-to-one basis. They will pursue Vendetta tirelessly, until either the balance is reached, or it is physically impossible to do so (eg, the target escapes, dies of other causes, kills the last Wahteilakh, etc.)



SYAORL

The Wahteilakh use only one weapon -- the syaorl. It consists of a tubular handle with a bonded superdense rotating spool inside. Wound about the spool is a five-metre length of ultrawire, a filament only a few molecules thick, capable of cutting through almost anything. At its end is a small lead weight.

Offensively, the syaorl is used in a manner very similar to a fishing rod. The user casts the wire out, swinging it across with the weight. Anything between the handle and the weight is attacked (and usually cut cleanly in half). Pressing a stud on the grip then rewinds the ultrawire.

To block in hand-to-hand combat, the syaorl is whirled in front of the user like a shield. If the attacker rolls a mishap, his weapon is sliced in two.

*Continued on page 16*

# CUSTOMIZED WEAPONS

Weapon designs come in all forms. There are hundreds of varieties of blades and guns, each with its own distinct capabilities. MegaTraveller lists the basic models of the more common weapon types, but many possibilities exist for adjustments and enhancements to individual weapons.

**CUSTOMIZATION:** Any weapon, blade or firearm, can be customized -- that is, specifically tailored to fit the user. A customized weapon is carefully weighted, its handgrip moulded to the exact shape of the user's hand, its mechanisms designed to perfectly compensate for any aiming, firing, or throwing peculiarities the user may have.

Customized weapons must be made from scratch by an expert smith (an individual with weapon skill 4 or greater). Each costs 2.5 times the normal price, and takes 1D weeks to construct. The resulting weapon will have a +2 DM on all to hit tasks for its owner, but a -2 DM for everyone else.

**BLADE CONSTRUCTION:** Blade weapons can be improved by better manufacturing techniques. At TL 4, for twice the price, they can be made considerably sharper, increasing penetration by one.

At TL 7, new alloys make blades stronger and lighter -- cost goes up 50%, penetration increases by one, and weight drops 20%. If these new techniques are combined, penetration is only increased by one (not two).

**SWITCHBLADES:** Daggers can be built so as to flip out of their handle, simplifying carrying. Cost is Cr20. Switchblades are outlawed at law level 5.

**COLLAPSIBLE BLADES:** Swords, axes, and polearms can be built out of several smaller sections at TL 4 and up. They can thus be carried in small bags or cases, and then snapped together when the need arises. Such weapons are slightly weaker than normal, so have -1 penetration. Cost is 150% of normal. Assembly and disassembly of the weapon each take 30 seconds.

**COLLAPSIBLE FIREARMS:** Guns, lasers, and crossbows can also be made collapsible. Cost is the same as for blades. Penetration remains as normal, but there is a -1 DM to hit. As-

sembly and disassembly each take one minute.

**SCOPES AND GYROS:** MegaTraveller lists to hit adjustments for telescopic and electronic scopes and gyroscopic stabilization. Any weapon of TL 10 and up may be gyrostabilized. The gyro costs Cr200 and weighs 300g. Costs for sights are listed in *The Imperial Encyclopedia*.

**LASER SIGHT:** The laser sight fires a low-energy beam at its target. This serves two purposes: first, it puts a small, bright dot on the target at the point where the bullet would impact; and second, a microcomputer can use it to gauge distance. The combined system dramatically improves targeting.

The laser sight gives +1 to hit at all ranges from short to very long (range-finding). It also gives an additional +1 to hit at short and medium range (target painting). It is TL 8, costs Cr200, and weighs 1kg.

**XENON TARGETER:** The xenon targeter, a target painter for night use, emits a bright visible-light beam, giving +1 to hit at close, short, and medium ranges. It is TL 7, costs Cr100, and weighs 500g.

**ELECTRONIC BATTLEFIELD SIGHT:** The EBS uses a video imaging system to combine telescopic, IR, light intensifier, magnification, and laser sight capabilities. It is automatically built into the ACR, the gauss rifle, the ARL, all TL 13+ laser weapons, and all high-energy weapons. For others, it provides +2 to hit at all ranges, and allows use of the Electronic Sight task difficulties. Cr1000, 500g, TL 10.

**EXTENDED BARREL:** Usable only with pistols, the extended barrel increases weapon length by 5cm, weighs 80g, and costs Cr80, giving +1 to hit at medium and long ranges.

**RAPID FIRE CRANK:** This is a small mechanical crank which can be quickly fitted onto the trigger of a semiautomatic weapon. When the crank is turned, it repeatedly pulls the trigger, allowing automatic fire with an autofire target rating of 2. It can be used on the auto snub pistol, the autopistol, the gauss rifle, the carbine, the rifle, the autoshotgun, the assault rifle, the accelerator rifle,

# COMPUTERS PART 2

Last issue, we discussed basic computer hardware and software in MegaTraveller. Now, in this article, we examine programming and hacking.

*Traveller's Digest 11* mentioned some aspects of programming, including computer analysis (scrutinizing data to find patterns or other desired information) and simulation programs. Also mentioned were programming languages -- to recap, binary instructions at TL 6, artificial languages from TL 7 to TL 9, and standard spoken languages (eg, Galanglic) at TL 10 and up. Writing programs for TL 7 to 9 computers increases difficulty by one level, for TL 6 computers by two levels.

Professional software is generally expensive, so individuals may wish to write their own. Writing a program uses the following task:

To write a computer program:  
(Difficulty), Computer, (Skill),  
(Time).

Referee: Difficulty and skills are listed in the table below. Time is two hours per program space.

A superficial mishap represents a flaw which does not impede program function, but which may slow operation. Other mishaps must be diagnosed and corrected using the tasks provided in *Traveller's Digest 11*.

The first skill is mandatory -- not having the skill increases difficulty by one level. The second skill (if any) is optional.



## USING PROGRAMS

The operation of most programs is self-explanatory, but some require extra information.

Copy programs do just that -- they copy other programs to which the computer has access, either through computer link or actual physical possession of the data. Successfully copying a program requires the following task:

To copy a program:  
Routine, Computer, program DM, one  
minute/space

Referee: The program DM consists of two parts: a general DM from -2 to +2 (based on the quality of the copy program, designated by the referee), and a TL DM, formed by subtracting the TL of the target program from the TL of the copy program. The combined DM cannot exceed +6.

Viruses are small programs which, once loaded into a computer system, replicate themselves and gradually 'infect' the entire system. Viruses can perform a variety of tasks, from interrupting the program to play, "Row, Row, Row Your Boat," to altering or erasing any programs or data the system has available, tagging specific programs to ease data tracking, or simply crashing the system.

Program	Difficulty	Task Skills
Artillery	Routine	FA Gunnery, Fud Obs
Battle Management	Difficult	Tactics, Recon
Bog	Routine	Electronics, Commo
Copy	Difficult	Int.
Defense	Diff-form	Int.*
Diagnostic	Routine	Electronics, Edu.
Environmental	Difficult	Vehicle type or Pilot, Engineering
Ferret	Difficult	Int.*
Fire Control	Routine	Gunnery, Int.
Information/Files	Simple	Int.
Intrusion	Diff-form	Int.*
Jump	Routine	Engineering, Navigation
Launch	Routine	Gunnery, Edu.
Library Data	n/a	n/a
Map	Simple	Recon, Sensor Ops
Navigate	Routine	Navigation, Pilot
Security	Simple	Electronics, Tactics
Starship ID	n/a	n/a
Survey Data	n/a	n/a
Virus	Difficult	Int.*
*Requires minimum computer-2.		



To infect a computer system with a virus program:

Routine, Computer, Int., 30 sec.

To discover a virus program:

Difficult, Computer, Electronics, 15 sec., uncertain.

Referee: Reduce difficulty by two levels if the virus' actions are easily observed (eg, system crashes, programs keep going blank, songs persistently play, etc.).

To remove a virus from an infected system:

Difficult, Computer, Electronics, 30 minutes, uncertain.

Referee: A minor or greater mishap means that all programs currently running anywhere on the system are erased. A major mishap means that the computer will need to be repaired.

Four other programs deal with hacking -- that is, illegally infiltrating foreign computer systems. They are often used in concert with virus and copy programs.

Intrusion programs allow the user to bypass passwords and thus break into computer systems and/or files. Defense programs act to prevent these actions.

To break into a file or computer system:

Difficult, Computer, program DM, 30 sec.

Referee: The program DM consists of a combination of three separate DM's. The first is the quality DM of the Intrusion program (-2 to +2), the second is the Defense program quality (-2 to +2), and the third is the Intrusion program TL minus the Defense program TL. The first DM minus the second, plus the third constitutes the total DM, which may not exceed +7.

Failure without a mishap allows the character to try again. A superficial mishap means the target system will not allow the character any access whatsoever. A minor mishap is as above, but the character's location is traced. In a major mishap or worse, the defense program accesses any nearby computers and shuts off power to the character's location, locks computer-controlled doors until security forces can arrive, or opens the room to vacuum.

While invading a computer system, it is common to run a bug program, which will inform the character if at any time the console or system he is using is being monitored, or if his own computer is being invaded. If it is run simultaneously with an intrusion program, the referee may tell the player what the total program DM is. (Otherwise, the player may only know his own computer's quality DM.)

Once inside a system, it is necessary to find the desired information.

To find a specific file/program in a foreign system:

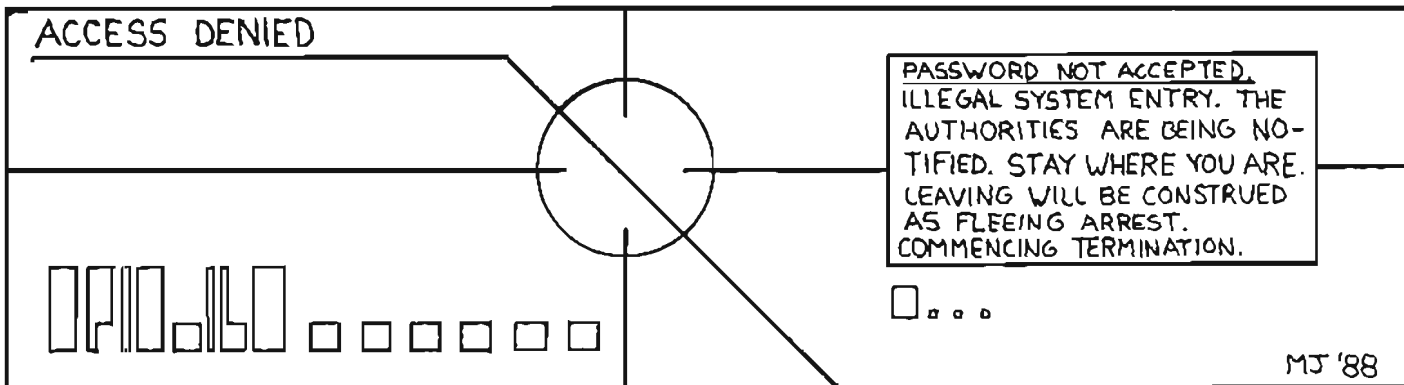
Difficult, Computer, model DM, one minute.

Referee: The model DM is the model of the target computer, multiplied by -0.5, and rounded up. (That is, model/0 and model/1 computers have a DM of 0, model/2 and model/3 computers one of -1, model/4's and model/5's one of -2, etc.)

On a major mishap, the intrusion is discovered by either a defense program or someone using the computer.

Once the desired information is found, it may be copied, erased, or altered. It is then a simple matter to leave the computer system.

On worlds with massive satellite



computer networks (TL 11+), it is possible to access any computer on the world from anywhere else on the world (assuming the user has subscribed to the planetary data network -- see *Traveller's Digest* 8). On worlds of TL 7 and up, it is always possible to link up with another computer, assuming both have modems. In all other situations, it is necessary to actually physically operate a terminal directly linked to the desired computer.

**Errata:** The Environmental program listed last issue should vary in size depending on the size of the craft being controlled:

Craft size (displacement)	Program Spaces
Under 100 tons	0.5
100- 300 tons	1
301- 600 tons	2
601- 1000 tons	3
1001- 5000 tons	4
5001- 10 000 tons	5
10 001- 20 000 tons	6
20 001- 30 000 tons	7
30 001- 50 000 tons	8
50 001-100 000 tons	9
100 001-200 000 tons	10
Over 200 000 tons	11

The Fire Control program is similar, taking up 0.1 spaces per 500 Weapon Control Points, with a minimum size of 0.5 spaces.

We have received several comments since last issue regarding the enormous size of the programs listed in Part 1. This was due to certain factors: first, we had to conform (vaguely) to older *Traveller* rules which defined the number of spaces a computer has; second, we had to conform to the information in *Traveller's Digest* as to how much information a holocrystal can store. If we followed reality more closely, one could fit the entire program library on two holocrystals -- not a very playable situation. ("Oh no! You just dropped my two million credits' worth of programs down a sewer!")

Next issue, we will discuss more exotic aspects of programming, including brain interfaces, and the relationship between computers and the law.

*Continued from page 13*

and the ACR. Fires 5 rounds (or bursts) each turn. TL 7, 75g, Cr35.

**WEAPON ATTACHMENTS:** Guns can often have secondary weapons attached below the barrel, affording extra flexibility in combat. The most common attachment is the grenade launcher (4cm GL-7, 4cm RAM GL-8, and 4cm RAM GL-9), whose advantage over rifle grenades is that it need not be reloaded after every shot. Other frequently attached weapons include the shotgun, laser pistol (with a 20-shot power pack: see 7.1, #9), and gauss rifle (usually only on high-energy weapons, to allow closer range or more accurate sniping). All cost and perform as normal, but weigh 25% less. Additional weapons can only be attached to guns of 0.7m or greater length. The base weapon and the attachment may not both be fired in the same round.

**LARGE MAGAZINES:** Extra capacity magazines are available for most weapons. (Double cost, weight, and number of shots.) For SMG's and assault rifles, this requires a barrel-shaped magazine. Not available for revolvers, snub revolvers, or hunting rifles.

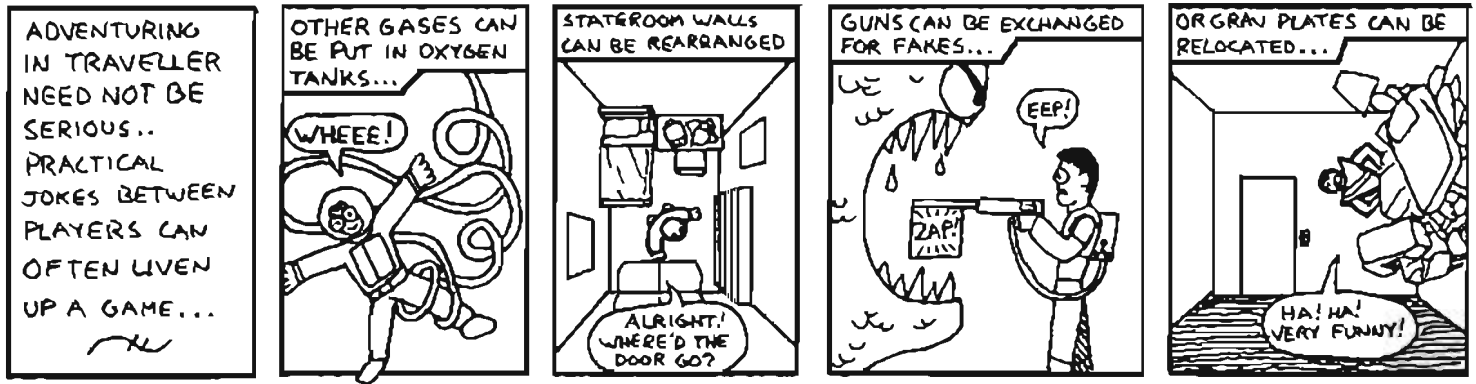
**OTHER AMMO:** HE and HEAP ammo can be purchased for weapons which do not normally mention them in their listings. (Double cost. Not available for shotguns.) For HE, increase damage by 1. For HEAP, double penetration. Rubber bullets cost the same as normal ammo, but have a penetration of 0 and do 1 damage.

*Continued from page 12*

The syaorl is extremely difficult to use. To attack, use the simplified hand-to-hand task (*Traveller's Digest* 11, *MegaTraveller Errata*), but change difficulty to "difficult" and replace strength with dexterity on DM's. On any mishap more serious than superficial, the user has accidentally hit himself; calculate penetration and damage at half normal value.

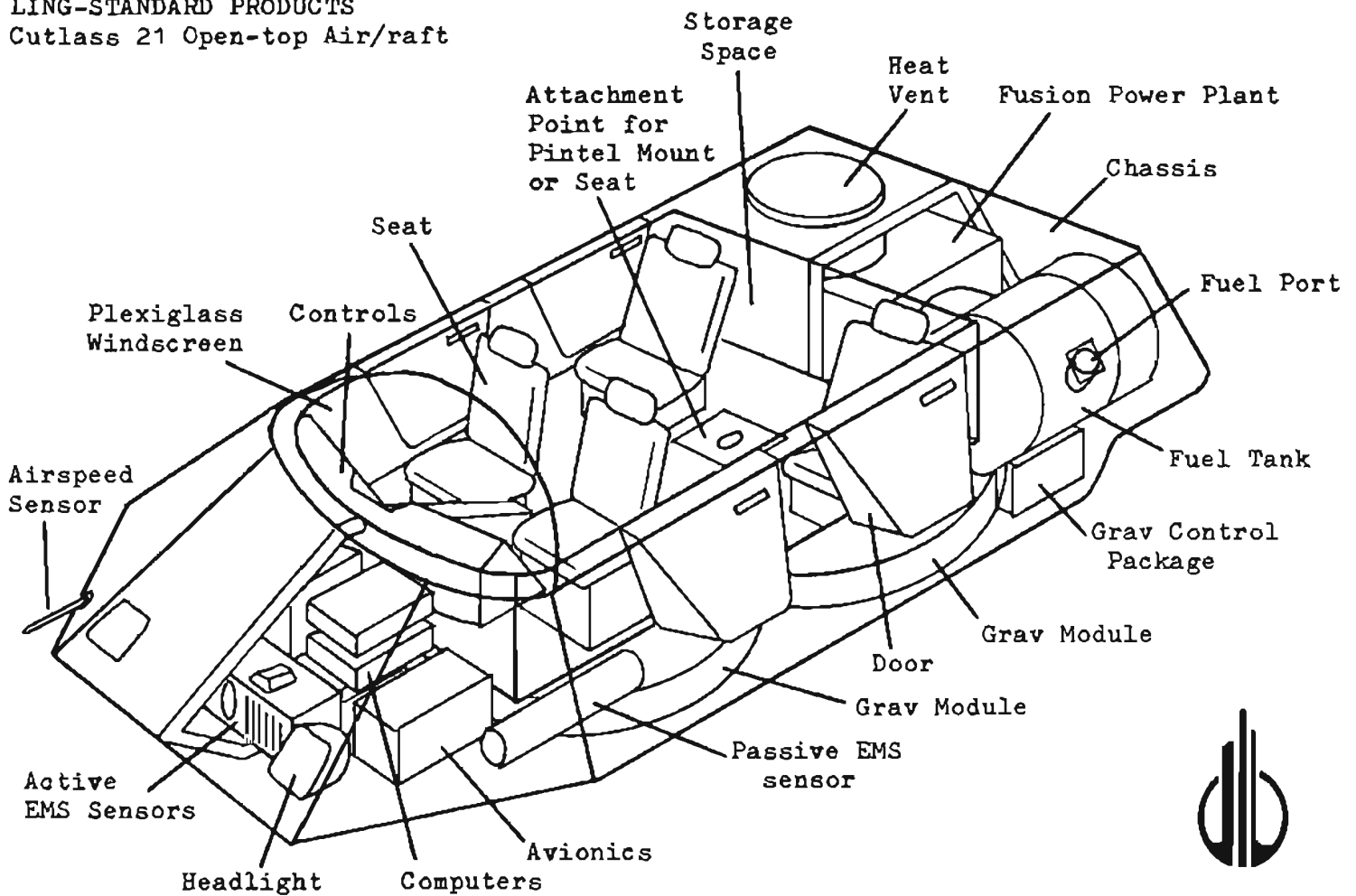
	Pen	Block	Damage		
Syaorl	16	3	5		
	TL	Length	Volume	Weight	Price
Syaorl	14	15cm	0.15L	300g	Cr3000

# TRAVELLER'S ADVICE



## INSIDE EQUIPMENT: AIR/RAFT

LING-STANDARD PRODUCTS  
Cutlass 21 Open-top Air/raft



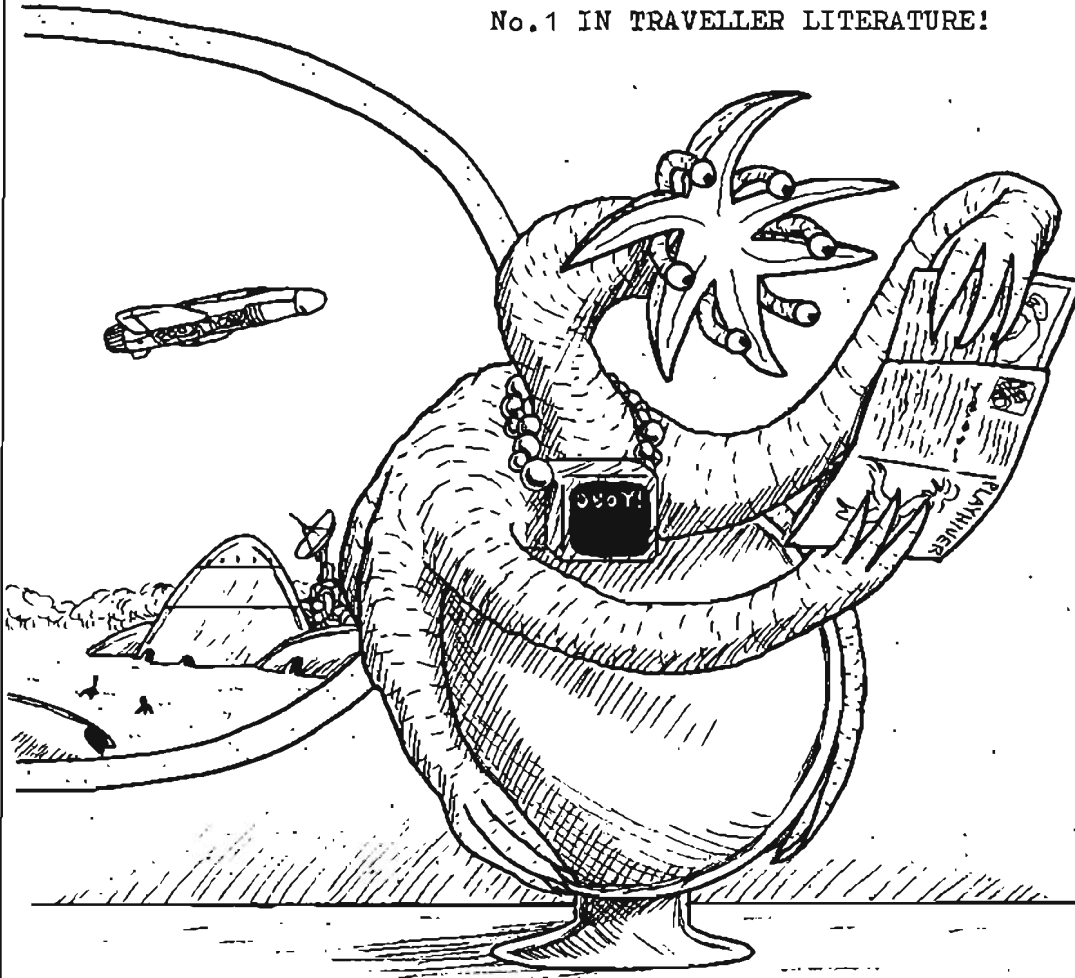
TL 15 Cr275 000 1.6 tons, 7.2 loaded.  
1.5Mw Fusion Power plant.  
3.3Kl Hydrogen Fuel. 60 days operation.  
Grav Locomotion, 8.0 tons thrust.  
Comfortable Seating for four. 5.4Kl Cargo.  
50 000km range radio. Active and Passive EMS.  
Two model/O control Computers.  
Attachment point for optional seat or weapons mount.  
120kph maximum. 90kph cruising. 120kph NOE.

**NEXT ISSUE :**  
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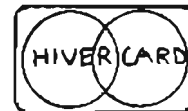
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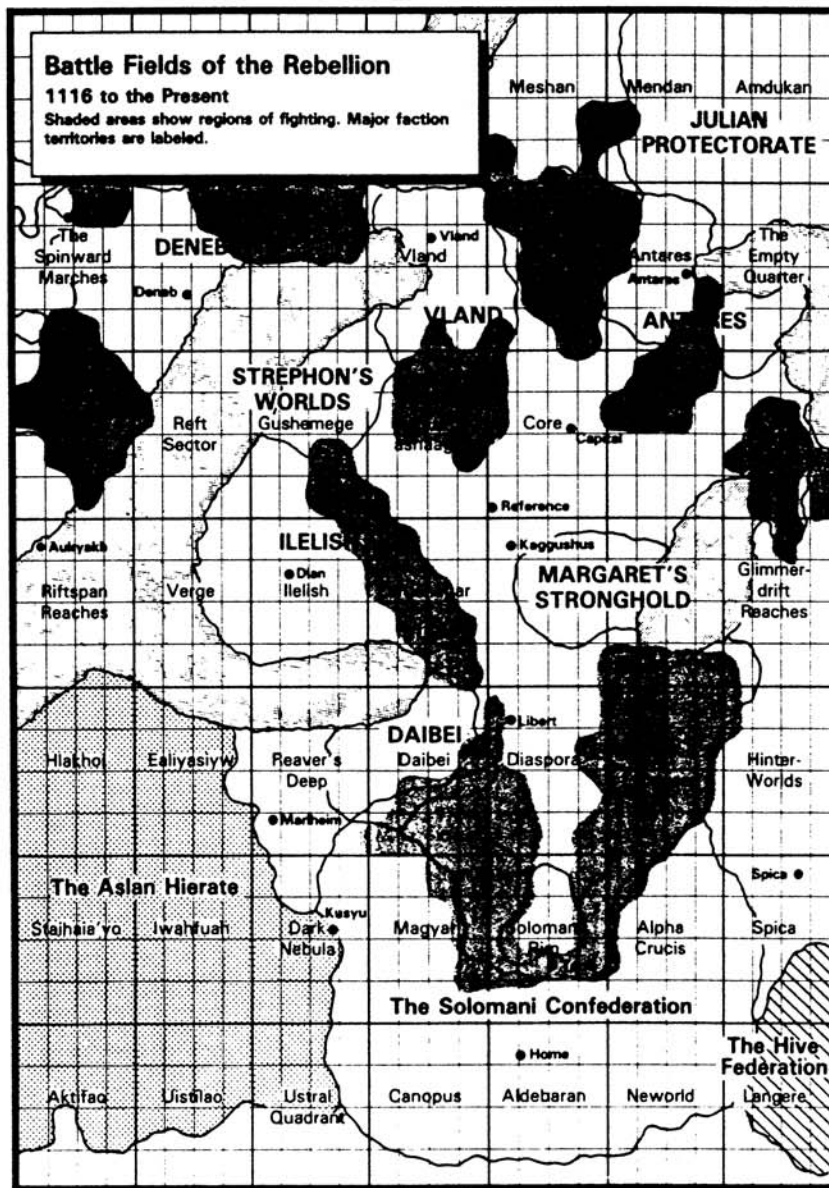
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**ETHNOGRAPHICS:** This map shows areas with a significant (5%+) level of racial population.

